



CS 540 Introduction to Artificial Intelligence

Games II

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November 30, 2021

Announcements

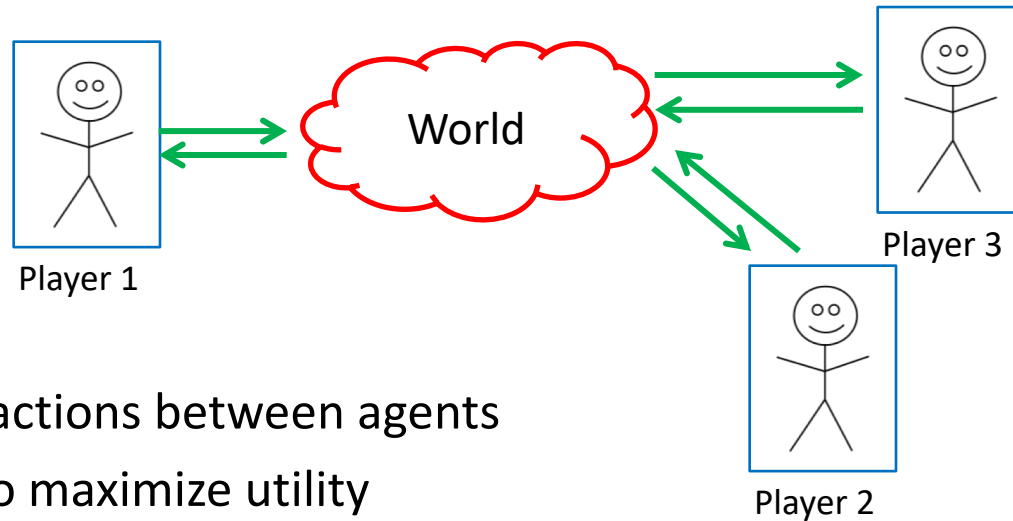
- **Homeworks:**
 - HW 9 deadline extended to next Tuesday (Dec 7)
 - HW 10 to be released on Thursday. Due Dec 14 Tuesday
- **Class roadmap:**
 - Today: Game II
 - Next: Reinforcement Learning

Outline

- Review of game theory basics
 - Properties, mathematical setup, simultaneous games
- Sequential games
 - Game trees, minimax, search approaches
- Speeding up sequential game search
 - Pruning, heuristics

Review of Games: Multiple Agents

Games setup: **multiple** agents

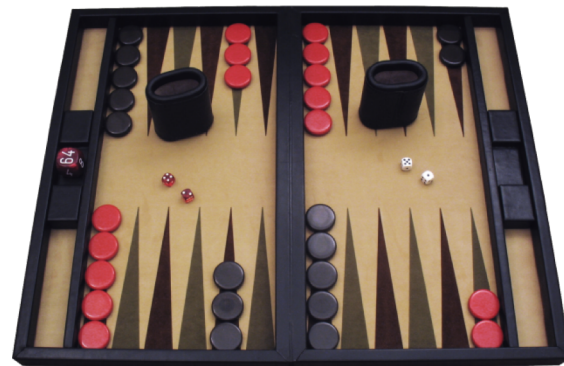


- Now: interactions between agents
- Still want to maximize utility
- **Strategic** decision making.

Review of Games: Properties

Let's work through **properties** of games

- **Number** of agents/players
- State & action spaces: **discrete** or **continuous**
- **Finite** or **infinite**
- **Deterministic** or **random**
- **Sum**: zero or positive or negative
- **Sequential** or **simultaneous**



Wiki

Review: Prisoner's Dilemma

Famous example from the '50s.

Two prisoners A & B. Can choose to betray the other or not.

- A and B both betray, each of them serves two years in prison
- One betrays, the other doesn't: betrayer free, other three years
- Both do not betray: one year each

Properties: **2-player**, **discrete**, **finite**,
deterministic, **negative-sum**, **simultaneous**



Review: Normal Form

Mathematical description of simult. games. Has:

- n players $\{1, 2, \dots, n\}$
- Player i strategy a_i from A_i . **All:** $a = (a_1, a_2, \dots, a_n)$
- Player i gets rewards $u_i(a)$ for any outcome
 - **Note:** reward depends on other players!
- Setting: all of these spaces, rewards are **known**

Review: Example of Normal Form

Ex: Prisoner's Dilemma

		Player 2	
		<i>Stay silent</i>	<i>Betray</i>
Player 1	<i>Stay silent</i>	-1, -1	-3, 0
	<i>Betray</i>	0, -3	-2, -2

- 2 players, 2 actions: yields 2x2 matrix
- Strategies: {Stay silent, betray} (i.e, binary)
- Rewards: {0,-1,-2,-3}

Review: Dominant Strategies

Let's analyze such games. Some strategies are better

- Dominant strategy: if a_i better than a_i' *regardless* of what other players do, a_i is **dominant**
- I.e.,

$$u_i(a_i, a_{-i}) \geq u_i(a_i', a_{-i}) \forall a_i' \neq a_i \text{ and } \forall a_{-i}$$



All of the other entries
of a excluding i

- Doesn't always exist!

Review: Equilibrium

a^* is an equilibrium if all the players do not have an incentive to **unilaterally deviate**

$$u_i(a_i^*, a_{-i}^*) \geq u_i(a_i, a_{-i}^*) \quad \forall a_i \in A_i$$

- All players dominant strategies \rightarrow equilibrium
- Converse doesn't hold (don't need dominant strategies to get an equilibrium)

Review: Pure and Mixed Strategies

So far, all our strategies are deterministic: “**pure**”

- Take a particular action, no randomness

Can also randomize actions: “**mixed**”

- Assign probabilities x_j to each action

$$x_i(a_i), \text{ where } \sum_{a_i \in A_i} x_i(a_i) = 1, x_i(a_i) \geq 0$$

- Note: have to now consider **expected rewards**

Review: Nash Equilibrium

Consider the mixed strategy $x^* = (x_1^*, \dots, x_n^*)$

- This is a **Nash equilibrium** if

$$u_i(x_i^*, x_{-i}^*) \geq u_i(x_i, x_{-i}^*) \quad \forall x_i \in \Delta_{A_i}, \forall i \in \{1, \dots, n\}$$



Better than doing
anything else,
“**best response**”



Space of
probability
distributions

- Intuition: nobody can **increase expected reward** by changing only their own strategy. A type of solution!

Break & Quiz

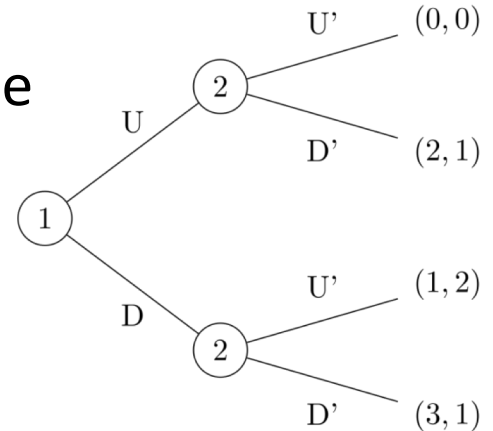
Q 1.1: Which of the following is **false**

- A. The set of mixed strategies includes pure strategies.
- B. A game can be simultaneous but have imperfect information.
- C. A game may not have any dominating strategies.
- D. All finite two player games have pure Nash equilibria.

Sequential Games

More complex games with multiple moves

- Instead of normal form, **extensive form**
- Represent with a **tree**
- Find strategies: perform search over the tree
- Can still look for Nash equilibrium
 - Or, other criteria like **minimax**



II-Nim: Example Sequential Game

2 piles of sticks, each with 2 sticks.

- Each player takes one or more sticks from pile
- Take last stick: lose

(ii, ii)

- Two players: **Max** and **Min**
- If **Max** wins, the score is **+1**; otherwise **-1**
- **Min**'s score is $-\text{Max's}$
- Use **Max**'s as the score of the game

Game Trajectory

(ii, ii)

Game Trajectory

(ii, ii)

Max takes one stick from one pile

(i, ii)

Game Trajectory

(ii, ii)

Max takes one stick from one pile

(i, ii)

Min takes two sticks from the other pile

(i,-)

Game Trajectory

(ii, ii)

Max takes one stick from one pile

(i, ii)

Min takes two sticks from the other pile

(i, -)

Max takes the last stick

(-, -)

Max gets score **-1**

Game tree for II-Nim

Two players:
Max and **Min**

(ii ii) **Max**

who is to move
at this state

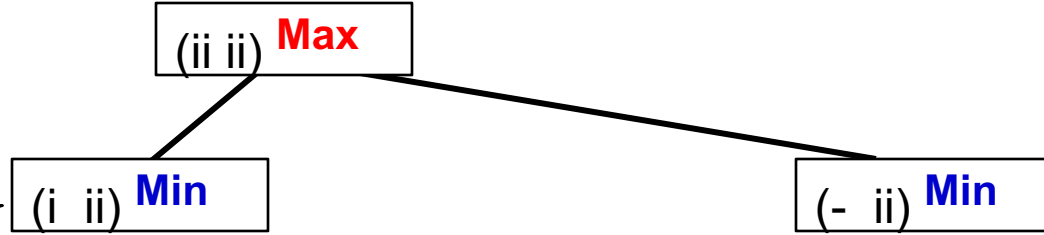
Convention: score is w.r.t. the first player Max. Min's score = - Max

