

The **Pelita** contest

(a brief introduction)

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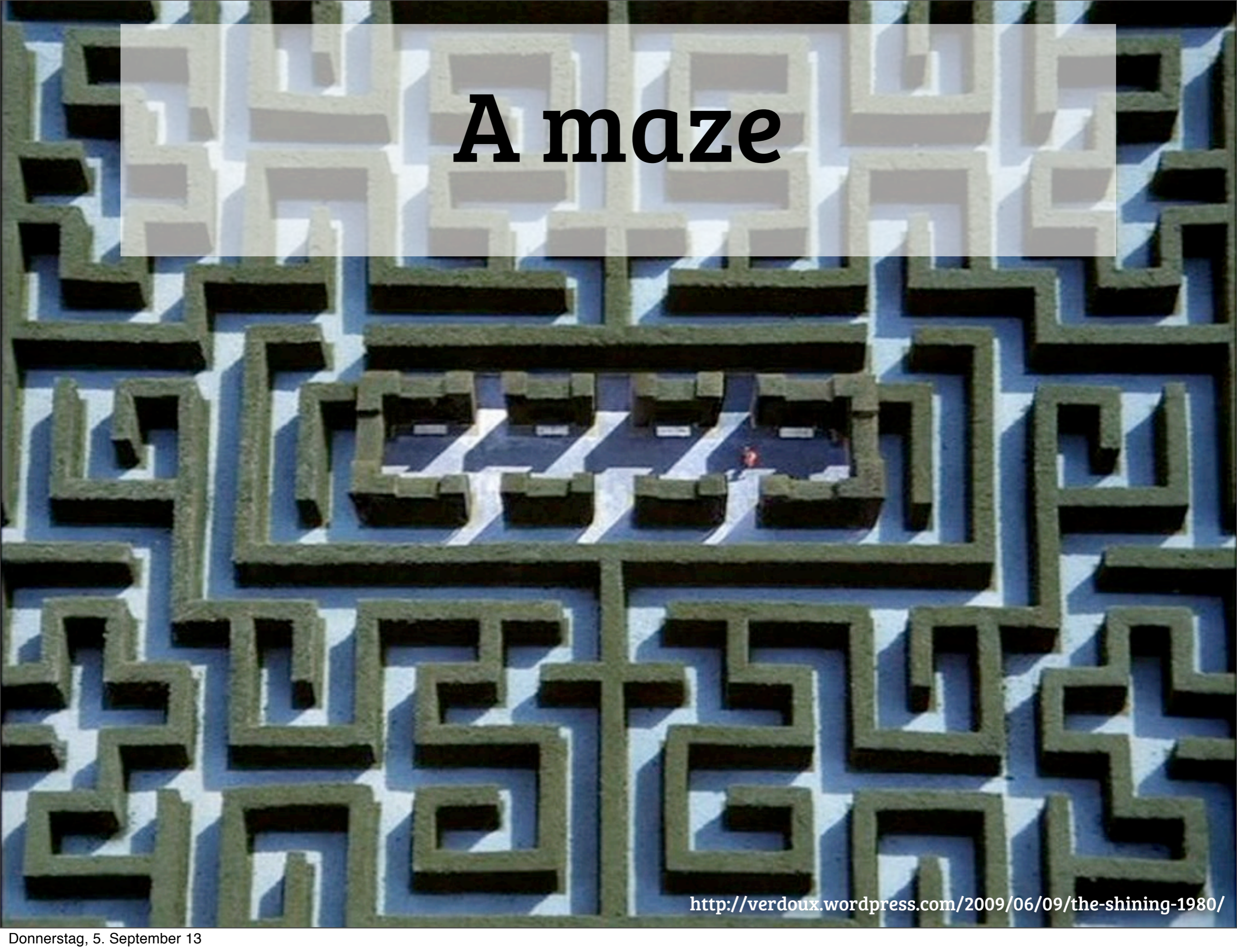
(a brief introduction)

