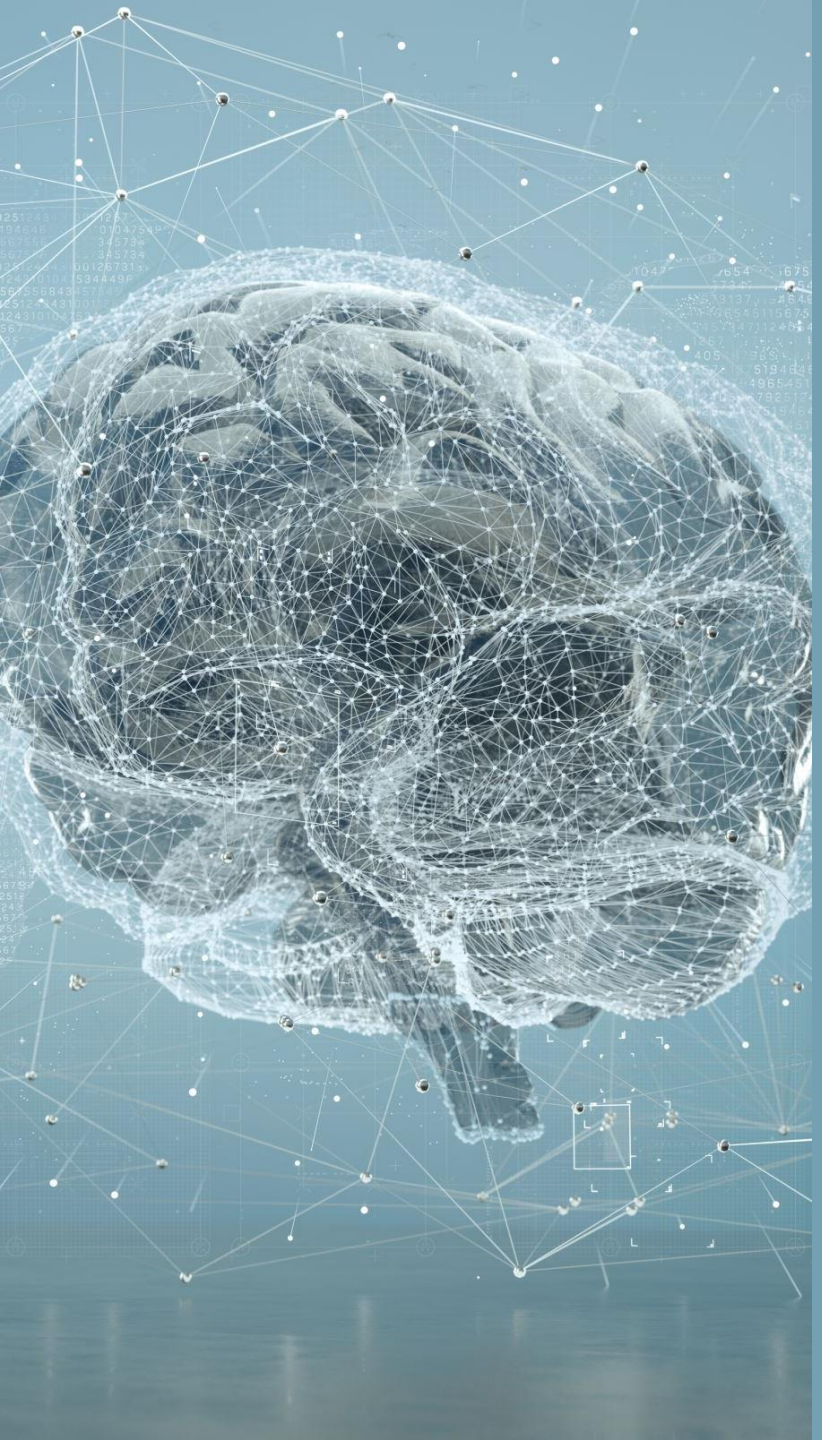

كلية الحاسبات والذكاء الاصطناعي
FACULTY OF COMPUTERS & ARTIFICIAL INTELLIGENCE

ARTIFICIAL INTELLIGENCE
LAB 08 – ADVERSARIAL SEARCH
PART (2) –PRACTICAL-

AI Course Team

Eng. Yousef Elbaroudy – Eng Sahar Mohammed

Eng. Reham Ibrahim – Eng. Mawada Ashraf

Eng. Eman Nasser

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GUIDELINES

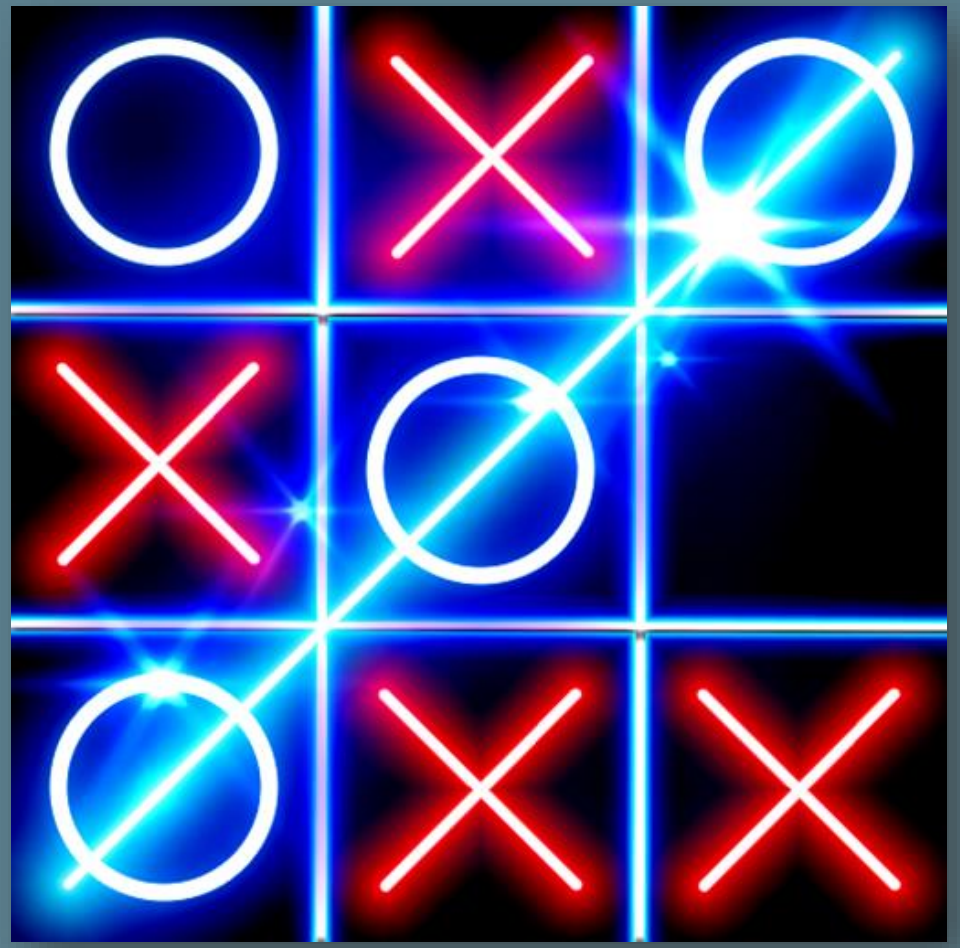
You don’t need to memorize what will be mentioned. Instead, try to understand