Max wants the largest score
Min wants the smallest score

Game tree for II-Nim

Two players:
Max and **Min**

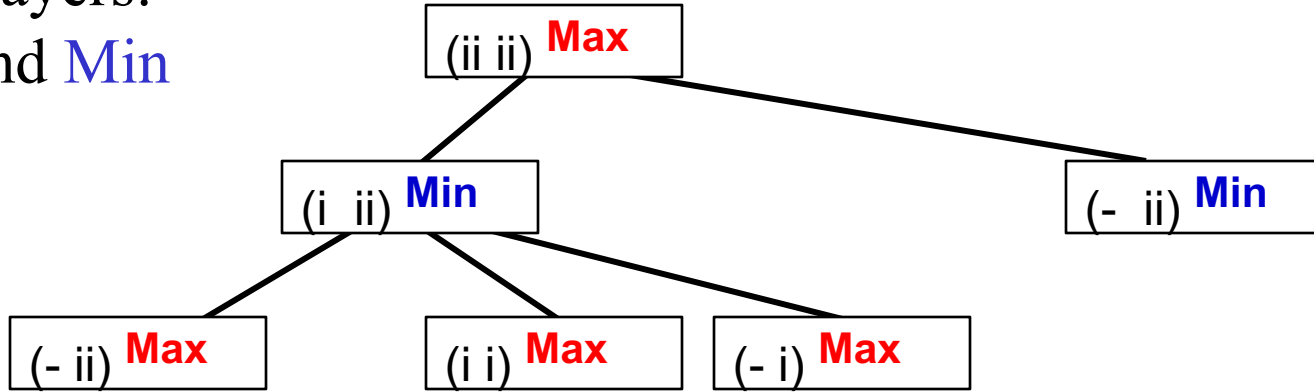
Symmetry
 $(i \ ii) = (ii \ i)$



Max wants the largest score
Min wants the smallest score

Game tree for II-Nim

Two players:
Max and **Min**

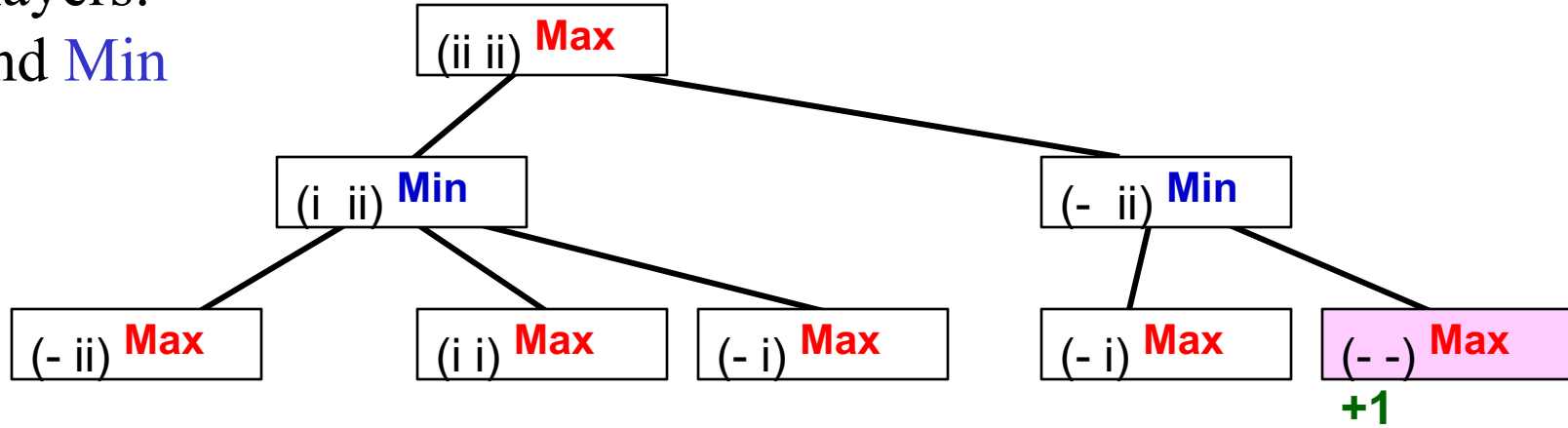


Max wants the largest score

Min wants the smallest score

Game tree for II-Nim

Two players:
Max and **Min**

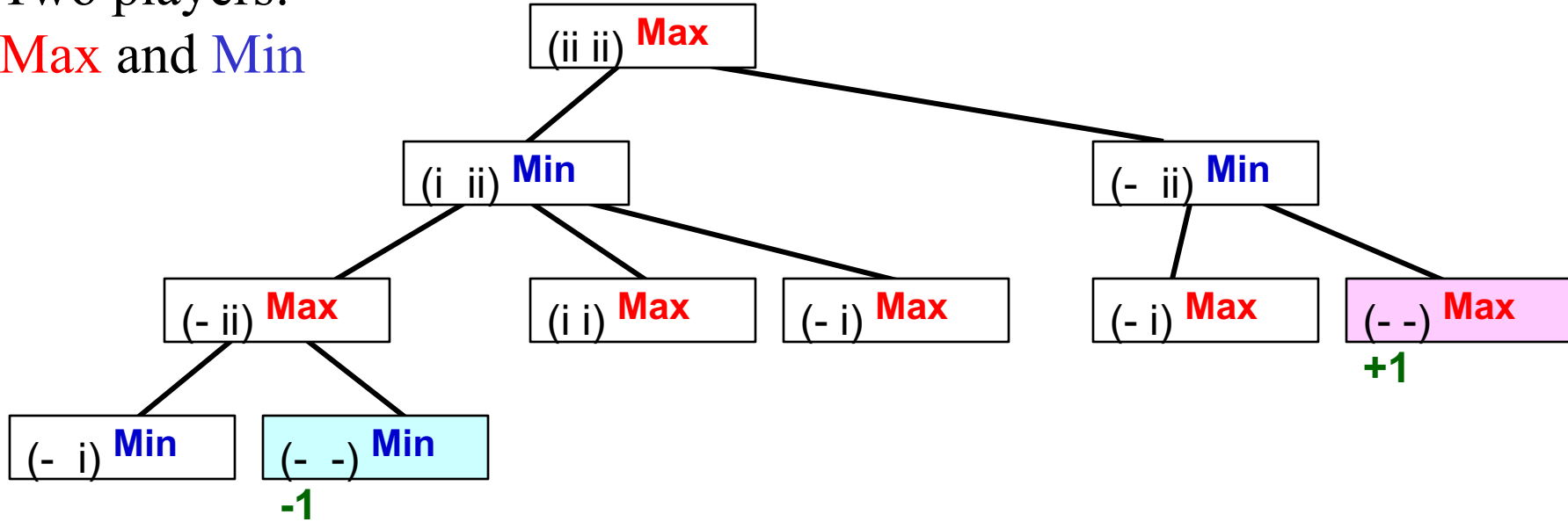


Max wants the largest score

Min wants the smallest score

Game tree for II-Nim

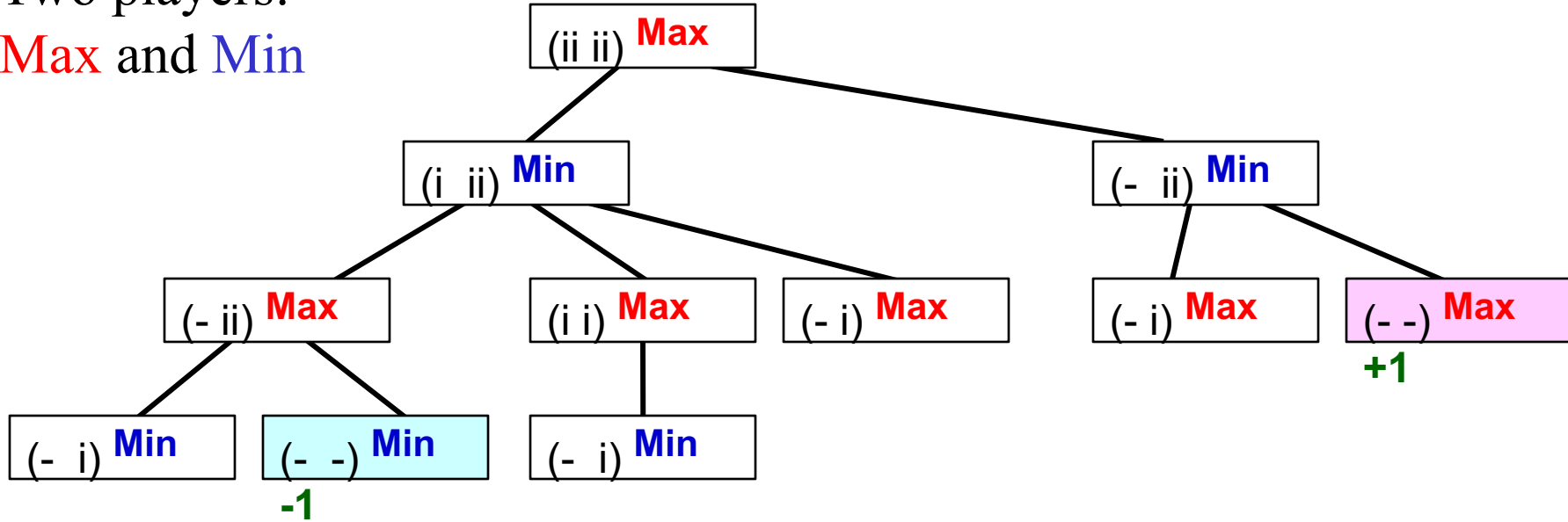
Two players:
Max and **Min**



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Game tree for II-Nim

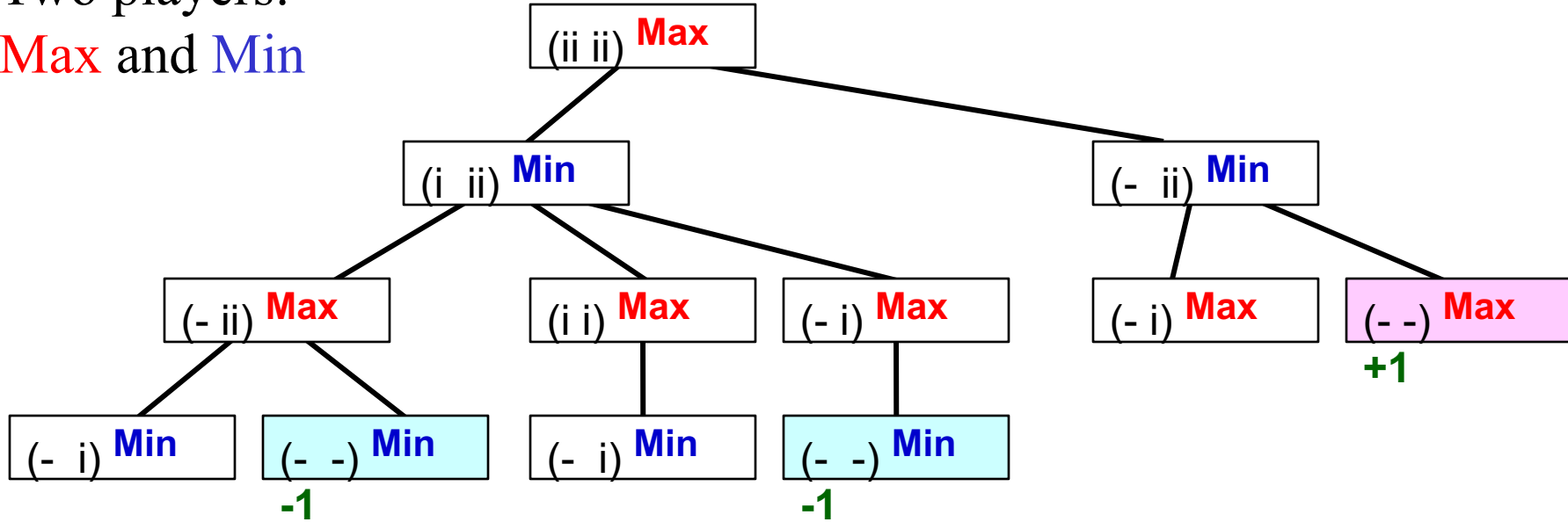
Two players:
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Max wants the largest score
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Game tree for II-Nim

