blotto.run

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[1]: import blotto
     import numpy as np
[2]: def player_strategy(n_battalions,n_fields):
         battalions = np.random.multinomial(100, [3/20, 3/20, 4/20, 5/20, 5/20, 0/
      \hookrightarrow20], size = 1)[0] # array
         battalions_placement = [] # liste
         for i in battalions: # loops
             sum_battalions = sum(battalions)
             random_choice = int(round(i / sum_battalions * 100,0))
             battalions_placement.append(random_choice)
         battalions_placement=battalions[np.random.rand(n_fields).argsort()]
         assert sum(battalions_placement)==n_battalions
         return battalions_placement
     def computer_strategy(n_battalions, n_fields):
         battalions = np.random.multinomial(100, np.ones(n_fields)/n_fields, size =__
      →1)[0]
         battalions_placement = []
         for i in battalions:
             sum_battalions = sum(battalions)
             random_choice = int(round(i / sum_battalions * 100,0))
             battalions_placement.append(random_choice)
         battalions_placement=battalions[np.random.rand(n_fields).argsort()]
         assert sum(battalions_placement)==n_battalions
         return battalions_placement
[3]: def call_battle(n_battalions,n_fields, player_strategy, computer_strategy):
         c_battlions=computer_strategy(n_battalions,n_fields)
         p_battlions=player_strategy(n_battalions,n_fields)
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diff=p_battlions-c_battlions
         points=sum(diff>0)-sum(diff<0)</pre>
         return int(points>0)-int(points<0)</pre>
     def test_strategies(n_fields,n_battalions,player_strategy, computer_strategy):
         n_tests=100000
         r=0
         record=[]
         for i in range(n_tests):
             p=call_battle(n_battalions,n_fields,
                 player_strategy, computer_strategy)
             record.append(p)
             r+=p
         return r/n_tests
[4]: test_strategies(6,100,player_strategy, computer_strategy)
[4]: 0.33314
[5]: blotto.run(6,100, player_strategy, computer_strategy)
                                                 Traceback (most recent call last)
      AttributeError
     Input In [5], in <module>
      ----> 1 blotto run(6,100, player_strategy, computer_strategy)
     AttributeError: module 'blotto' has no attribute 'run'
[]:
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