Adversarial Search
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Alpha Beta Pruning
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Heuristic
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CS540 Introduction to Artificial Intelligence
Lecture 21

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Based on lecture slides by Jerry Zhu, Yingyu Liang, and Charles Dyer

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Adversarial Search
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Lion Game Example
Quiz

Lion Game Example Diagram
Quiz

Summary

Discussion

Adversarial Search

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Tic Tac Toe Example

Motivation

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Nim Game Example

Motivation

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Minimax Algorithm

Description

- Use DFS on the game tree.

Minimax Example

Quiz

Minimax Performance

Discussion

- The time and space complexity is the same as DFS. Note that $D = d$ is the maximum depth of the terminal states.

$$T = 1 + b + b^2 + ... + b^d$$
$$S = (b - 1) \cdot d$$

Non-deterministic Game
Discussion

- For non-deterministic games in which chance can make a move (dice roll or coin flip), use expected reward or cost instead.
- The algorithm is also called expectiminimax.

Game Tree with Chance Example 1

Quiz

Game Tree with Chance Example 1 Diagram

Quiz

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Pruning
Motivation

- Time complexity is a problem because the computer usually has a limited amount of time to "think" and make a move.
- It is possible to reduce the time complexity by removing the branches that will not lead the current player to win. It is called the Alpha-Beta pruning.

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Alpha Beta Pruning
Description

- During DFS, keep track of both α and β for each vertex.
- Prune the subtree with $\alpha \geqslant \beta$.

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Alpha Beta Example 1

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Alpha Beta Example 1 Continued
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Alpha Beta Example 2

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Alpha Beta Example 3

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Alpha Beta Example 4

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Alpha Beta Example 4

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Alpha Beta Example 4 Continued
Quiz

Alpha Beta Performance

Discussion

- In the best case, the best action of each player is the leftmost child.
- In the worst case, Alpha Beta is the same as minimax.

Static Evaluation Function
Definition

- A static board evaluation function is a heuristics to estimate the value of non-terminal states.
- It should reflect the player's chances of winning from that vertex.
- It should be easy to compute from the board configuration.

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Linear Evaluation Function Example
Definition

- For Chess, an example of an evaluation function can be a linear combination of the following variables.

1. Material.
2. Mobility.
3. King safety.
4. Center control.

- These are called the features of the board.

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Iterative Deepening Search

Discussion

- IDS could be used with SBE.
- In iteration d, the depth is limited to d, and the SBE of the non-terminal vertices are used as their cost or reward.

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IDS with SBE Diagram

Discussion

Non Linear Evaluation Function
Discussion

- The SBE can be estimated given the features using a neural network.

- The features are constructed using domain knowledge, or a possibly a convolutional neural network.

- The training data are obtained from games between professional players.

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Monte Carlo Tree Search
Discussion

- Simulate random games by selecting random moves for both players.

- Exploitation by keeping track of average win rate for each successor from previous searches and picking the successors that lead to more wins.

- Exploration by allowing random choices of unvisited successors.

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Monte Carlo Tree Search Diagram

Discussion

Alpha GO Example
Discussion

- MCTS with $> 10^5$ play-outs.
- Convolutional neural network to compute SBE.

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Summary

Discussion