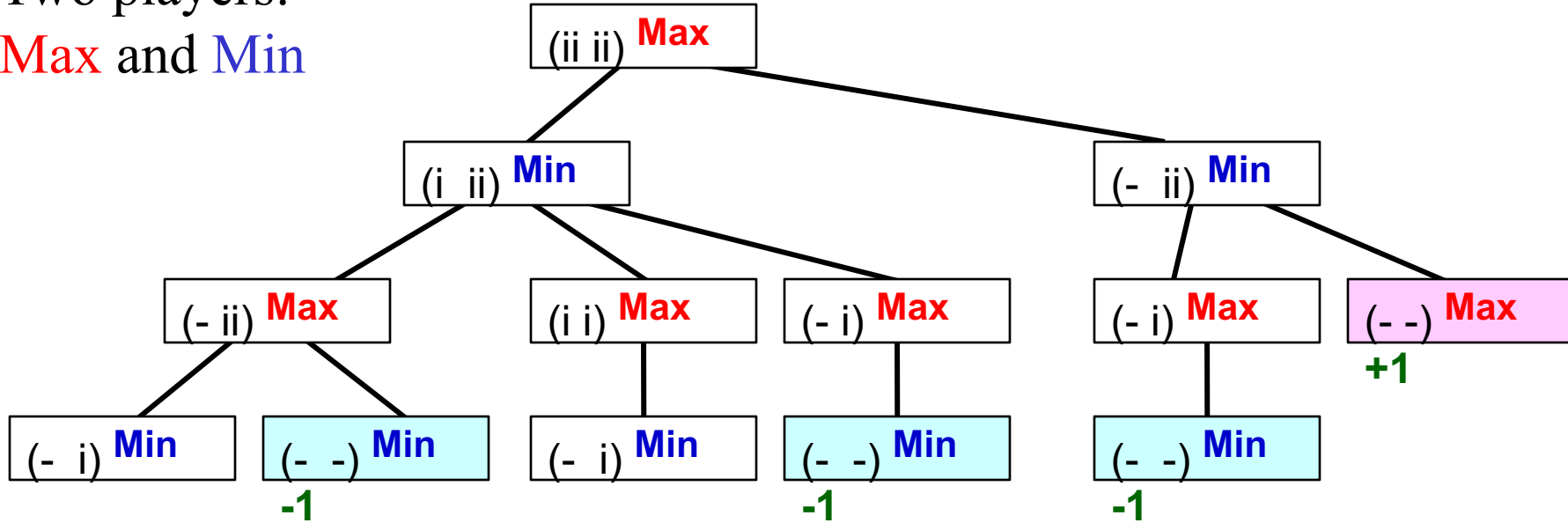
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Game tree for II-Nim

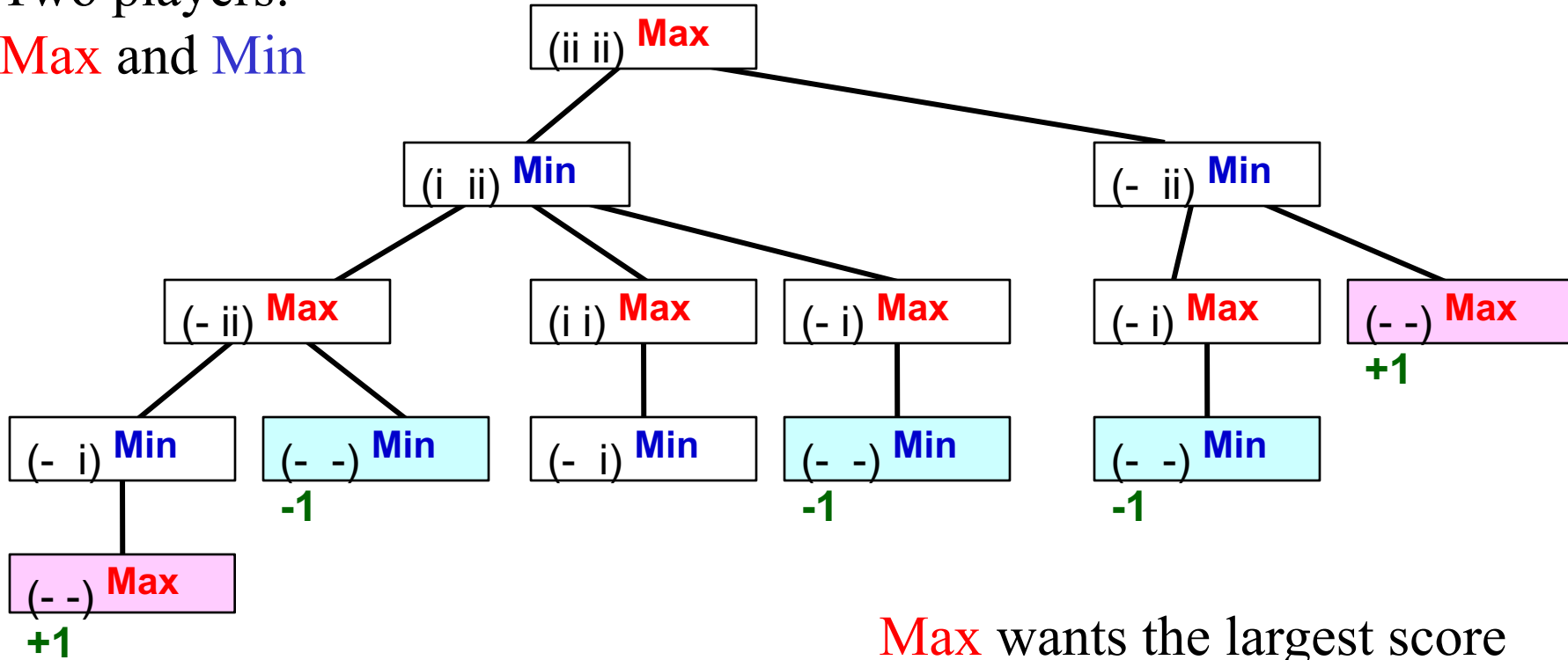
Two players:
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Game tree for II-Nim

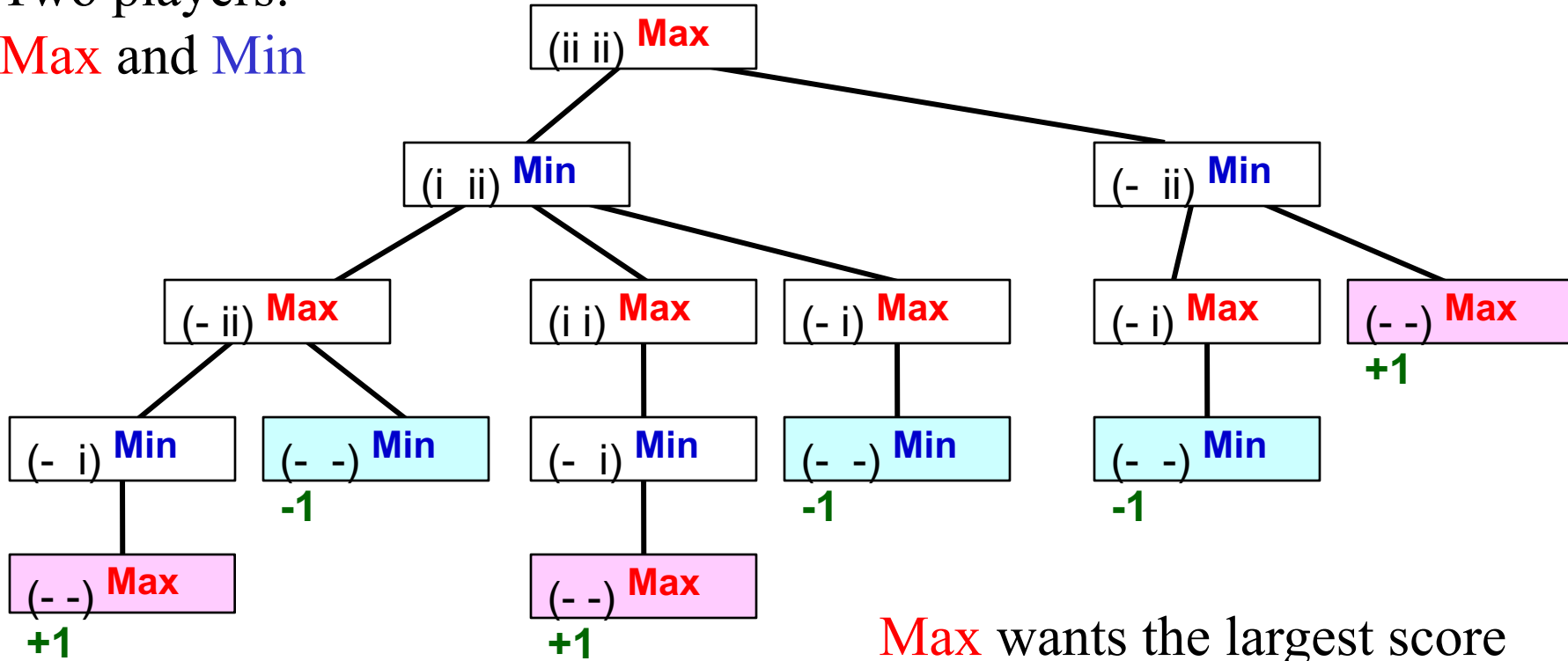
Two players:
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Min wants the smallest score

Game tree for II-Nim

Two players:
Max and **Min**



Max wants the largest score
Min wants the smallest score

Strategies & Rewards

Let's stick to zero-sum two-player games

- Strategies: player 1 (**Max**): s , player 2 (**Min**): t
- Player 1 (**Max**): reward $u(s,t)$, player 2 (**Min**): $-u(s,t)$
- **Max** goal: maximize $u(s,t)$
- Goal: find strategies s, t that do this.



