

Foundations of Artificial Intelligence

40. Board Games: Introduction and State of the Art

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40.1 Introduction

40.2 State of the Art

40.3 Summary

Classification

classification:

Board Games

environment:

- ▶ **static** vs. dynamic
- ▶ **deterministic** vs. non-deterministic vs. stochastic
- ▶ **fully** vs. partially vs. not **observable**
- ▶ **discrete** vs. continuous
- ▶ single-agent vs. **multi-agent** (**opponents**)

problem solving method:

- ▶ **problem-specific** vs. general vs. learning

Board Games: Overview

chapter overview:

- ▶ **40. Introduction and State of the Art**
- ▶ 41. Minimax Search and Evaluation Functions
- ▶ 42. Alpha-Beta Search
- ▶ 43. Monte-Carlo Tree Search: Introduction
- ▶ 44. Monte-Carlo Tree Search: Advanced Topics
- ▶ 45. AlphaGo and Outlook

40.1 Introduction

Why Board Games?

Board games are one of the oldest areas of AI (Shannon 1950; Turing 1950).

- ▶ abstract class of problems, easy to formalize
- ▶ obviously “intelligence” is needed (*really?*)
- ▶ dream of an intelligent machine capable of playing chess is older than electronic computers
- ▶ cf. von Kempelen’s “Schachtürke” (1769), Torres y Quevedo’s “El Ajedrecista” (1912)

German: Brettspiele

Games Considered in This Course

We consider board games with the following properties:

- ▶ current situation representable by finite set of **positions**
- ▶ changes of situations representable by finite set of **moves**
- ▶ there are **two players**
- ▶ in each position, it is the **turn** of one player, or it is a **terminal position**
- ▶ terminal positions have a **utility**
- ▶ utility for player 2 always opposite of utility for player 1 (**zero-sum game**)
- ▶ “infinite” game progressions count as draw (utility 0)
- ▶ no randomness, no hidden information

German: Positionen, Züge, am Zug sein, Endposition, Nutzen, Nullsummenspiel

Example: Chess

Example (Chess)

- ▶ **positions described by:**
 - ▶ configuration of pieces
 - ▶ whose turn it is
 - ▶ en-passant and castling rights
- ▶ **turns alternate**
- ▶ **terminal positions:** checkmate and stalemate positions
- ▶ **utility of terminal position** for first player (white):
 - ▶ +1 if black is checkmated
 - ▶ 0 if stalemate position
 - ▶ -1 if white is checkmated

Other Game Classes

important classes of games that we do **not** consider:

- ▶ with randomness (e.g., backgammon)
- ▶ with more than two players (e.g., chinese checkers)
- ▶ with hidden information (e.g., bridge)
- ▶ with simultaneous moves (e.g., rock-paper-scissors)
- ▶ without zero-sum property (“games” from game theory
 \rightsquigarrow auctions, elections, economic markets, politics, ...)
- ▶ ... and many further generalizations

Many of these can be handled with similar/generalized algorithms.

Terminology Compared to State-Space Search

Many concepts for board games are similar to state-space search. Terminology differs, but is often in close correspondence:

- ▶ state \rightsquigarrow position
- ▶ goal state \rightsquigarrow **terminal position**
- ▶ action \rightsquigarrow **move**
- ▶ search tree \rightsquigarrow **game tree**

Formalization

Board games are given as **state spaces** $\mathcal{S} = \langle S, A, cost, T, s_0, S_* \rangle$ with two extensions:

- ▶ **player function** $player : S \setminus S_* \rightarrow \{1, 2\}$
indicates whose turn it is
- ▶ **utility function** $u : S_* \rightarrow \mathbb{R}$ indicates utility of terminal position for player 1

other differences:

- ▶ action costs $cost$ not needed
- ▶ non-terminal positions must have at least one successor

We do not go into more detail here as we have previously seen sufficiently many similar definitions.