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In short

A maze



<http://verdoux.wordpress.com/2009/06/09/the-shining-1980/>

Moving around



<http://verdoux.wordpress.com/2009/06/09/the-shining-1980/>

Enemy bots



<http://verdoux.wordpress.com/2009/06/09/the-shining-1980/>

Attack

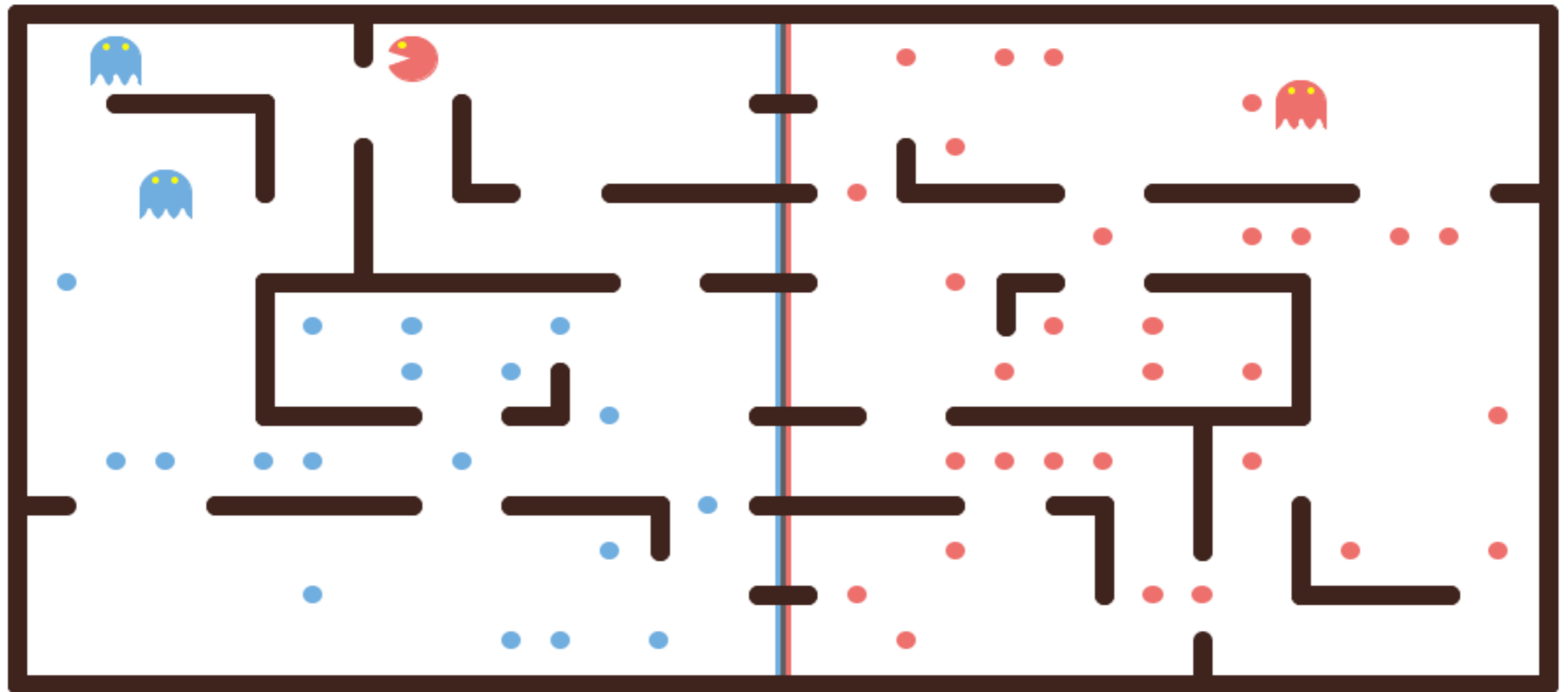


http://img.timeinc.net/time/photoessays/2008/top10_1950s/top10_1950s_them.jpg

Pelita

(0.23) The BasicDefensePlayers 15 : 12 The BFSPlayers (0.25)

Timeouts: 0, Killed: 0 | Timeouts: 0, Killed: 3



PLAY/PAUSE

STEP

ROUND

QUIT

slower

faster

Bot 1 / Round 48

layout_normal_without_dead_ends_029

Before you ask

- **Pelita**
- **Actor-based Toolkit for Interactive Language Education in Python**
- **'Pill-eater'**
- **Created 2011–2012 especially for the summer school**
- **(Idea from John DeNero and Dan Klein, UC Berkeley¹)**

¹ http://www.denero.org/content/pubs/eaai10_denero_pacman.pdf

git describe && git shortlog -sn | cut -f2

- **v0.2.0-109-g2347830**
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Valentin Haenel
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Anna Chabuda
Bartosz Telenczuk

Overview

- ▶ Each Team owns two Bots

Bots for team 0



Bots for team 1

Overview

- ▶ Each Team owns two Bots
- ▶ Each Bot is controlled by a Player



Bots for team 0

Player for team 0

Bots for team 1

Player for team 1

```
from pelita.datamodel import east
from pelita.player import AbstractPlayer
```

```
class UnidirectionalPlayer(AbstractPlayer):
    def get_move(self):
        return east
```

```
from pelita.datamodel import west
from pelita.player import AbstractPlayer
```

```
class UnidirectionalPlayer(AbstractPlayer):
    def get_move(self):
        return west
```