Minimax Theorem

Famous result of von Neumann

- Says: there are strategies s^* and t^* and a value u^* , the **minimax value** so that
 - If **Min** uses t^* , then **Max's** reward $\leq u^*$ (i.e., $\max_s u(s, t^*) = u^*$)
 - If **Max** uses s^* , then **Max's** reward $\geq u^*$ (i.e., $\min_t u(s^*, t) = u^*$)
- So: $u(s^*, t^*) = u^*$
- Also: if game has perfect information, there are pure strategies s^* , t^* that satisfy the result

Finding The Strategies

Back to our game tree

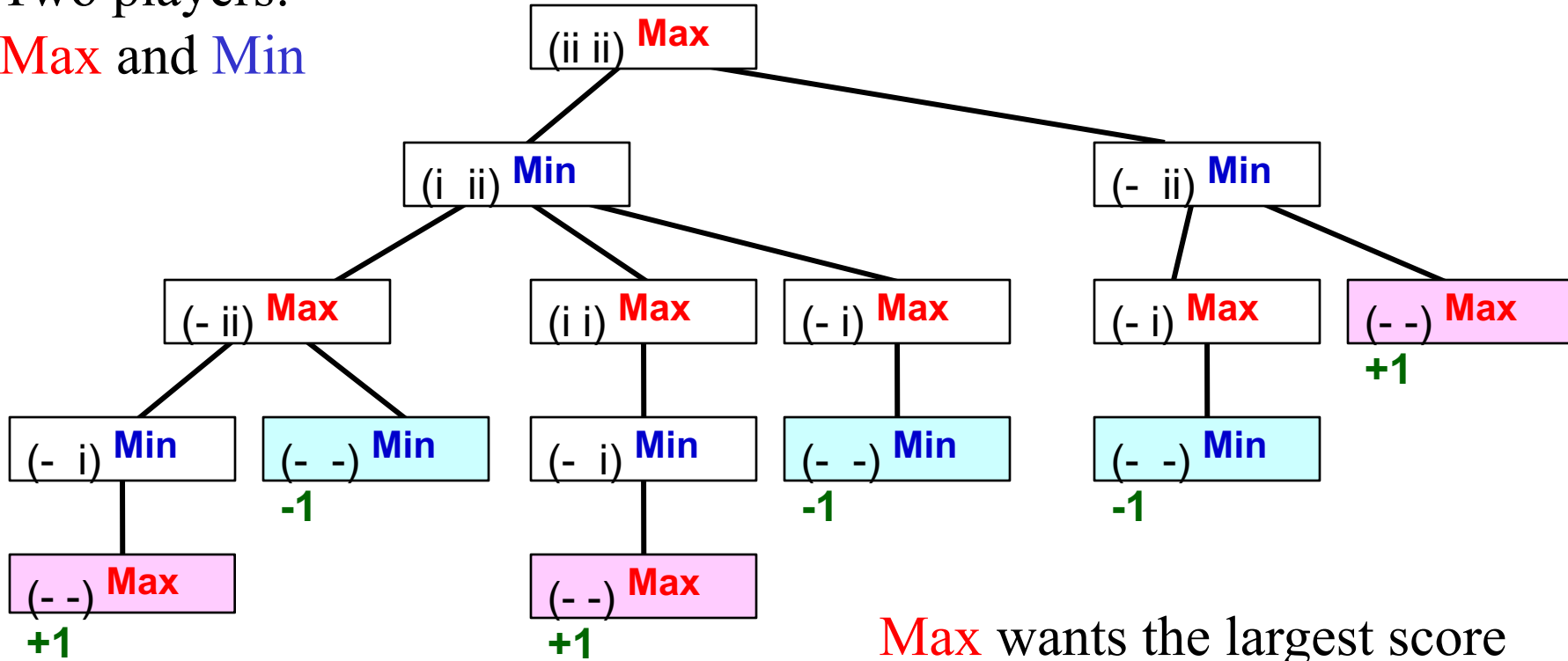
- Write down all the pure strategies (e.g., the big tree) and select the s^* and t^*

$$s^* = \arg \max_{s \in S} \min_{t \in T} u(s, t) \quad t^* = \arg \min_{t \in T} \max_{s \in S} u(s, t)$$

- Big search, since for branching factor b , height h , need to look at $\sim b^h$ strategies

Game tree for II-Nim

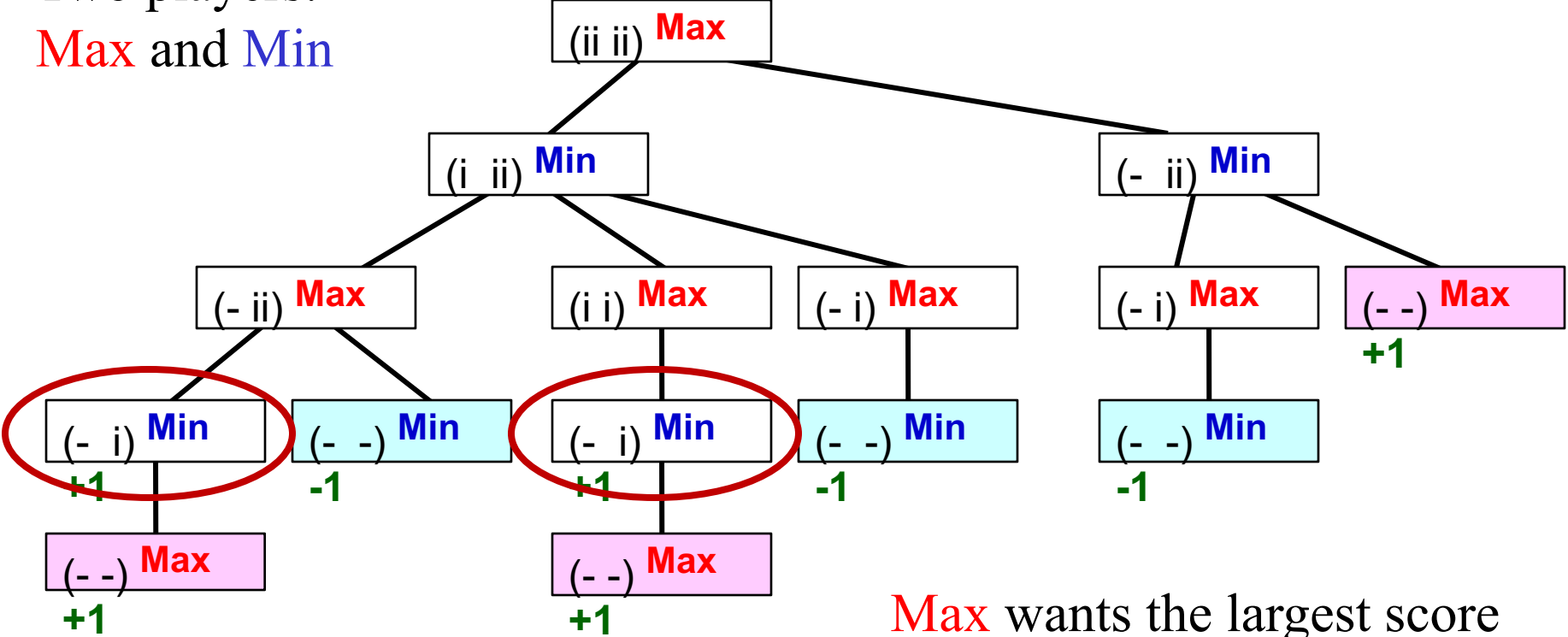
Two players:
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Max wants the largest score
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Game tree for II-Nim

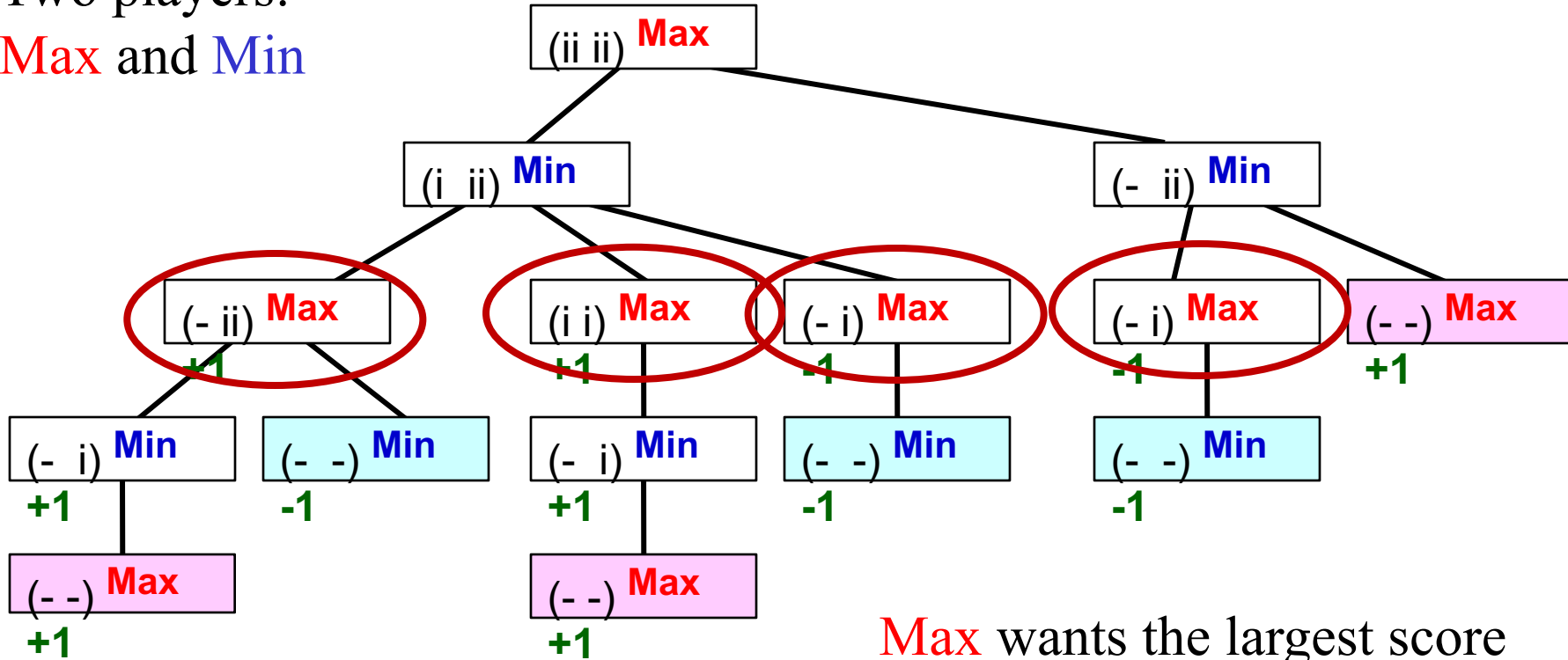
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Game tree for II-Nim

