

CS10
The Beauty and Joy of Computing

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Lecture #19
Higher Order Functions II

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PRO SELF-DRIVING CARS CON

- Fewer accidents – 90% of accidents caused by human error
- Efficient travel since can create convoys
- Huge efficiency gains if you can work + drive
- Who gets sued when there's an accident?
- Handing control back to driver takes ~5 sec
- Very expensive
- Could be dangerous if they can't handle case




www.technologyreview.com/featuredstory/520431/driverless-cars-are-further-away-than-you-think/

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I do research on Board Games...

- No chance, such as dice or shuffled cards
- Both players have complete information
 - No hidden information, as in Stratego & Magic
- Two players (Left & Right) usually alternate moves
 - Repeat & skip moves ok
 - Simultaneous moves not ok
- The game can end in a pattern, capture, by the absence of moves, or ...

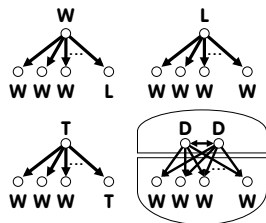


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A Strong Solution visits every position

- For every position
 - Assuming alternating play
 - Value ... (for player whose turn it is)
 - Winning (∃ losing child)
 - Losing (All children winning)
 - Tying (!∃ losing child, but ∃ tying child)
 - Drawing (can't force a win or be forced to lose)
 - Remoteness
 - How long before game ends?




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Strong Solving Example: 1,2,...,10

- Rules (on your turn):
 - Running total = 0
- Rules (on your turn):
 - Add 1 or 2 to running total
- Goal
 - Be the FIRST to get to 10
- Example
 - Ana: "2 to make it 2"
 - Bob: "1 to make it 3"
 - Ana: "2 to make it 5"
 - Bob: "2 to make it 7" → photo
 - Ana: "1 to make it 8"
 - Bob: "2 to make it 10" I WIN!



7 ducks (out of 10)

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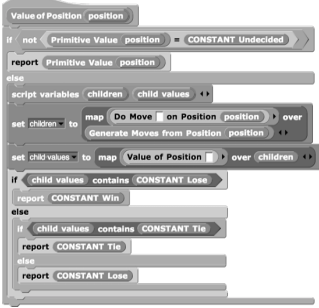
Let's write code to determine value!

- 0 = Win
- 1 = Lose
- 2 = Win
- 3 = Win
- 4 = Lose
- 5 = Win
- 6 = Win
- 7 = Lose
- 8 = Win
- 9 = Win
- 10 = Lose
- P = Position
- M = Move
- We only need 3 blocks to define a game
 - Do Move M on Position P
 - → a new Position
 - Generate Moves from Position P
 - → list of Moves
 - Primitive Value of Position P
 - → {win, lose, tie, undecided}
- Let's write Value of Position P

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Answer



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