The Birds of a Feather
Research Challenge

Todd W. Neller
Gettysburg College
November 9th, 2017
Outline

• Backstories:
  – Rook Jumping Mazes
  – Parameterized Poker Squares
  – FreeCell

• Birds of a Feather
  – Rules
  – 4x4 Single Stack Play
  – Experiments
  – Brainstorming
Rook Jumping Maze Design

• **Rook Jumping Mazes** - logic mazes with simple rules based on Chess rook moves

• Few maze designers in history had the skill to create these.

• We worked together to create a metric to rate the quality of mazes and performed combinatorial optimization to **generate high quality mazes**.
**Example Maze**

- **Specification**: grid size, start state (square), goal state, jump numbers for each non-goal state.

- **Jump number**: Move *exactly* that many squares up, down, left, right. (Not diagonally.)

- **Objectives**:
  - Find a path from start to goal.
  - Find the shortest of these paths.
Rook Jumping Maze Design Considerations

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Abstract. We define the Rook Jumping Maze, provide historical perspective, and describe a generation method for such mazes. When applying stochastic local search algorithms to maze design, most creative effort concerns the definition of an objective function that rates maze quality. We define and discuss several maze features to consider in such a function definition. Finally, we share our preferred design choices, make design process observations, and note the applicability of these techniques to variations of the Rook Jumping Maze.
Parameterized Poker Squares

• Materials:
  – shuffled standard (French) 52-card deck,
  – paper with 5-by-5 grid, and
  – pencil

• Each turn, a player draws a card and writes the card rank and suit in an empty grid position.

• After 25 turns, the grid is full and the player scores each grid row and column as a 5-card poker hand according to a point system.
# American Point System

<table>
<thead>
<tr>
<th>Poker Hand</th>
<th>Points</th>
<th>Description</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>Royal Flush</td>
<td>100</td>
<td>A 10-J-Q-K-A sequence all of the same suit</td>
<td>10♣, J♣, Q♣, K♣, A♣</td>
</tr>
<tr>
<td>Straight Flush</td>
<td>75</td>
<td>Five cards in sequence all of the same suit</td>
<td>A♦, 2♦, 3♦, 4♦, 5♦</td>
</tr>
<tr>
<td>Four of a Kind</td>
<td>50</td>
<td>Four cards of the same rank</td>
<td>9♣, 9♦, 9♥, 9♠, 6♥</td>
</tr>
<tr>
<td>Full House</td>
<td>25</td>
<td>Three cards of one rank with two cards of another rank</td>
<td>7♠, 7♣, 7♦, 8♥, 8♣</td>
</tr>
<tr>
<td>Flush</td>
<td>20</td>
<td>Five cards all of the same suit</td>
<td>A♥, 2♥, 3♥, 5♥, 8♥</td>
</tr>
<tr>
<td>Straight</td>
<td>15</td>
<td>Five cards in sequence; Aces may be high or low but not both</td>
<td>8♣, 9♠, 10♥, J♣, Q♣</td>
</tr>
<tr>
<td>Three of a Kind</td>
<td>10</td>
<td>Three cards of the same rank</td>
<td>2♣, 2♥, 2♦, 5♣, 7♠</td>
</tr>
<tr>
<td>Two Pair</td>
<td>5</td>
<td>Two cards of one rank with two cards of another rank</td>
<td>3♥, 3♦, 4♣, 4♠, A♣</td>
</tr>
<tr>
<td>One Pair</td>
<td>2</td>
<td>Two cards of one rank</td>
<td>5♦, 5♥, 9♣, Q♠, A♥</td>
</tr>
<tr>
<td>High Card</td>
<td>0</td>
<td>None of the above</td>
<td>2♦, 3♣, 5♠, 8♥, Q♣</td>
</tr>
</tbody>
</table>
Scoring Examples
# Competition Results