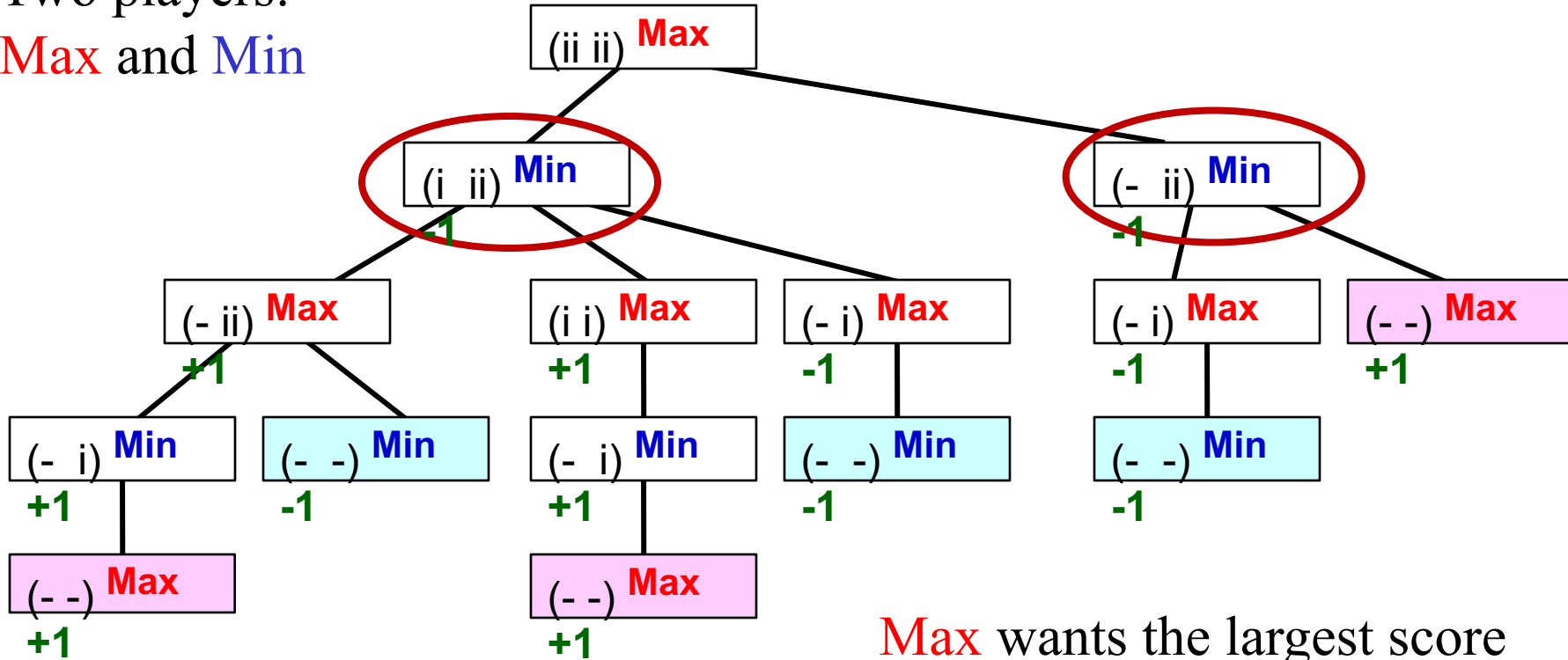
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Game tree for II-Nim

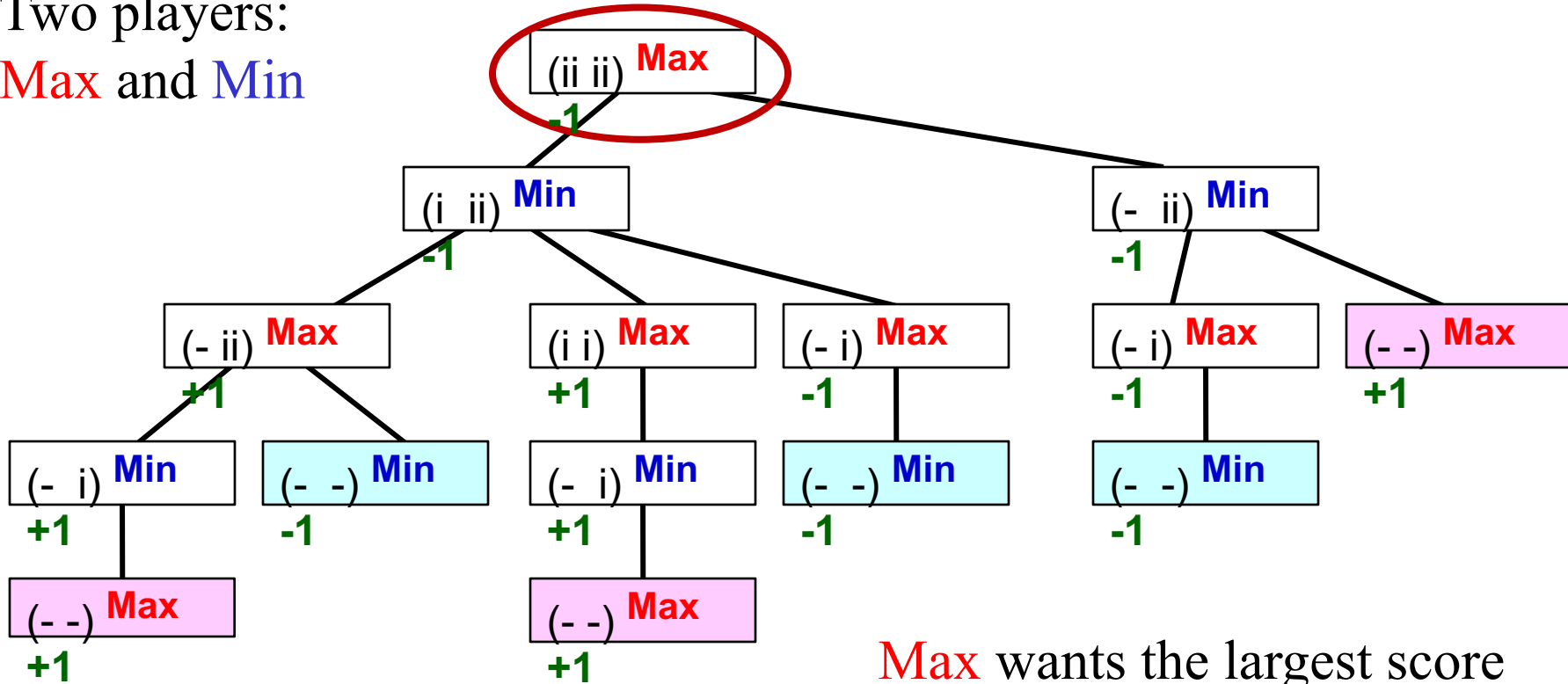
Two players:
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Max wants the largest score
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Game tree for II-Nim

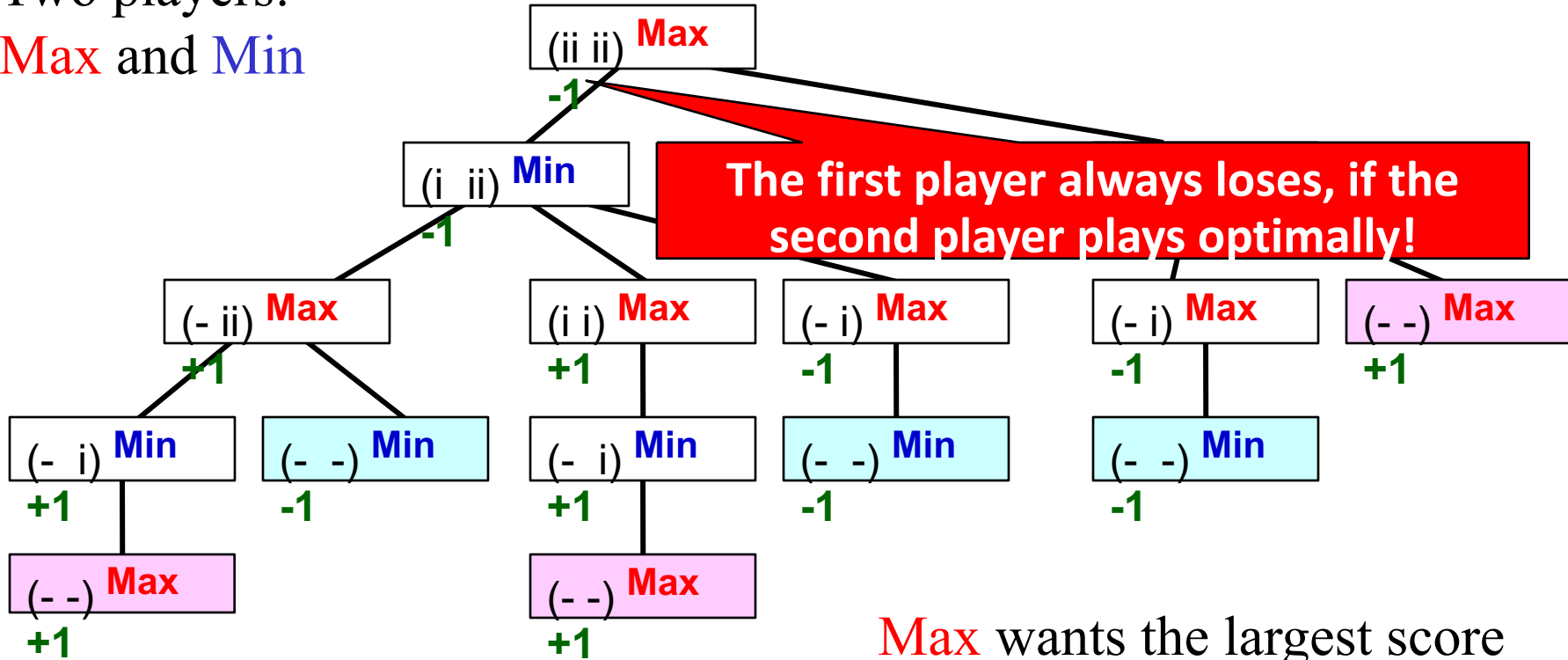
Two players:
Max and **Min**



Max wants the largest score
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Game tree for II-Nim

Two players:
Max and **Min**



Max wants the largest score
Min wants the smallest score

Break & Quiz

Q 2.1: We are playing a game where Player A goes first and has 4 moves. Player B goes next and has 3 moves. Player A goes next and has 2 moves. Player B then has one move.

How many nodes are there in the minimax tree, including termination nodes (leaves)?

- A. 23
- B. 65
- C. 41
- D. 2

Break & Quiz

Q 2.2: During minimax tree search, must we examine every node?

- A. Always
- B. Sometimes
- C. Never

Our Approach So Far

We find the minimax value/strategy bottom up

- Minimax value: score of terminal node when both players play optimally
 - **Max's** turn, take max of children
 - **Min's** turn, take min of children
- Can implement this as depth-first search: **minimax algorithm**

Minimax Algorithm

```
function Max-Value(s)
inputs:
  s: current state in game, Max about to play
output: best-score (for Max) available from s

  if ( s is a terminal state )
  then return ( terminal value of s )
  else
     $\alpha := -\text{infinity}$ 
    for each  $s'$  in Succ(s)
       $\alpha := \max(\alpha, \text{Min-value}(s'))$ 

  return  $\alpha$ 
```

```
function Min-Value(s)
output: best-score (for Min) available from s

  if ( s is a terminal state )
  then return ( terminal value of s )
  else
     $\beta := \text{infinity}$ 
    for each  $s'$  in Succs(s)
       $\beta := \min(\beta, \text{Max-value}(s'))$ 

  return  $\beta$ 
```

Time complexity?

