Package ‘tictactoe’

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Type Package
Title Tic-Tac-Toe Game
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Description Implements tic-tac-toe game to play on console, either with human or AI players. Various levels of AI players are trained through the Q-learning algorithm.
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## equivalent_states  
**Equivalent States**

**Description**

Returns a set of equivalent states and actions

**Usage**

```r
equivalent_states(state)
```

```r
equivalent_states_actions(state, action)
```

**Arguments**

- `state`  
  state, 3x3 matrix
- `action`  
  integer vector of indices (1 to 9)

**Value**

- `equivalent_states` returns a list of state matrices
- `equivalent_states_actions` returns a list of two lists: states, the set of equivalent states and actions, the set of equivalent actions

## hash-ops  
**Hash Operations for Single State**

**Description**

Hash Operations for Single State

**Usage**

```r
haskey(x, ...)
```

```r
## S3 method for class 'xhash'
x[state, ...]
```

```r
## S3 replacement method for class 'xhash'
x[state, ...] <- value
```

```r
## S3 method for class 'xhash'
haskey(x, state, ...)
```
**Arguments**

- `x` object
- `...` additional arguments to determine the key
- `state` state object
- `value` value to assign

**Value**

- `haskey` returns a logical
- `['` returns a reference to the object
- `['<-'` returns a value

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**ttt** 

*Play Tic-Tac-Toe Game*

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**Description**

Start tic-tac-toe game on the console.

**Usage**

```
ttt(player1 = ttt_human(), player2 = ttt_human(), sleep = 0.5)
```

**Arguments**

- `player1, player2` objects that inherit `ttt_player` class
- `sleep` interval to take before an AI player to make decision, in second

**Details**

At default, the game is played between humans. Set `player1` or `player2` to `ttt_ai()` to play against an AI player. The strength of the AI can be adjusted by passing the `level` argument (0 (weakest) to 5 (strongest)) to the `ttt_ai` function.

To input your move, type the position like "a1". Only two-length string consisting of an alphabet and a digit is accepted. Type "exit" to finish the game.

You may set both `player1` and `player2` as AI players. In this case, the game transition is displayed on the console without human inputs. For conducting a large sized simulations of games between AIs, refer to `ttt_simulate`

**See Also**

`ttt_ai, ttt_human, ttt_simulate`
Examples

```r
## Not run:
ttt(ttt_human(), ttt_random())
## End(Not run)
```

---

### ttt_ai

Tic-Tac-Toe AI Player

#### Description

Create an AI tic-tac-toe game player

#### Usage

```r
ttt_ai(name = "ttt AI", level = 0L)
ttt_random(name = "random AI")
```

#### Arguments

- **name**: player name
- **level**: AI strength. must be Integer 0 (weakest) to 5 (strongest)

#### Details

- The `level` argument controls the strength of AI, from 0 (weakest) to 5 (strongest). `ttt_random` is an alias of `ttt_ai(level = 0)`.

A `ttt_ai` object has the `getmove` function, which takes `ttt_game` object and returns a move considered as optimal. The `getmove` function is designed to take a `ttt_game` object and returns a move using the policy function.

The object has the value and policy functions. The value function maps a game state to the evaluation from the first player’s viewpoint. The policy function maps a game state to a set of optimal moves in light of the value evaluation. The functions have been trained through the Q-learning.

#### Value

- `ttt_ai` object
**ttt_game**

*Tic-Tac-Toe Game*

**Description**

Object that encapsulates a tic-tac-toe game.

**Usage**

```
ttt_game()
```

**Value**

```
ttt_game object
```

**Examples**

```
x <- ttt_game()
x$play(3)
x$play(5)
x$show_board()
```

---

**ttt_human**

*Human Tic-Tac-Toe Player*

**Description**

Create an human tic-tac-toe player

**Usage**

```
ttt_human(name = "no name")
```

**Arguments**

```
name          player name
```

**Value**

```
ttt_human object
```
**ttt_qlearn**  
*Q-Learning for Training Tic-Tac-Toe AI*

**Description**

Train a tic-tac-toe AI through Q-learning

**Usage**

```
ttt_qlearn(player, N = 1000L, epsilon = 0.1, alpha = 0.8, gamma = 0.99,
simulate = TRUE, sim_every = 250L, N_sim = 1000L, verbose = TRUE)
```