Each PowerPoint Presentation will be available as PDF file on Google Drive Folder of the Course

Give attention as much as you can for this lab, as long as you will implement a cooperative project with your mates

ADVERSARIAL SEARCH

Design your own AI Game



ADVERSARIAL SEARCH (REVISION)

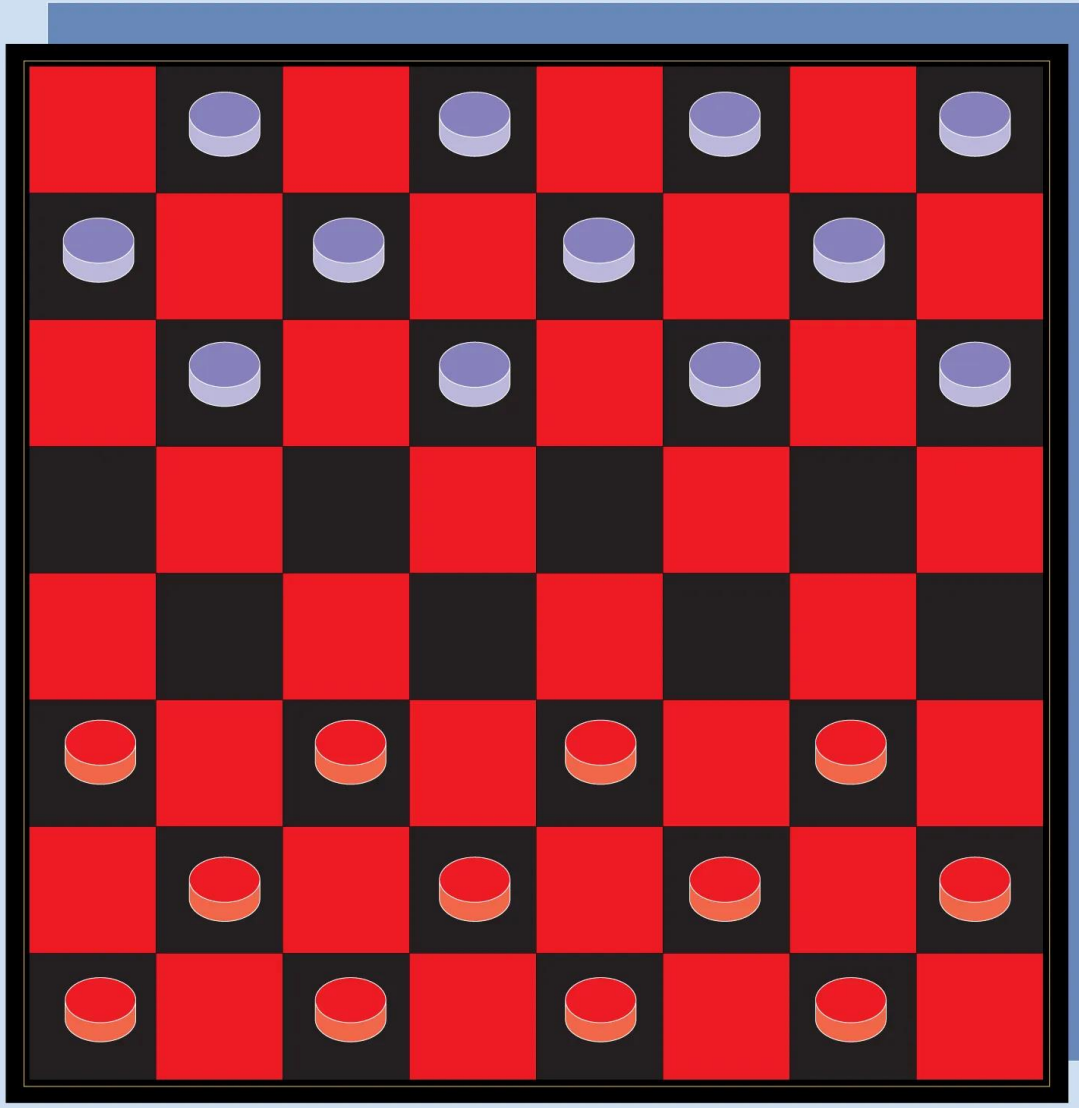
A type of search in artificial intelligence used for decision-making in environments where *multiple agents* (often two players) compete with each other

each player's goal is to maximize their own chances of winning while minimizing the chances of the opponent.