## Parameterized Poker Squares Results

### Players Mean Scores by Point System

<table>
<thead>
<tr>
<th>Players</th>
<th>American</th>
<th>Amerish</th>
<th>British</th>
<th>Hypercorner</th>
<th>Random</th>
<th>High Card</th>
<th>One Pair</th>
<th>Two Pair</th>
<th>3 of a Kind</th>
<th>Straight</th>
<th>Flush</th>
<th>Full House</th>
</tr>
</thead>
<tbody>
<tr>
<td>BMO_V2</td>
<td>125.27</td>
<td>105.54</td>
<td>54.50</td>
<td>1.10</td>
<td>437.77</td>
<td>9.37</td>
<td>9.12</td>
<td>4.46</td>
<td>3.20</td>
<td>2.97</td>
<td>3.43</td>
<td>1.82</td>
</tr>
<tr>
<td>DevneilPlayer</td>
<td>14.36</td>
<td>15.27</td>
<td>7.51</td>
<td>-9.52</td>
<td>-86.92</td>
<td>5.22</td>
<td>4.10</td>
<td>0.45</td>
<td>0.21</td>
<td>0.04</td>
<td>0.05</td>
<td>0.03</td>
</tr>
<tr>
<td>Gettysburg</td>
<td>123.94</td>
<td>110.28</td>
<td>53.38</td>
<td>1.24</td>
<td>429.89</td>
<td>9.37</td>
<td>9.17</td>
<td>4.47</td>
<td>3.02</td>
<td>2.71</td>
<td>3.46</td>
<td>1.93</td>
</tr>
<tr>
<td>SRulerPlayer</td>
<td>51.83</td>
<td>55.39</td>
<td>30.29</td>
<td>-5.10</td>
<td>242.85</td>
<td>9.34</td>
<td>8.84</td>
<td>4.04</td>
<td>2.10</td>
<td>1.58</td>
<td>1.98</td>
<td>0.61</td>
</tr>
<tr>
<td>JoTriz</td>
<td>116.75</td>
<td>109.03</td>
<td>53.59</td>
<td>-0.78</td>
<td>351.07</td>
<td>9.31</td>
<td>9.15</td>
<td>4.59</td>
<td>3.03</td>
<td>2.59</td>
<td>3.36</td>
<td>1.67</td>
</tr>
<tr>
<td>xRandomRolloutPruningPlayer</td>
<td>116.12</td>
<td>111.26</td>
<td>53.92</td>
<td>-2.20</td>
<td>411.78</td>
<td>9.35</td>
<td>9.16</td>
<td>4.52</td>
<td>2.89</td>
<td>2.94</td>
<td>3.41</td>
<td>1.82</td>
</tr>
<tr>
<td>MonteCarloTreePlayer</td>
<td>15.47</td>
<td>15.31</td>
<td>7.61</td>
<td>-9.30</td>
<td>-86.83</td>
<td>4.80</td>
<td>4.53</td>
<td>0.45</td>
<td>0.20</td>
<td>0.05</td>
<td>0.02</td>
<td>0.00</td>
</tr>
<tr>
<td>RandomPlayer</td>
<td>14.25</td>
<td>15.67</td>
<td>7.71</td>
<td>-9.66</td>
<td>-106.80</td>
<td>5.20</td>
<td>4.31</td>
<td>0.42</td>
<td>0.23</td>
<td>0.01</td>
<td>0.01</td>
<td>0.01</td>
</tr>
</tbody>
</table>

| Max                     | 125.27   | 111.26  | 54.50   | 1.24        | 437.77 | 9.37      | 9.17     | 4.59     | 3.20       | 2.97     | 3.46  | 1.93       |
| Min                     | 14.25    | 15.27   | 7.51    | -9.66       | -106.80| 4.80      | 4.10     | 0.42     | 0.20       | 0.01     | 0.01  | 0.00       |