**Arguments**

- **player**: AI player to train
- **N**: number of episode, i.e. training games
- **epsilon**: fraction of random exploration move
- **alpha**: learning rate
- **gamma**: discount factor
- **simulate**: if true, conduct simulation during training
- **sim_every**: conduct simulation after this many training games
- **N_sim**: number of simulation games
- **verbose**: if true, progress report is shown

**Details**

This function implements Q-learning to train a tic-tac-toe AI player. It is designed to train one AI player, which plays against itself to update its value and policy functions.

The employed algorithm is Q-learning with epsilon greedy. For each state \(s\), the player updates its value evaluation by

\[
V(s) = (1 - \alpha)V(s) + \alpha\gamma \max' V(s')
\]

if it is the first player’s turn. If it is the other player’s turn, replace \(\max\) by \(\min\). Note that \(s'\) spans all possible states you can reach from \(s\). The policy function is also updated analogously, that is, the set of actions to reach \(s'\) that maximizes \(V(s')\). The parameter \(\alpha\) controls the learning rate, and \(\gamma\) is the discount factor (earlier win is better than later).

Then the player chooses the next action by \(\epsilon\)-greedy method; Follow its policy with probability \(1 - \epsilon\), and choose random action with probability \(\epsilon\). \(\epsilon\) controls the ratio of explorative moves.

At the end of a game, the player sets the value of the final state either to 100 (if the first player wins), -100 (if the second player wins), or 0 (if draw).

This learning process is repeated for \(N\) training games. When simulate is set true, simulation is conducted after sim_every training games. This would be usefull for observing the progress of training. In general, as the AI gets smarter, the game tends to result in draw more.

See Sutton and Barto (1998) for more about the Q-learning.
**ttt_simulate**

**Value**

data.frame of simulation outcomes, if any

**References**


**Examples**

```r
p <- ttt_ai()
o <- ttt_qlearn(p, N = 200)
```

---

**Description**

Simulate Tic-Tac-Toe Games between AIs

**Usage**

```r
ttt_simulate(player1, player2 = player1, N = 1000L, verbose = TRUE, showboard = FALSE, pauseif = integer(0))
```

**Arguments**

- `player1, player2`  
  AI players to simulate
- `N`  
  number of simulation games
- `verbose`  
  if true, show progress report
- `showboard`  
  if true, game transition is displayed
- `pauseif`  
  pause the simulation when specified results occur. This can be useful for explorative purposes.

**Value**

integer vector of simulation outcomes

**Examples**

```r
res <- ttt_simulate(ttt_ai(), ttt_ai())
prop.table(table(res))
```
vectorized-hash-ops  Vectorized Hash Operations

Description

Vectorized Hash Operations

Usage

haskeys(x, ...)
setvalues(x, ...)
getvalues(x, ...)

## S3 method for class 'xhash'
getvalues(x, states, ...)

## S3 method for class 'xhash'
setvalues(x, states, values, ...)

## S3 method for class 'xhash'
haskeys(x, states, ...)

Arguments

x  

...  

states  

values  

object  

additional arguments to determine the keys  

state object  

values to assign

Value

- haskeys returns a logical vector
- setvalues returns a reference to the object
- getvalues returns a list of values
Description
Create Hash Table for Generic Keys

Usage
\[ \text{xhash}(\text{convfunc } = \text{function}(\text{state}, \ldots) \text{ state}, \text{convfunc}_\text{vec } = \text{function}(\text{states}, \ldots) \text{ unlist(\text{Map(convfunc, states, \ldots)})), \text{default_value } = \text{NULL}) \]

Arguments
- **convfunc**: function that converts a game state to a key. It must take a positional argument `state` and keyword arguments represented by `...`, and returns a character.
- **convfunc_vec**: function for vectorized conversion from states to keys. This function must receive a positional argument `states` and keyword arguments `...` and returns character vector. By default, it tries to vectorize `convfunc` using `Map`. User may specify more efficient function if any.
- **default_value**: value to be returned when a state is not recorded in the table.

Value
\[ \text{xhash object} \]
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