ADVERSARIAL SEARCH: FULLY OBSERVABLE ENVIRONMENT

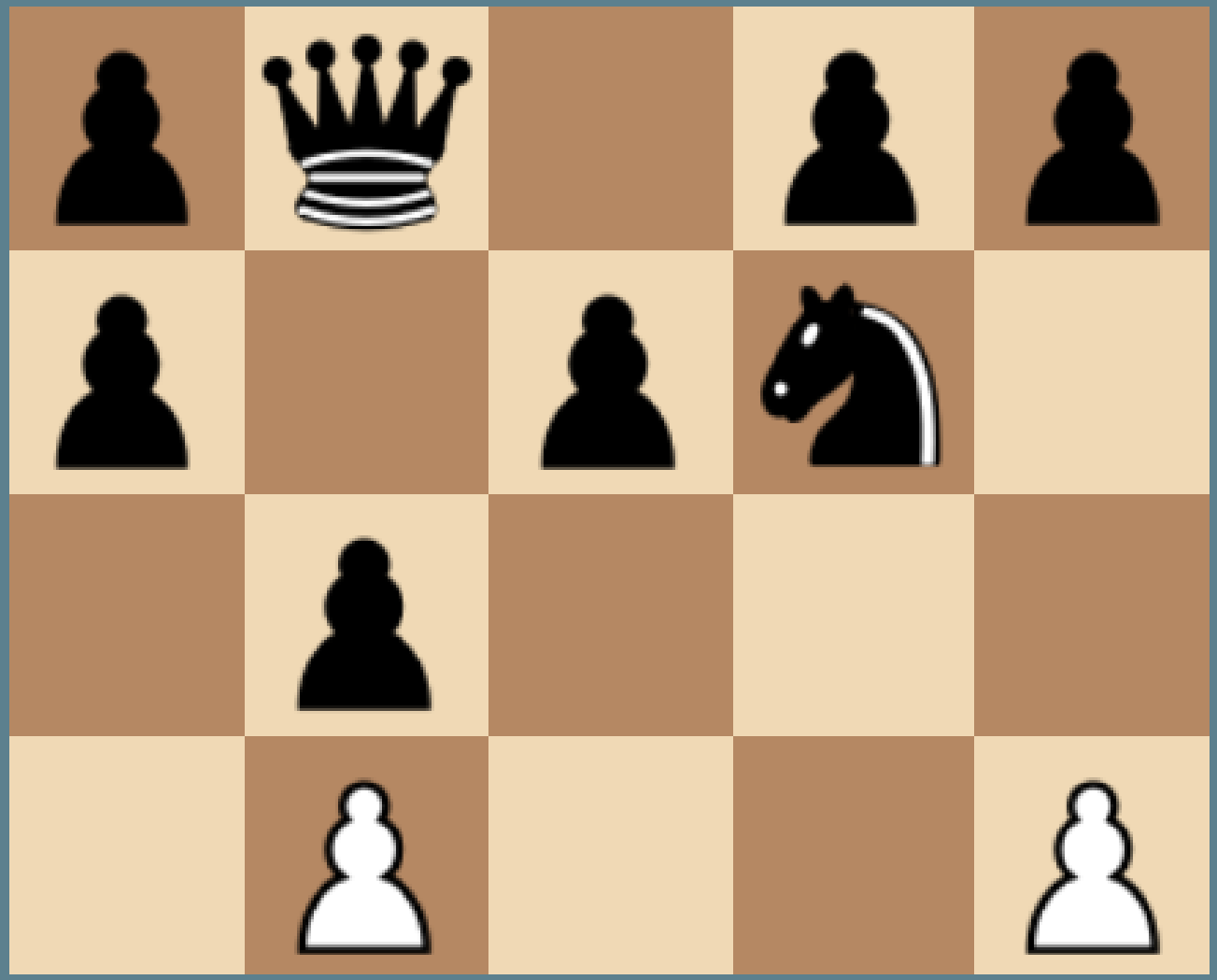
ADVERSARIAL SEARCH: DISCRETE ENVIRONMENT

- A finite set of states
- A finite set of legal actions
- The transition from one state to another is well-defined



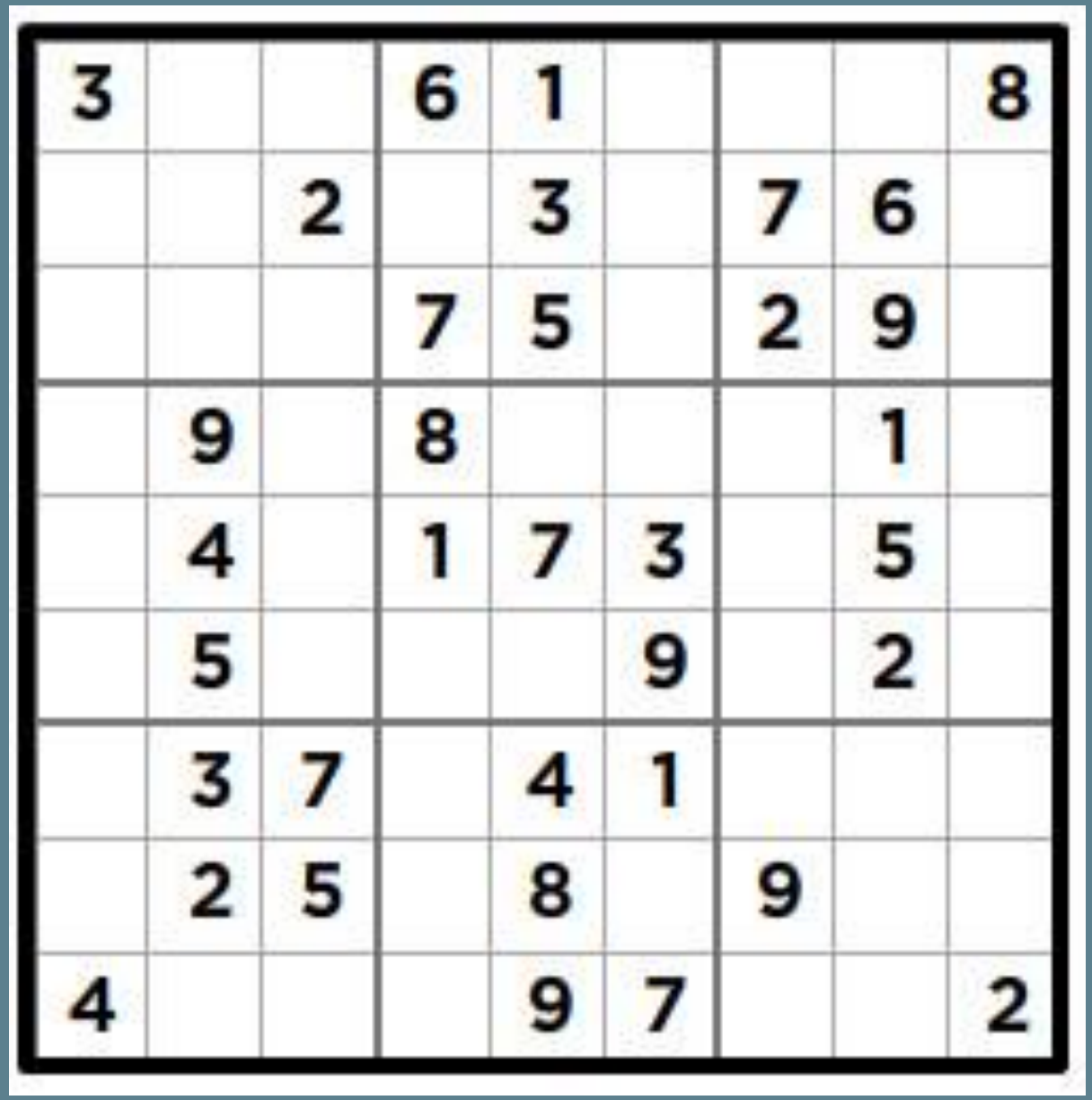
ADVERSARIAL SEARCH: DETERMINISTIC ENVIRONMENT

- The outcome of every action is fully predictable and does not involve any randomness.