- $O(b^m)$

Space complexity?

- $O(bm)$

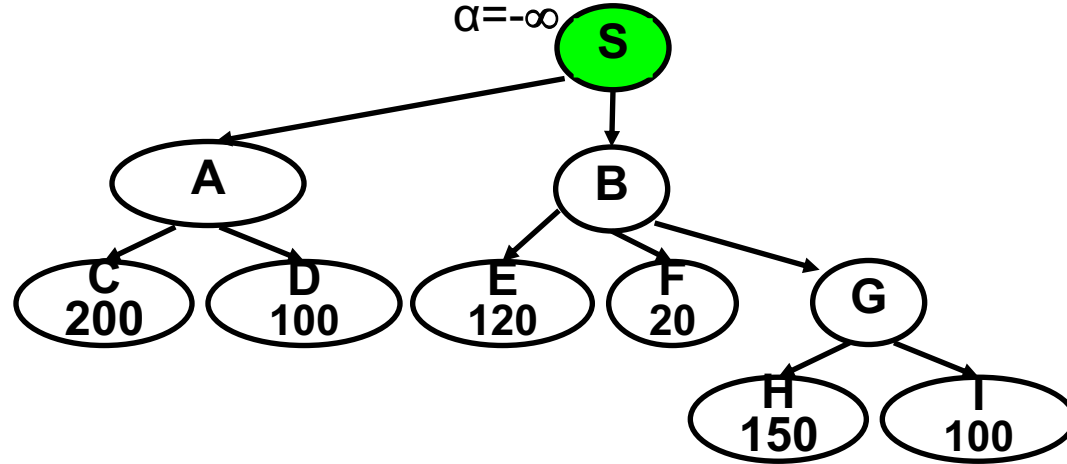
Minimax algorithm in execution

max

min

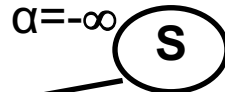
max

min

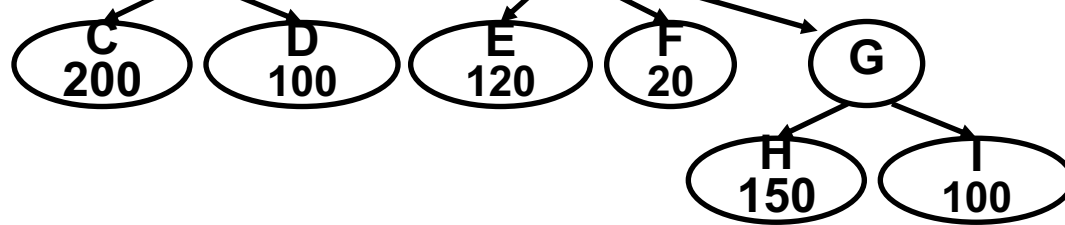


Minimax algorithm in execution

max



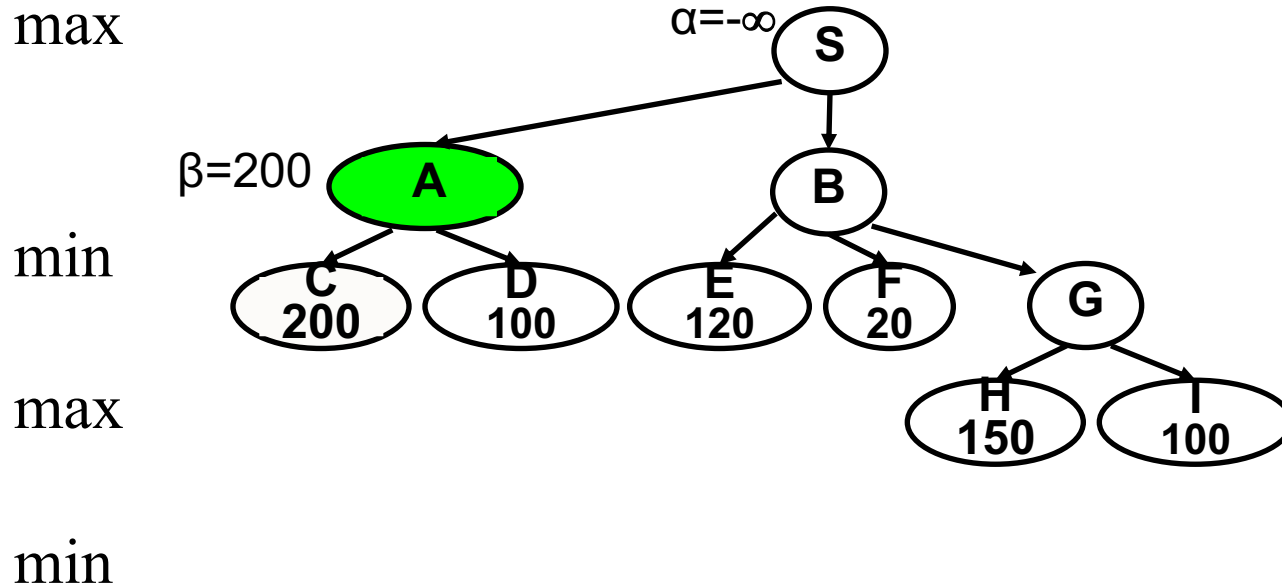
min



max

min

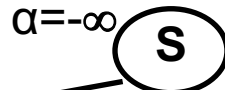
Minimax algorithm in execution



The execution on the terminal nodes is omitted.

