

## 61A Extra Lecture 2

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# Announcements

[cs61a.org/extra.html](http://cs61a.org/extra.html)

# Quines

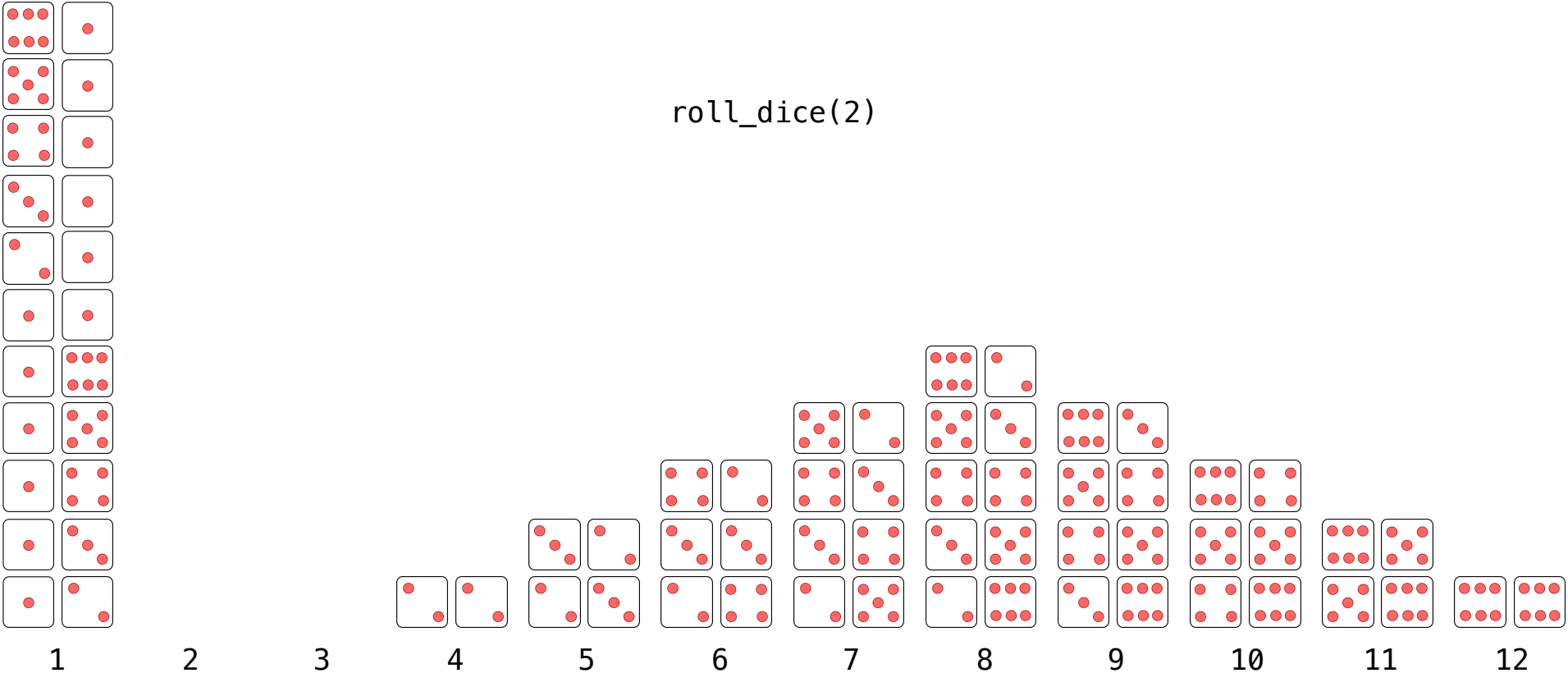
(Demo)

# Church Numerals

(Demo)

Dice

# Exact Chances for Rolling Dice



roll\_dice(2)

(Demo)

## Hog: The End Game

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**You:** 99  
**Them:** 99

**You:** 88  
**Them:** 99

**You:** 80  
**Them:** 99

What is the chance that I'll score *at least*  $k$  points rolling  $n$  six-sided dice?

(Demo)

# Memoization

(Demo)



# Twenty-One (Nim)

(Demo)

## Twenty-One Rules

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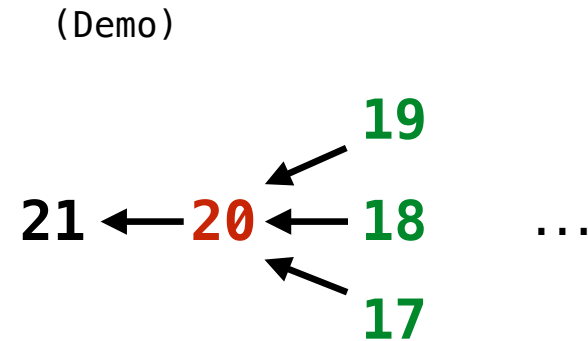
Two players alternate turns, on which they can add 1, 2, or 3 to the current total

The total starts at 0

The game end whenever the total is 21 or more

The last player to add to the total loses

Some states are good; some are bad



## Hog Optimal Strategies

## Contest Challenges

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Larger state space than Nim &  
random transition function

Spring 2015 Optimal Strategy

- Rules: <http://inst.eecs.berkeley.edu/~cs61a/sp15/proj/hog/>
- Designed for what opponent?

Partial information: your  
strategy is not a function  
of the dice being used

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