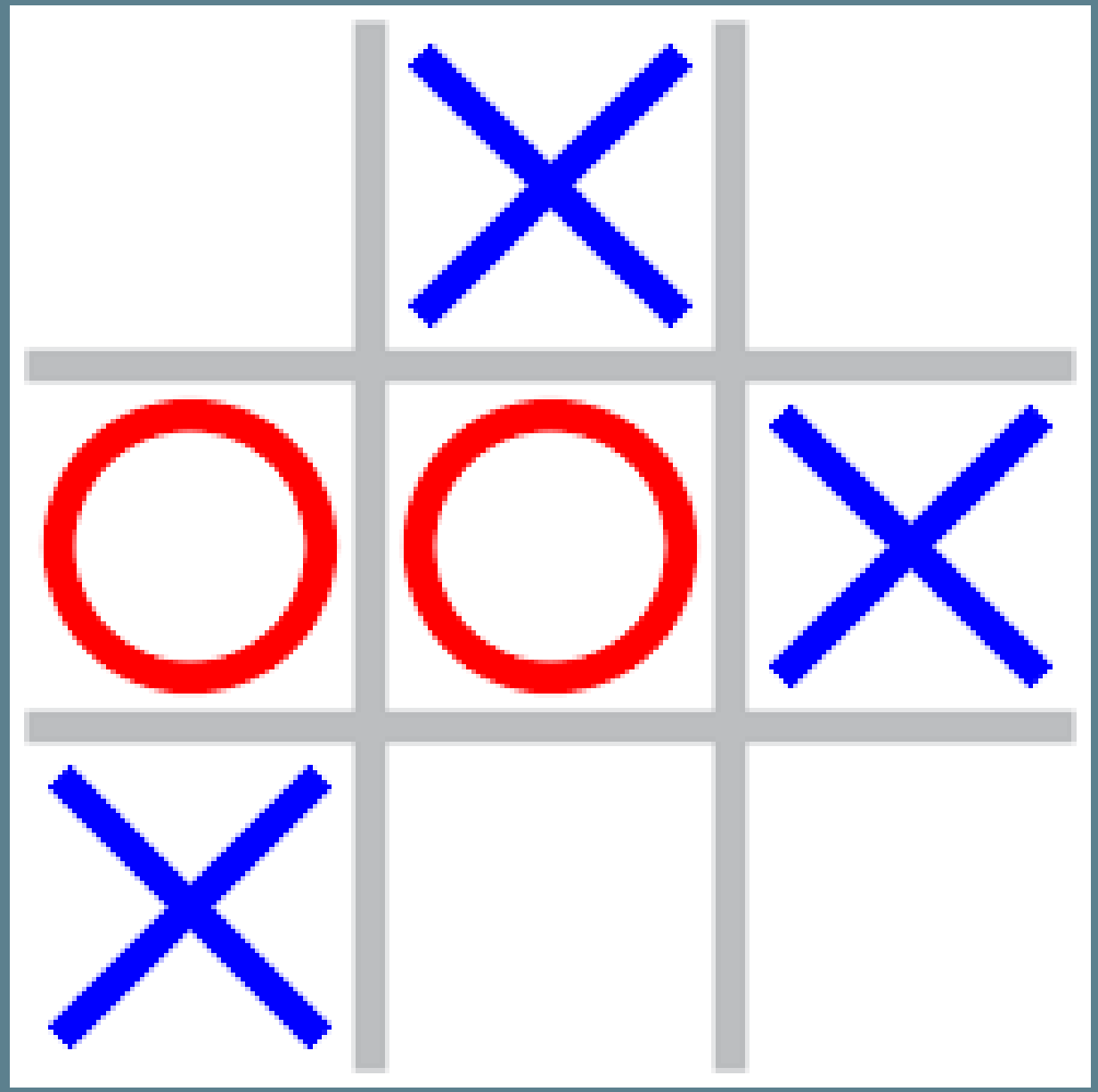
ADVERSARIAL SEARCH: STATIC ENVIRONMENT

- The environment does not change while the agent is thinking or making a decision.



ADVERSARIAL SEARCH:
SEQUENTIAL ENVIRONMENT

- The current decision affects future decisions. Actions are part of a sequence, and their consequences unfold over time.



ADVERSARIAL SEARCH: MULTI-AGENTS

- More than one agent exists and interacts within the same environment – each with its own goals, perceptions, and actions.
- Can be agents that work together toward a shared goal (called Cooperative)
- Can be one agent's gain = another's loss (called Competitive/Adversarial)