Minimax algorithm in execution

max



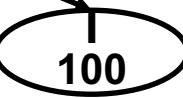
$\beta = 100$



min

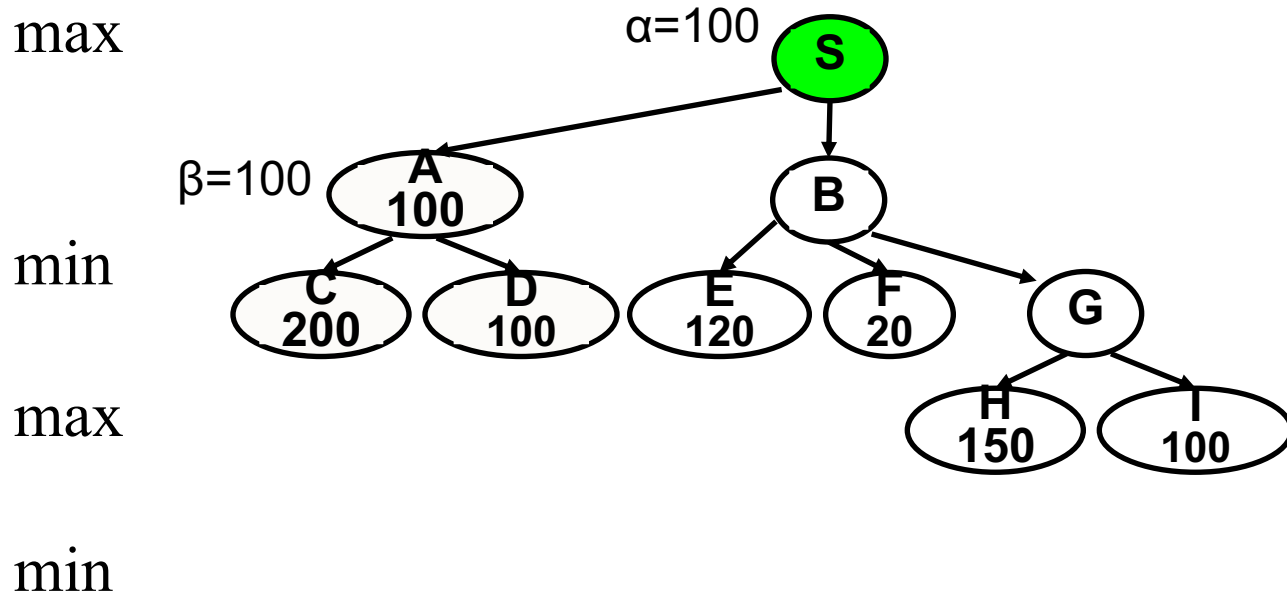


max

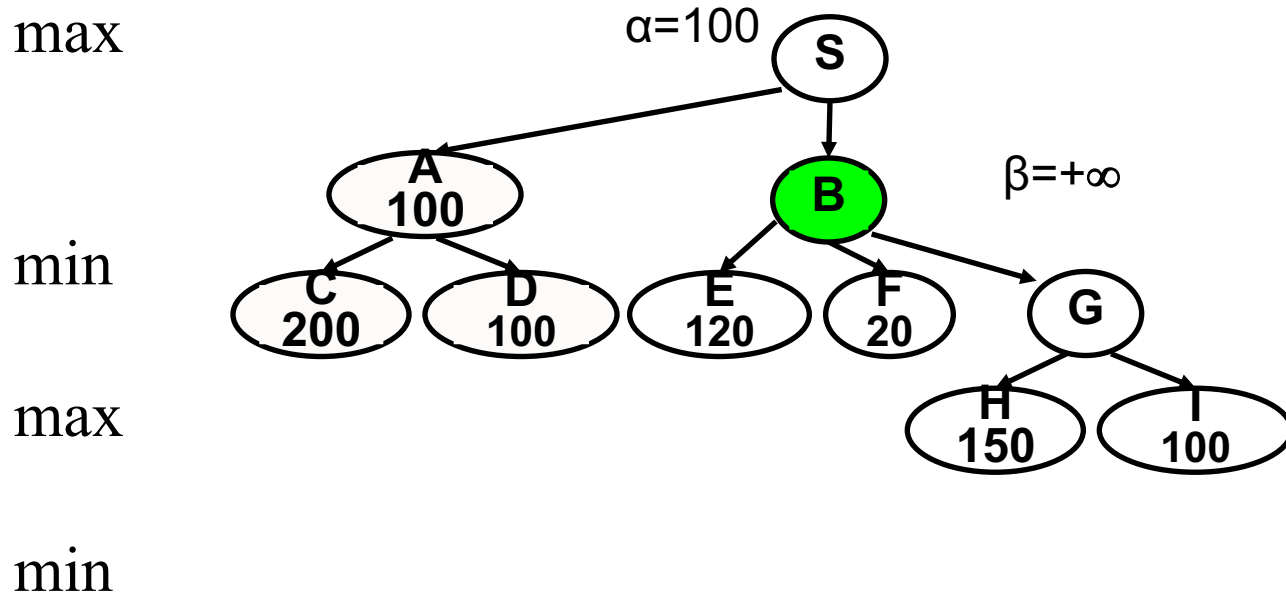


min

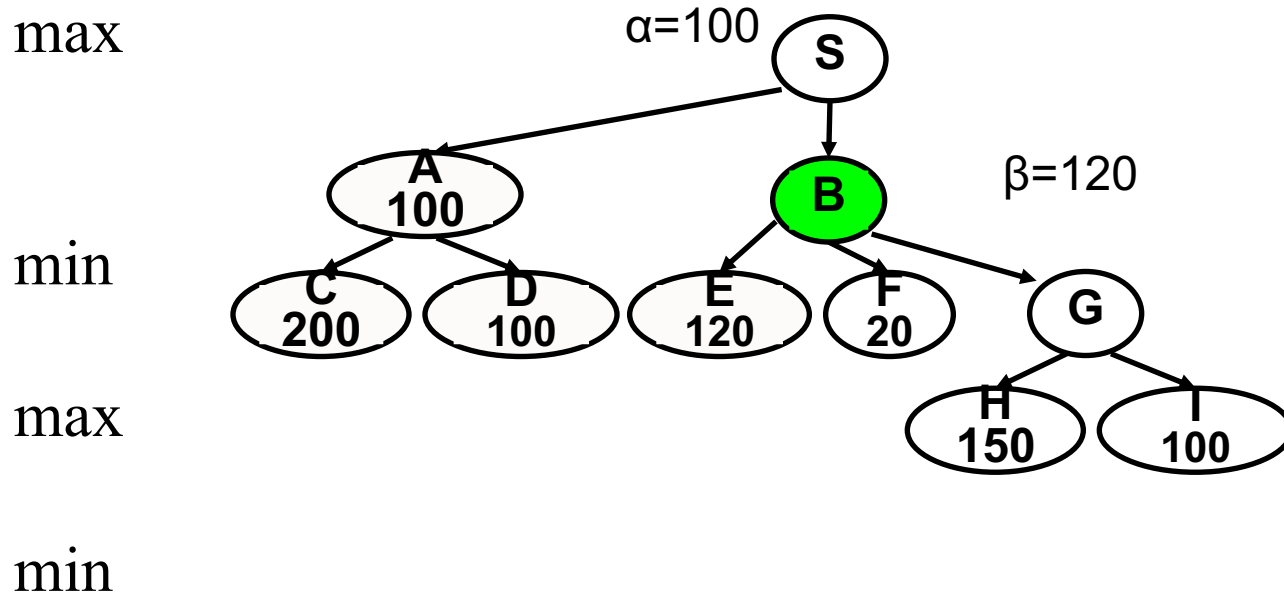
Minimax algorithm in execution



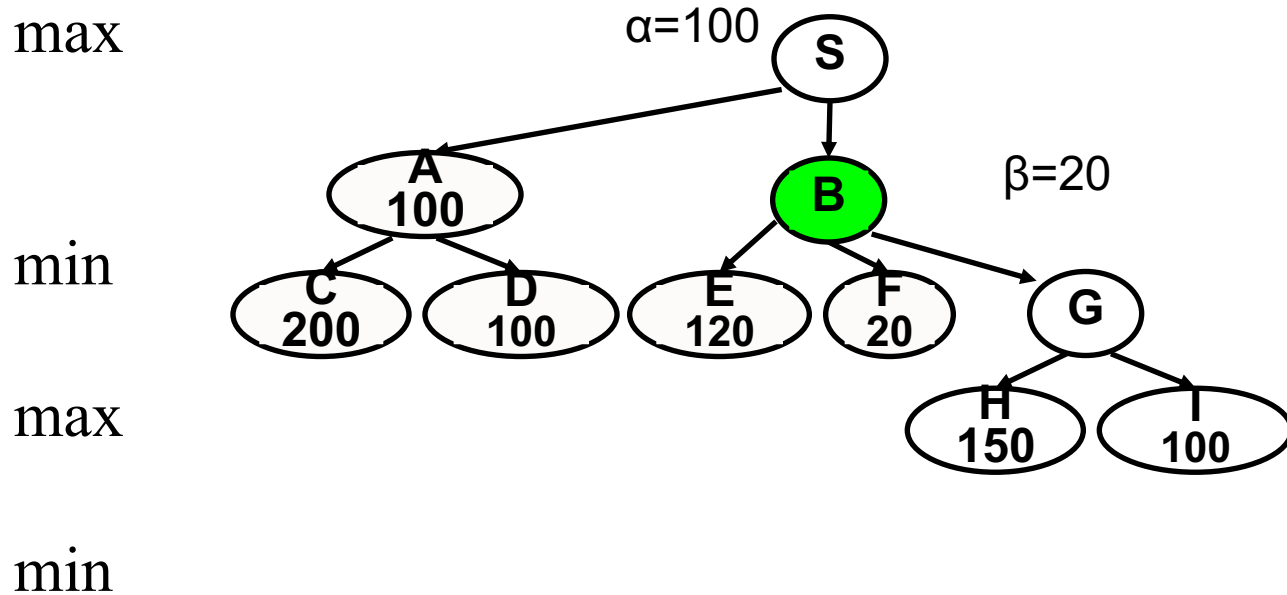
Minimax algorithm in execution



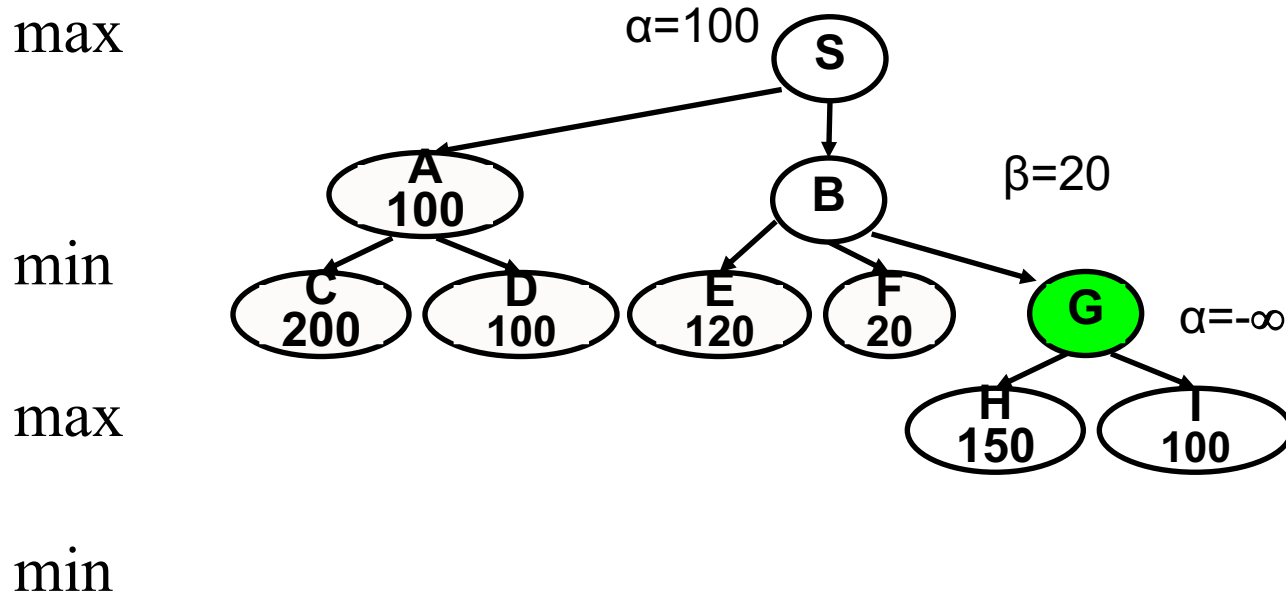
Minimax algorithm in execution



Minimax algorithm in execution



Minimax algorithm in execution



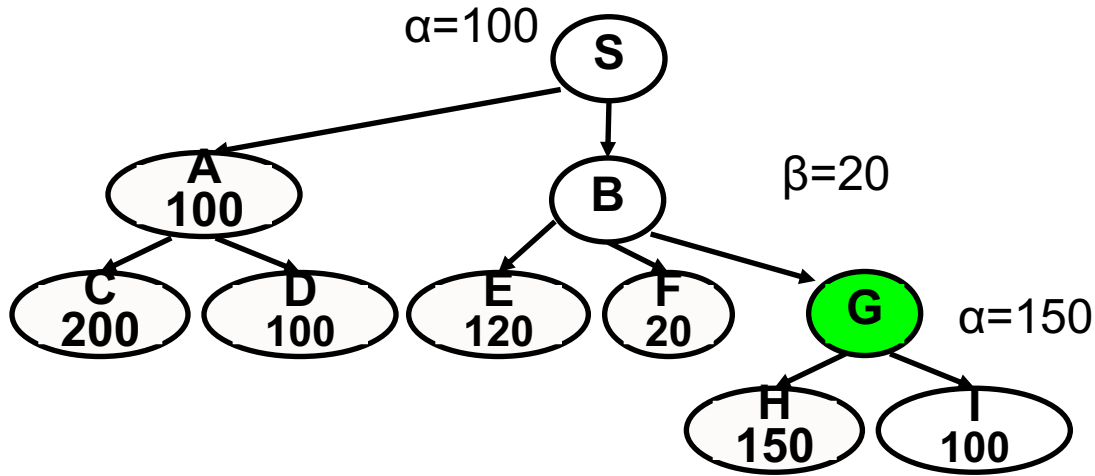
Minimax algorithm in execution

max

min

max

min



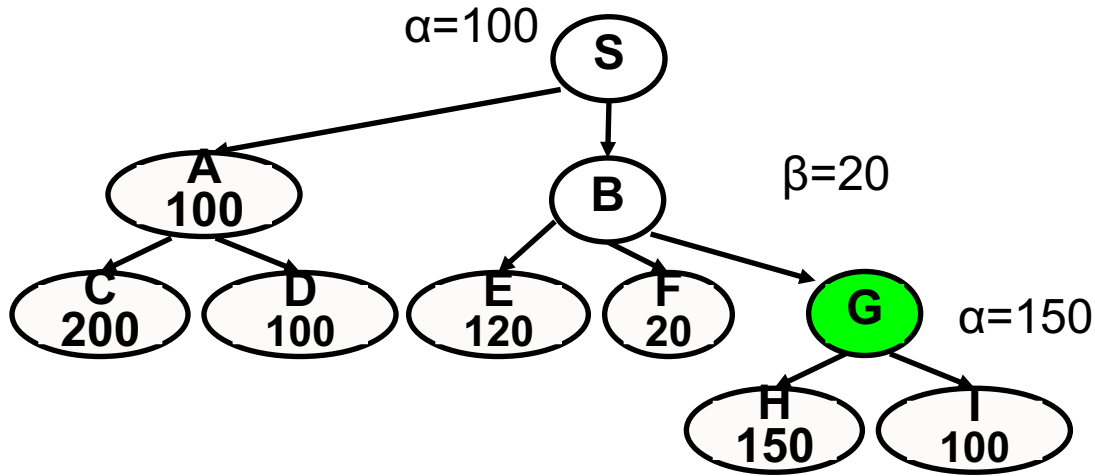
Minimax algorithm in execution

max

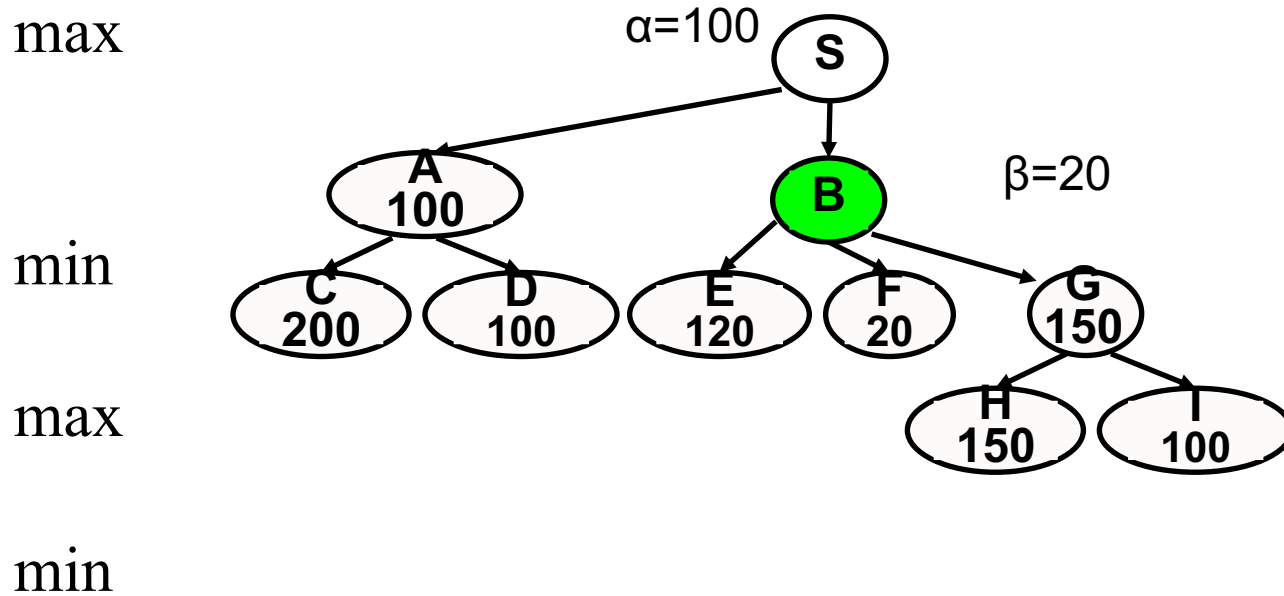
min

max

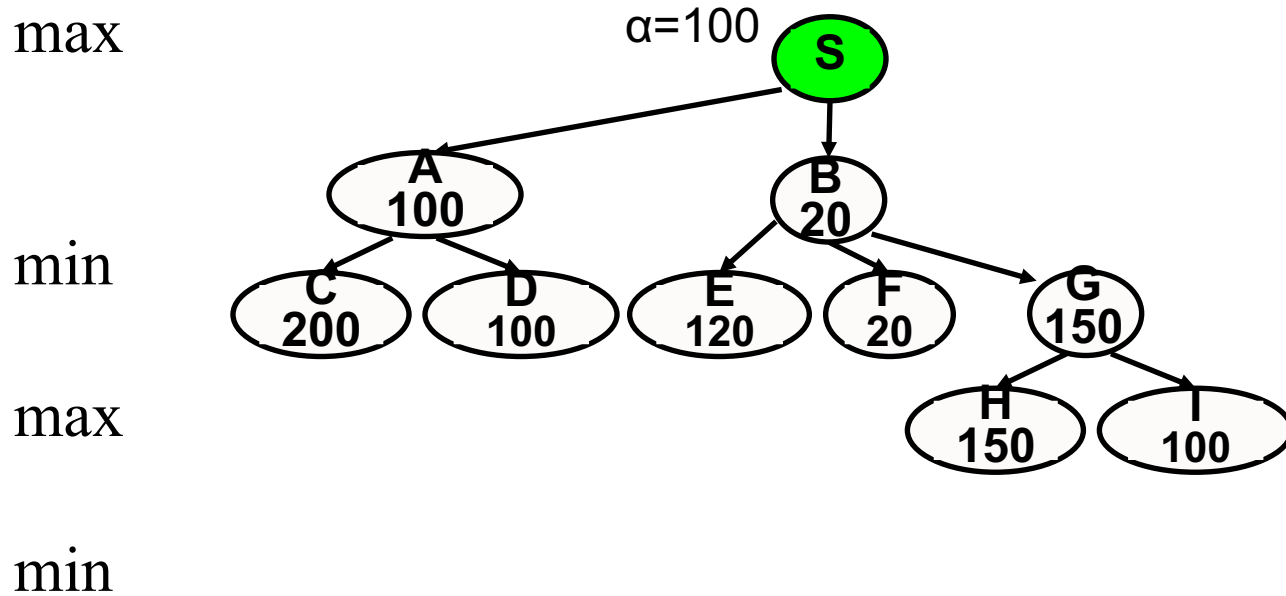
min



Minimax algorithm in execution



Minimax algorithm in execution



Can We Do Better?

One **downside**: we had to examine the entire tree

An idea to speed things up: **pruning**

- Goal: want the same minimax value, but faster
- We can get rid of bad branches
- Same principle as quiz question



Alpha-beta pruning

function **Max-Value** (s, α , β)

inputs:

s: current state in game, Max about to play
 α : best score (highest) for Max along path to s
 β : best score (lowest) for Min along path to s

output: $\min(\beta, \text{best-score (for Max) available from s})$

```
if ( s is a terminal state )
  then return ( terminal value of s )
else for each s' in Succ(s)
   $\alpha := \max(\alpha, \text{Min-value}(s', \alpha, \beta))$ 
  if (  $\alpha \geq \beta$  ) then return  $\beta$  /* alpha pruning */
return  $\alpha$ 
```

function **Min-Value**(s, α , β)

output: $\max(\alpha, \text{best-score (for Min) available from s})$

```
if ( s is a terminal state )
  then return ( terminal value of s )
else for each s' in Succs(s)
   $\beta := \min(\beta, \text{Max-value}(s', \alpha, \beta))$ 
  if (  $\alpha \geq \beta$  ) then return  $\alpha$  /* beta pruning */
return  $\beta$ 
```

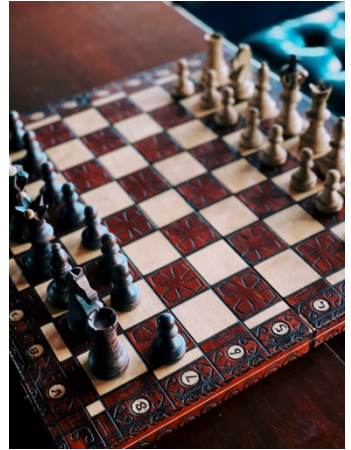
Starting from the root:

Max-Value(root, $-\infty, +\infty$)

Alpha-Beta Pruning

How effective is **alpha-beta pruning**?

- Depends on the order of successors!
 - Best case, the #of nodes to search is $O(b^{m/2})$
 - Happens when each player's best move is the leftmost child.