### Normalized Scores

<table>
<thead>
<tr>
<th>Players</th>
<th>BMO_V2</th>
<th>DevneilPlayer</th>
<th>Gettysburg</th>
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<th>JoTriz</th>
<th>xRandomRolloutPruningPlayer</th>
<th>MonteCarloTreePlayer</th>
<th>RandomPlayer</th>
</tr>
</thead>
<tbody>
<tr>
<td>Total</td>
<td>11.821</td>
<td>0.190</td>
<td>11.763</td>
<td>7.149</td>
<td>11.170</td>
<td>11.334</td>
<td>0.192</td>
<td>0.153</td>
</tr>
</tbody>
</table>

The table above shows the mean scores for each player under different scoring systems. The normalized scores are provided for each player, and the total scores are calculated by summing the normalized scores.
Monte Carlo Approaches to Parameterized Poker Squares

Todd W. Neller, Zuozi Yang, Colin M. Messinger, Calin Anton, Karo Castro-Wunsch, William Maga, Steven Bogaerts, Robert Arrington, and Clay Langley

Proceedings of the Sixth Symposium on Educational Advances in Artificial Intelligence (EAAI-16)

BeeMo, a Monte Carlo Simulation Agent for Playing Parameterized Poker Squares

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Using Domain Knowledge to Improve Monte-Carlo Tree Search Performance in Parameterized Poker Squares

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Learning and Using Hand Abstraction Values for Parameterized Poker Squares

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tneller@gettysburg.edu

Abstract

We describe the design, implementation, and evaluation of BeeMo, a Monte-Carlo simulation-based, hand abstraction-based, parameterized poker agent. BeeMo is designed to play any parameterized poker game in which a subset of hand types is associated with utilities, and each hand type is defined by its value and a set of allowable cards. The game is parameterized in that the set of allowed hand types, the set of allowed cards, and the set of allowed values are all parameterized. We also examine the effect of using hand abstraction on the performance of the agent on the parameterized poker game.

Table 1: Example scoring structure for parameterized poker squares.

<table>
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<tr>
<th>Hand Type</th>
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<tr>
<td>royal flush</td>
<td>100</td>
<td>30</td>
<td></td>
</tr>
<tr>
<td>straight flush</td>
<td>75</td>
<td>30</td>
<td></td>
</tr>
<tr>
<td>4 of a kind</td>
<td>50</td>
<td>16</td>
<td></td>
</tr>
<tr>
<td>straight</td>
<td>25</td>
<td>10</td>
<td></td>
</tr>
<tr>
<td>full house</td>
<td>20</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td>3 of a kind</td>
<td>15</td>
<td>12</td>
<td></td>
</tr>
<tr>
<td>flush</td>
<td>10</td>
<td>6</td>
<td></td>
</tr>
<tr>
<td>2 pair</td>
<td>5</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>1 pair</td>
<td>2</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>high card</td>
<td>0</td>
<td>0</td>
<td></td>
</tr>
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We describe the design, implementation, and evaluation of BeeMo, a Monte-Carlo simulation-based, hand abstraction-based, parameterized poker agent. BeeMo is designed to play any parameterized poker game in which a subset of hand types is associated with utilities, and each hand type is defined by its value and a set of allowable cards. The game is parameterized in that the set of allowed hand types, the set of allowed cards, and the set of allowed values are all parameterized. We also examine the effect of using hand abstraction on the performance of the agent on the parameterized poker game.