ADVERSARIAL ENVIRONMENT PROPERTIES

Fully-observable

Discrete

Deterministic

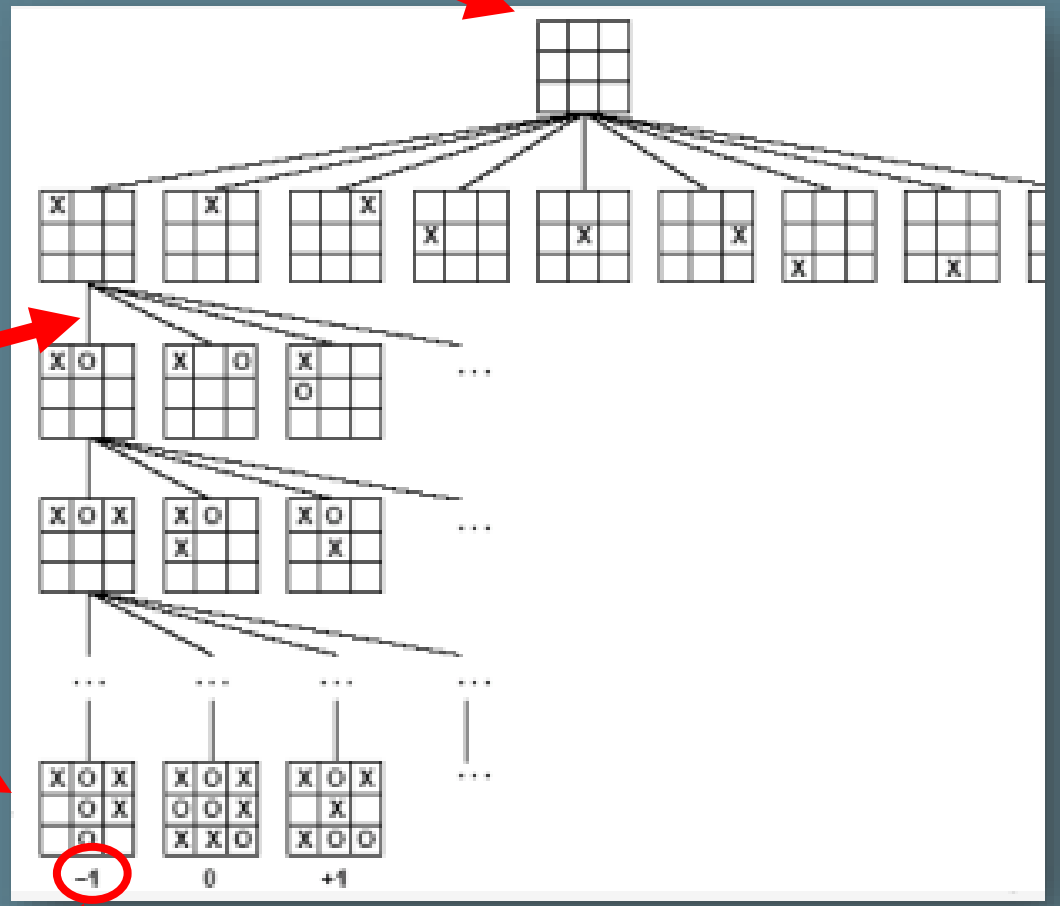
Sequential

Static

Multi-agent (Competitive)

ADVERSARIAL KEY CONCEPTS (BUILD THE ENV.)

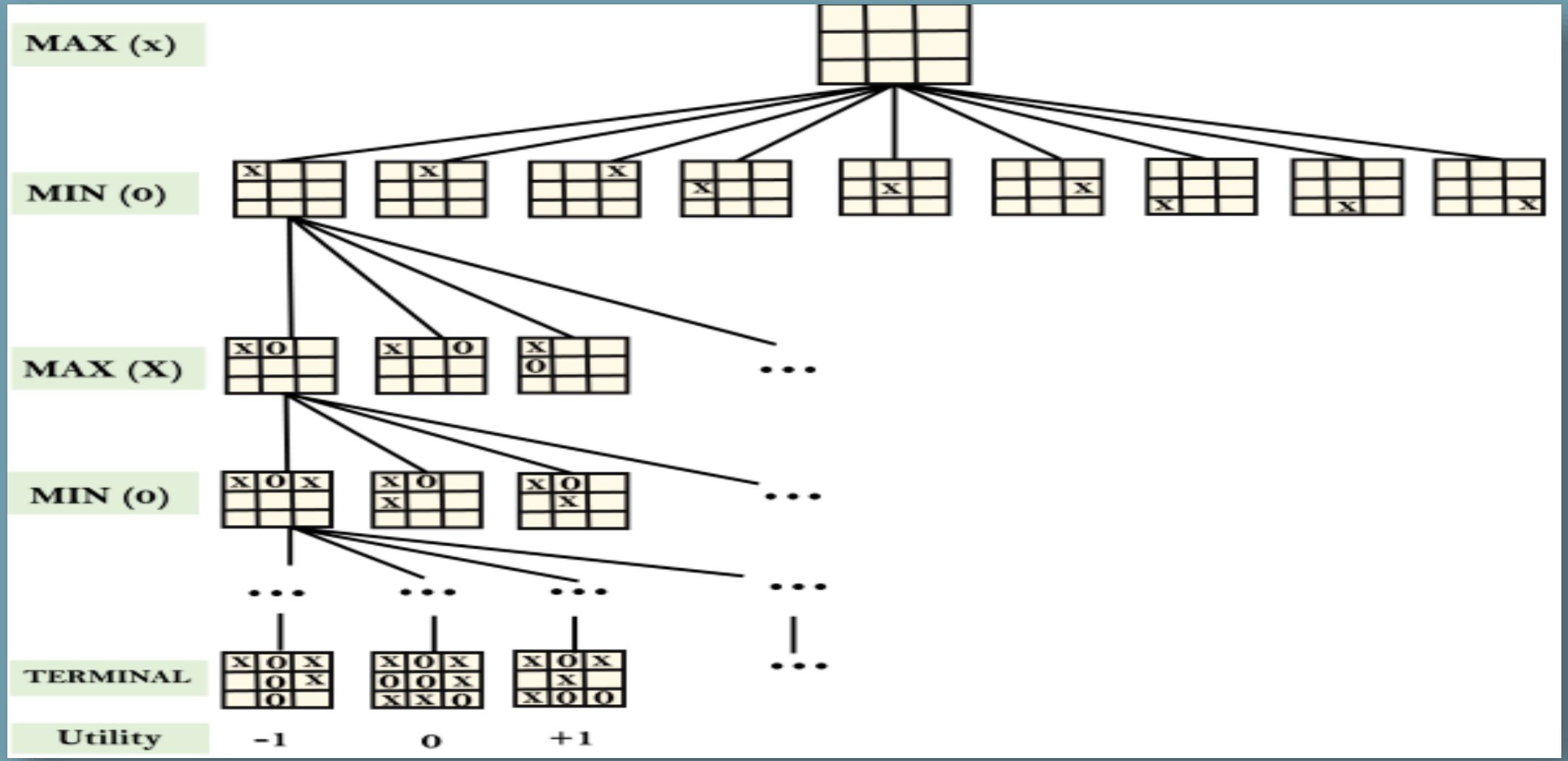
- Initial State
  - The starting position of the game or the board
- Operators/Decisions/Edges/Arcs/Transitions
  - Legal moves that the player can make
- Terminal Nodes
  - Leaf nodes in the tree, which indicates that the game is over
- Utility function/Reward (Heuristic/Hint)
  - Payoff function (objective function)
  - Value of the outcome of the game
  - Ex: for tic-tac-toe it is 1 for winning, -1 for losing or 0 for draw