 - The worst case is no pruning at all.
- In DeepBlue, the average branching factor was about 6 with alpha-beta instead of 35-40 without.



Minimax With Heuristics

Note that long games are yield huge computation

- To deal with this: limit d for the search depth
- **Q:** What to do at depth d , but no termination yet?
 - **A:** Use a heuristic evaluation function $e(x)$

```
function MINIMAX( $x, d$ ) returns an estimate of  $x$ 's utility value
  inputs:  $x$ , current state in game
            $d$ , an upper bound on the search depth
  if  $x$  is a terminal state then return Max's payoff at  $x$ 
  else if  $d = 0$  then return  $e(x)$ 
  else if it is Max's move at  $x$  then
    return  $\max\{\text{MINIMAX}(y, d-1) : y \text{ is a child of } x\}$ 
  else return  $\min\{\text{MINIMAX}(y, d-1) : y \text{ is a child of } x\}$ 
```


Heuristic Evaluation Functions

- $e(x)$ often a weighted sum of features (like our linear models)

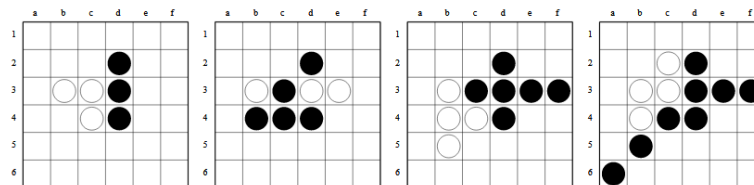
$$e(x) = w_1 f_1(x) + w_2 f_2(x) + \dots + w_n f_n(x)$$

- Chess example: $f_i(x) = \text{difference}$ between number of white and black, with i ranging over piece types.
 - Set weights according to piece importance
 - E.g., $1(\# \text{ white pawns} - \# \text{ black pawns}) + 3(\# \text{ white knights} - \# \text{ black knights})$

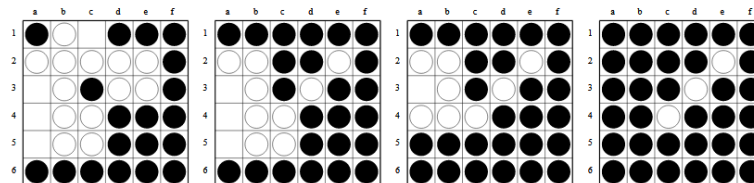
Going Further

- Monte Carlo tree search (MCTS)
 - Uses random sampling of the search space
 - Choose some children (heuristics to figure out #)
 - Record results, use for future play
 - Self-play

- AlphaGo and other big results!



The agent (Black) learns to capture walls and corners in the early game



The agent (Black) learns to force passes in the late game

Summary

- Review of game theory
 - Properties, Mathematical formulation for simultaneous games Normal form, dominance, equilibria, mixed vs pure
- Sequential games
 - Game trees, minimax value, minimax algorithm
- Improving our search
 - Using heuristics, pruning, random search



Acknowledgements: Developed from materials by Fred Salad and Yingyu Liang (University of Wisconsin), James Skrentny (University of Wisconsin), inspired by Haifeng Xu (UVA) and Dana Nau (University of Maryland).