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<td>25</td>
<td>10</td>
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<tr>
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<td></td>
</tr>
<tr>
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<td>5</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>1 pair</td>
<td>2</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>high card</td>
<td>0</td>
<td>0</td>
<td></td>
</tr>
</tbody>
</table>
FreeCell Solitaire Card Game
FreeCell Characteristics

• Randomly generated, but no chance after face-up deal (perfect information) \(\rightarrow\) Combinatorial game
• Self-generating puzzle that is solvable with high probability
• Invited many interesting research questions posed and solved by skilled enthusiasts
• Would have been great for undergraduate research, but largely harvested.
• To gain new low-hanging fruit, plant a new tree!
Birds of a Feather Characteristics

• Randomly generated, but no chance after face-up deal (perfect information) → Combinatorial game
• Self-generating puzzle that is solvable (for certain deal dimensions) with high probability
• Invites many interesting research questions (to be introduced later)
• But first, we introduce the game...
Birds of a Feather

• “Birds of a feather flock together.”
• Designed August 9, 2016
• **Materials**: a standard, shuffled 52-card deck
• **Setup**: Deal cards singly, face-up into a grid (e.g. 4-by-4).
• **Object**: Form a single stack of all cards.
• **Play**: A player may move one stack of cards onto another stack of cards in the *same row or column* if the cards on top of the stacks have either
  – (1) the *same suits*, or
  – (2) the *same or adjacent ranks*. Aces are low and not adjacent to kings, so rank adjacency is according the ordering A, 2, 3, ..., J, Q, K.
Birds of a Feather: Adjacent Rank
Birds of a Feather: Same Suit
Birds of a Feather: Same Rank
Birds of a Feather: Single Stack Goal
Birds of a Feather Java Project

• Import Eclipse Java project...
  – File ➔ Import… ➔ General ➔ Existing Project into Workspace
  – Select “Select Archive File” radio button and click “Browse” button.
  – Select /Courses/Colloquia/tneller171109/BirdsOfAFFeather.zip
  – Click “Finish”

• Open BirdsOfAFFeather.java (GUI) in project BirdsOfAFFeather

• Run
Birds of a Feather Example Deal
Birds of a Feather Example Solution

TS-9H  AH-TH  AH-3H
AH-QH  6H-7D  JS-JC
KS-3S  KS-KC  5S-KS
6H-5C  5S-TS  AH-8H
6H-AH  5S-6H  5S-JS
Experiment 1: Are all 4x4 deals solvable?

- Open Experiment1.java and run.
  - Program attempts to solve deal 0, 1, 2, ...
  - Are all solvable? If not, what is the first that isn’t solvable?
- Press the red square by the Eclipse console window to terminate the experiment.
- Run BirdsOfAFFeather and type ‘s’ to create seed 10 puzzle.
- What makes this unsolvable?
- Type ‘t’ to toggle connections between flockable card pairs.
- Let’s call a single unflockable card an odd bird.
Experiment 2: Do all unsolvable deals have an odd bird?

• For efficiency, we’ll divide the solving ranges and work in parallel. Wait for your input parameters.
• Open Experiment2.java and run. Odd bird deals will be identified and skipped.
• Every time you find an unsolvable deal (odd bird or otherwise), add it to your list of unsolvable deal numbers and note if it is an odd bird deal.
• After covering your range, examine any unsolvable deals using BirdsOfAFeather.java. If there are no unsolvable deals or they’re easily understood, examine deal 1163 or 1264.
Example Research Questions

• m-by-n single-stack deal solvability/scoring:
  – What is the probability that a deal will have a single-stack solution?
  – What is the maximal score distribution of deals?
  – Which features of a puzzle can guide a computer efficiently to a successful solution?
  – Which algorithms work best to solve such puzzles?
  – What are characteristics of grids without single-stack solutions?

• Puzzle solving heuristics:
  – Which features of a puzzle can guide a player to a successful solution?

• Puzzle design:
  – How would you create a metric for a good BirdsOfAFeather puzzle?
  – Which techniques work best for designing puzzles for such a metric?
  – How can one generate a succession of gradually more difficult puzzles to guide and teach a player to solve such puzzles well?
Conclusion

• Birds of a Feather offers a new landscape for research exploration.

• Together, we can understand more about puzzle solving, puzzle design, etc. and gain research, writing, presentation, and publication experience in the process.

• Please contact Todd Neller (tneller@gettysburg.edu) if you’re interested!