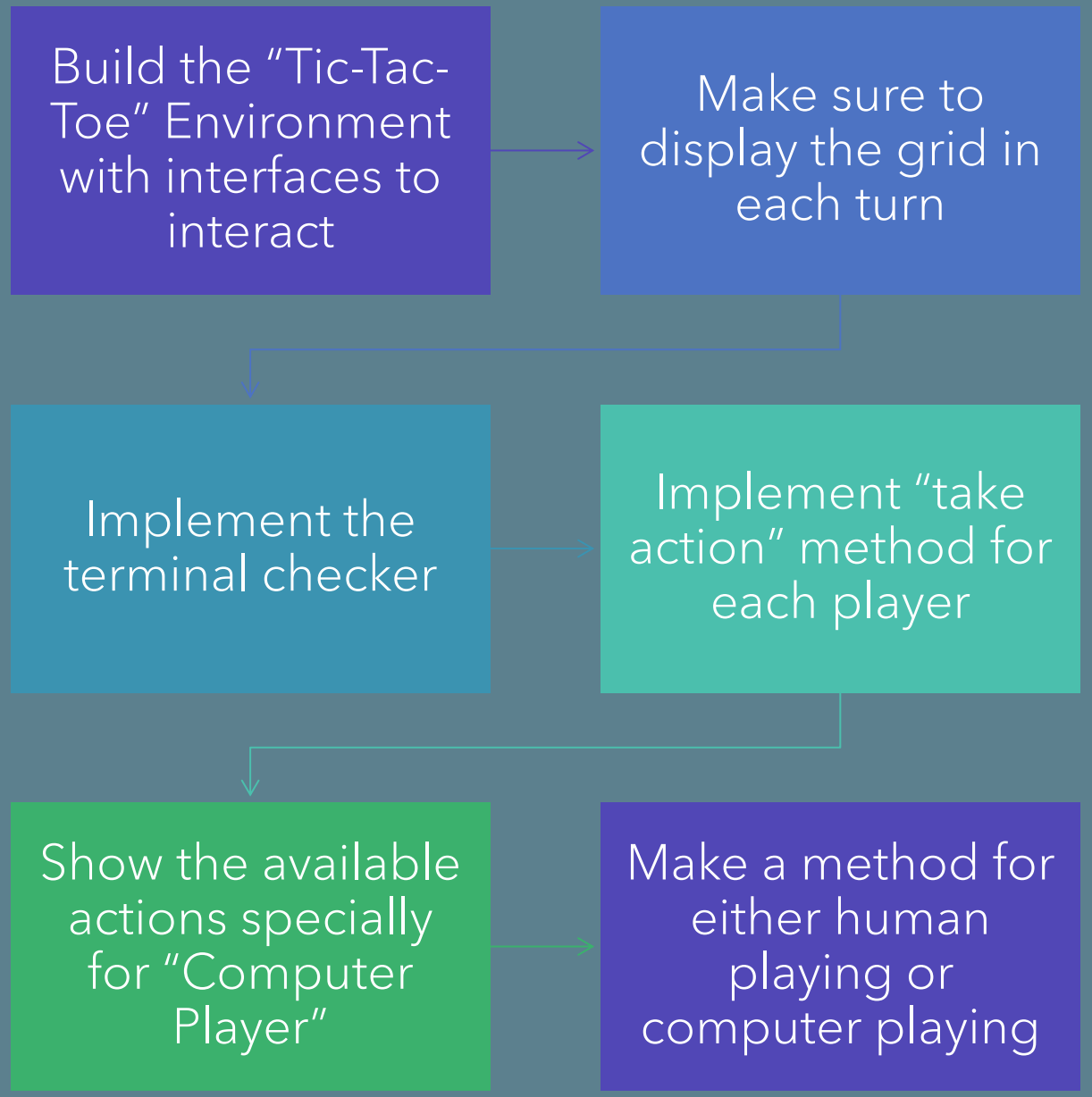
IMPLEMENTATION

Tic – Tac - Toe

TIC-TAC-TOE



IMPLEMENTATION REQUIREMENTS



TIC-TAC-TOE (CLASS IMPLEMENTATION)

```
# Design Tic-Tac-Toe environment
class Tic_Tac_Toe:
    def __init__(self):
        self.initial_grid = [[" ", " ", " "],[" ", " ", " "],[" ", " ", " "]]
```

TIC-TAC-TOE (DISPLAY GRID METHOD)

```
def display_grid(self, state):
    print()
    for row in range(3):
        for col in range(3):
            print(' ', state[row][col], ' ', sep='', end='')
            if col < 2:
                print('|', end='')
        print()
        if row < 2:
            print('---+---+---', end='')
            print()
    print()
```

TIC-TAC-TOE (CURRENT PLAYER METHOD)

Who should play now ?

```
def current_player(self, state):
    # Count the number of Xs and Os
    count_X = 0
    count_O = 0
    for row in range(3):
        for col in range(3):
            symbol = state[row][col]
            if symbol == 'X':
                count_X += 1
            elif symbol == 'O':
                count_O += 1
    # If they are the same, it's player X's turn
    if count_X == count_O:
        return 'X'
    # Otherwise, it's player O's turn
    return 'O'
```

TIC-TAC-TOE (TAKE ACTION METHOD)

```
def take_action(self, current_state, action):
    new_state = [[" ", " ", " "],[" ", " ", " "],[" ", " ", " "]] # Define a new_state to not make a conflict
    # copy the current state into a new state
    for row in range(3):
        for col in range(3):
            new_state[row][col] = current_state[row][col]

    player, row, col = action
    new_state[row][col] = player
    return new_state
```

Remember ! Lists are passed by reference, so the original grid will be affected along all functions which not desired, so it is best practice to make a copy

TIC-TAC-TOE (CHECK TERMINAL METHOD)

```python
def check_terminal(self, current_state):
    terminal = False
    full = False
    player = None
    # if X's or O's in a row, it is over
    for row in range(3):
        if current_state[row][0] == current_state[row][1] == current_state[row][2] and current_state[row][0] != " ":
            terminal = True
            player = current_state[row][0]
            break

    # if X's or O's in a column, it is over
    for col in range(3):
        if current_state[0][col] == current_state[1][col] == current_state[2][col] and current_state[0][col] != " ":
            terminal = True
            player = current_state[0][col]
            break

    # if X's or O's in a diagonal, it is over
    if current_state[0][0] == current_state[1][1] == current_state[2][2] and current_state[0][0] != " ":
        terminal = True
        player = current_state[0][0]

    if current_state[0][2] == current_state[1][1] == current_state[2][0] and current_state[0][2] != " ":
        terminal = True
        player = current_state[0][2]

    # if all cells are not empty, then it is DRAW
    empty_count = 0
    for row in range(3):
        for col in range(3):
            if current_state[row][col] == " ":
                empty_count += 1

    if empty_count == 0:
        full = True

    # check the winner or if it is draw
    if terminal:
        if player == "X":
            return 1
        elif player == "O":
            return -1
    elif full:
        return 0
    else:
        return "Not terminal"
```