Specific vs. General Algorithms

- ▶ We consider approaches that must be **tailored** to a specific board game for good performance, e.g., by using a suitable **evaluation function**.
- \rightsquigarrow see chapters on informed search methods
- ▶ Analogously to the generalization of search methods to declaratively described problems (**automated planning**), board games can be considered in a more general setting, where **game rules** (state spaces) are **part of the input**.
- \rightsquigarrow **general game playing**: annual competitions since 2005

Why are Board Games Difficult?

As in classical search problems, the **number of positions** of (interesting) board games is **huge**:

- ▶ **Chess**: roughly 10^{40} reachable positions;
game with 50 moves/player and branching factor 35:
tree size roughly $35^{100} \approx 10^{154}$
- ▶ **Go**: more than 10^{100} positions;
game with roughly 300 moves and branching factor 200:
tree size roughly $200^{300} \approx 10^{690}$

In addition, it is not sufficient to find a solution path:

- ▶ We need a **strategy** reacting to all possible opponent moves.
- ▶ Usually, such a strategy is implemented as an algorithm that provides the next move on the fly (i.e., not precomputed).

Algorithms for Board Games

properties of good algorithms for board games:

- ▶ look ahead **as far as possible** (deep search)
- ▶ consider only **interesting parts** of the game tree (selective search, analogously to heuristic search algorithms)
- ▶ **evaluate** current position **as accurately as possible** (evaluation functions, analogously to heuristics)

40.2 State of the Art

State of the Art

some well-known board games:

- ▶ **Chess, Go**: ↔ next slides
- ▶ **Othello**: **Logistello** defeated human world champion in 1997; best computer players significantly stronger than best humans
- ▶ **Checkers**: **Chinook** official world champion (since 1994); proved in 2007 that it cannot be defeated and perfect game play results in a draw (game “solved”)

German: Schach, Go, Othello/Reversi, Dame

Computer Chess

World champion Garry Kasparov was defeated by **Deep Blue** in 1997 (6 matches, result 3.5–2.5).

- ▶ specialized chess hardware (30 cores with 16 chips each)
- ▶ alpha-beta search (↔ Chapter 42) with extensions
- ▶ database of opening moves from millions of chess games

Nowadays, chess programs on standard PCs are much stronger than all human players.

Computer Chess: Quotes

Claude Shannon (1950)

The chess machine is an ideal one to start with, since

- ① the problem is sharply defined both in allowed operations (the moves) and in the ultimate goal (checkmate),
- ② it is neither so simple as to be trivial nor too difficult for satisfactory solution,
- ③ chess is generally considered to require “thinking” for skillful play, [. . .]
- ④ the discrete structure of chess fits well into the digital nature of modern computers.

Alexander Kronrod (1965)

Chess is the drosophila of Artificial Intelligence.

Computer Chess: Another Quote

John McCarthy (1997)

In 1965, the Russian mathematician Alexander Kronrod said, “Chess is the drosophila of artificial intelligence.”

However, computer chess has developed much as genetics might have if the geneticists had concentrated their efforts starting in 1910 on breeding racing drosophilae. We would have some science, but mainly we would have very fast fruit flies.

Computer Go

Computer Go

- ▶ The best Go programs use Monte-Carlo techniques (UCT).
- ▶ Until autumn 2015, leading programs **Zen**, **Mogo**, **CrazyStone** played on the level of strong amateurs (1 kyu/1 dan).
- ▶ Until then, Go was considered as one of the “last” games that are too complex for computers.
- ▶ In October 2015, Deep Mind’s **AlphaGo** defeated the European Champion Fan Hui (2p dan) with 5:0.
- ▶ In March 2016, AlphaGo defeated world-class player Lee Sedol (9p dan) with 4:1. The prize for the winner was 1 million US dollars.

↔ We will discuss AlphaGo and its underlying techniques in Chapters 43–45.

40.3 Summary

Summary

- ▶ **Board games** can be considered as classical search problems extended by an **opponent**.
- ▶ Both players try to reach a terminal position with (for the respective player) **maximal utility**.
- ▶ very successful for a large number of popular games
- ▶ Deep Blue defeated the world chess champion in 1997. Today, chess programs play vastly more strongly than humans.
- ▶ AlphaGo defeated one of the world's best players in the game of Go in 2016.