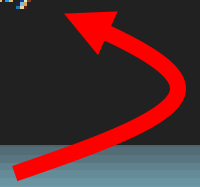
TIC-TAC-TOE (AVAILABLE ACTIONS METHOD)

```
def available_actions(self, current_state):
    actions = []
    player = self.current_player(current_state)
    for row in range(3):
        for col in range(3):
            if current_state[row][col] == " ":
                actions.append((player, row, col))

    return actions
```

TIC-TAC-TOE (HUMAN PLAY METHOD)

```python
def human_play(self, current_state):
    self.display_grid(current_state)
    player = self.current_player(current_state)
    print(f"Your turn, you are playing with {player}")
    row, column = list(map(int, input("Choose your action, row column respectively: ").split()))
    action = (player, row, column)
    new_state = self.take_action(current_state, action)
    self.display_grid(new_state)
    return new_state
```



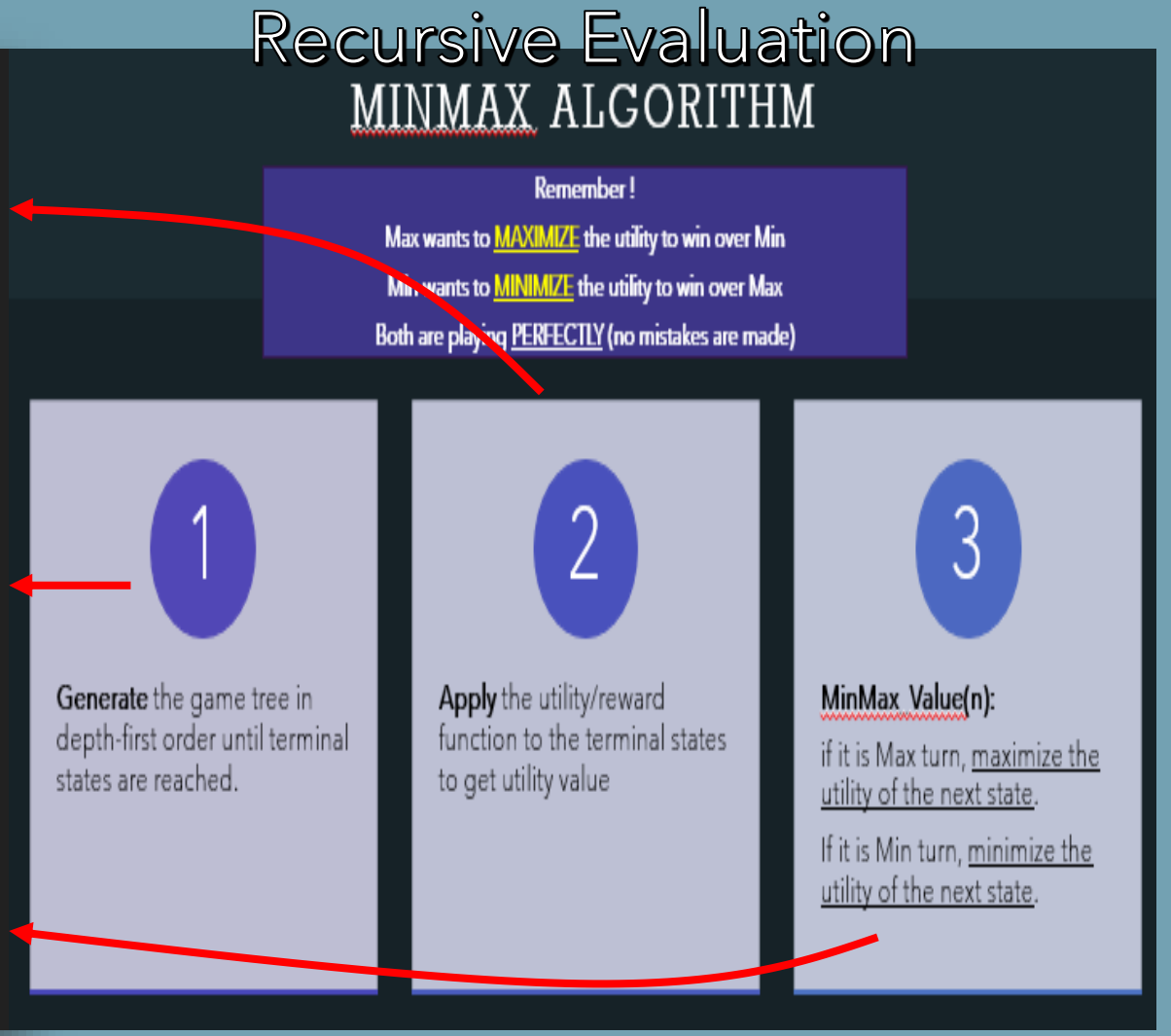
(1) Here is a reason of making a copy, if the player made a faulty (error) choice, then the current state would be affected, so it was best to make a copy

TIC-TAC-TOE (MINMAX –COMPUTER- METHOD)

```
def MinMax(self, current_state):
    if self.check_terminal(current_state) != "Not terminal":
        score = self.check_terminal(current_state)
        return score


    utility_values = []
    for action in self.available_actions(current_state):
        next_state = self.take_action(current_state, action)
        new_utility_value = self.MinMax(next_state)
        utility_values.append(new_utility_value)

    if self.current_player(current_state) == "X":
        return max(utility_values)
    elif self.current_player(current_state) == "O":
        return min(utility_values)
```



TIC-TAC-TOE (MINMAX –COMPUTER- METHOD)

```
def MinMax(self, current_state):
    if self.check_terminal(current_state) != "Not terminal":
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        return score


    utility_values = []
    for action in self.available_actions(current_state):
        next_state = self.take_action(current_state, action)
        new_utility_value = self.MinMax(next_state)
        utility_values.append(new_utility_value)

    if self.current_player(current_state) == "X":
        return max(utility_values)
    elif self.current_player(current_state) == "O":
        return min(utility_values)
```

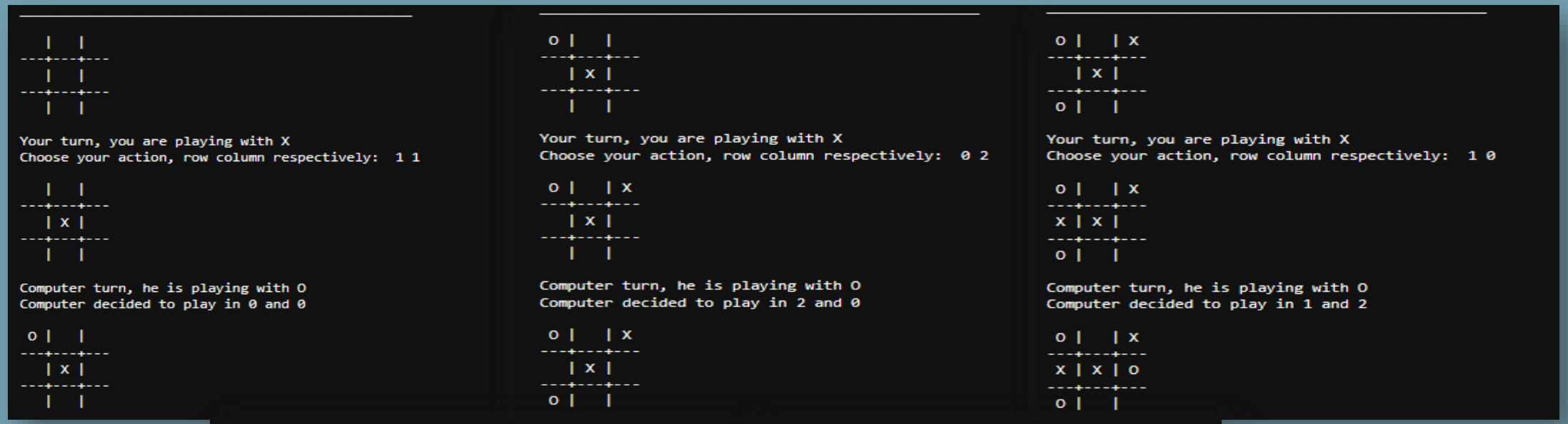
(2) The second reason of making a copy was actually for this step, as there is no actual action is taken, but a generation for min-max tree (as a simulation but not actual)

TESTING

```
my_game = Tic_Tac_Toe()
my_grid = my_game.initial_grid.copy()
while my_game.check_terminal(my_grid) == "Not terminal":
    print("_____")
    my_grid = my_game.human_play(my_grid)
    if my_game.check_terminal(my_grid) != "Not terminal":
        if my_game.check_terminal(my_grid) == 1:
            print("You won !")
            break
        elif my_game.check_terminal(my_grid) == -1:
            print("You lost !")
            break
        else:
            print("Draw !")
            break

    my_grid = my_game.computer_play(my_grid)
    if my_game.check_terminal(my_grid) != "Not terminal":
        if my_game.check_terminal(my_grid) == 1:
            print("You won !")
            break
        elif my_game.check_terminal(my_grid) == -1:
            print("You lost !")
            break
        else:
            print("Draw !")
            break
```

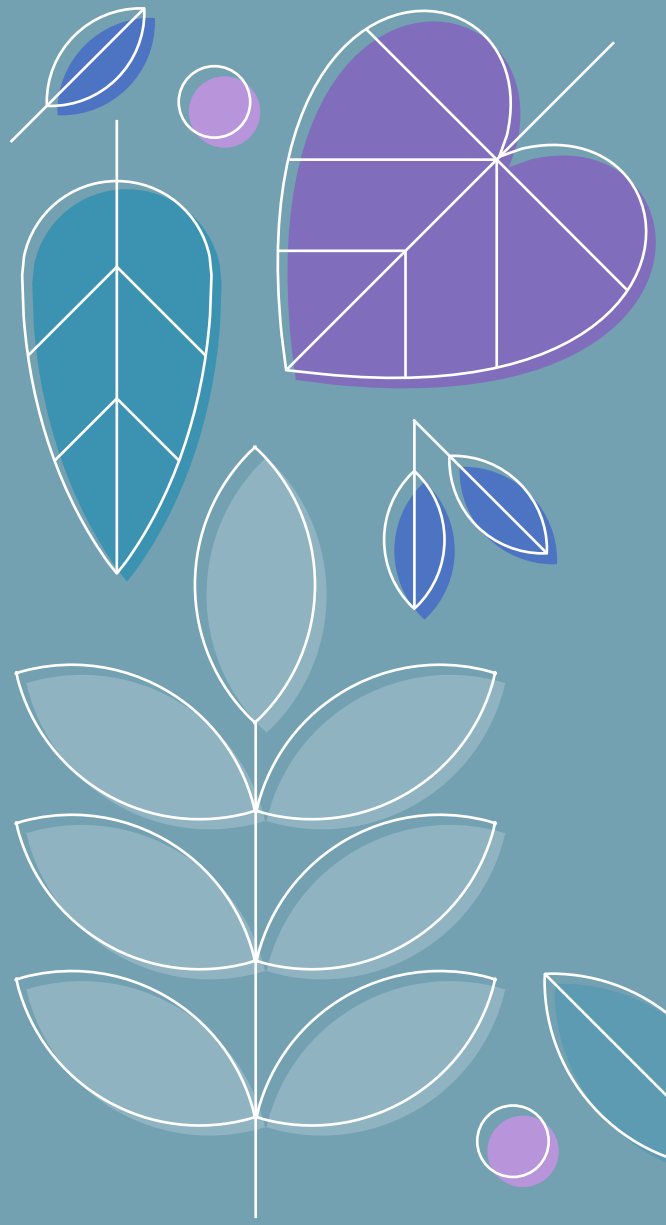
TESTING


Your turn, you are playing with X
Choose your action, row column respectively: 1 1
Computer turn, he is playing with O
Computer decided to play in 0 and 0
Your turn, you are playing with X
Choose your action, row column respectively: 0 2
Computer turn, he is playing with O
Computer decided to play in 2 and 0
Your turn, you are playing with X
Choose your action, row column respectively: 1 0
Computer turn, he is playing with O
Computer decided to play in 1 and 2
Your turn, you are playing with X
Choose your action, row column respectively: 2 2
Computer turn, he is playing with O
Computer decided to play in 0 and 1
Your turn, you are playing with X
Choose your action, row column respectively: 2 1
Draw !

WARNING & TIP

Stack Memory is the responsible for recursions as it saves the callbacks, it has size.
Python has a recursion limited depth with 1000 maximum to prevents stack overflow

In large games (maybe millions of states), it would take an infinite amount of time to take one action with min-max, so you have to think how to PRUNE the tree, or maybe limited depth strategy ☺



NEXT LAB: GENETIC ALGORITHM PART (1)

Thank you