Overview

- ▶ Each Team owns two Bots
- ▶ Each Bot is controlled by a Player
- ▶ Harvester or Destroyer Bots



Overview

- ▶ Each Team owns two Bots
- ▶ Each Bot is controlled by a Player
- ▶ Harvester or Destroyer Bots
- ▶ Bots are Destroyers in homezone
- ▶ Harvesters in enemy's homezone
- ▶ Game ends when all food pellets are eaten



The rules

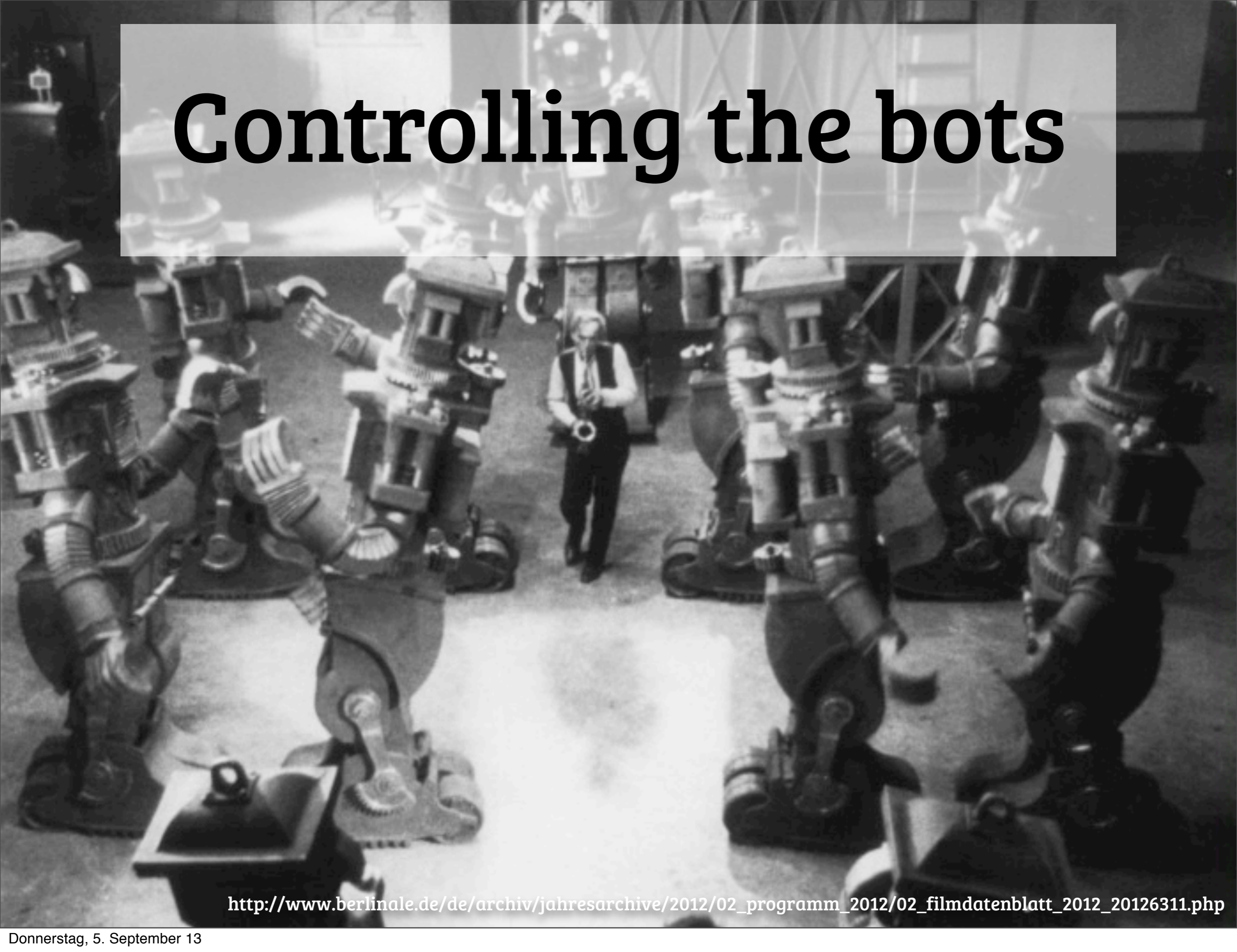


<http://filmscoreclicktrack.com/2013/01/the-ten-commandments-of-film-music/>

The rules

- **Eating:** When a Bot eats a food pellet, the food is permanently removed and **one point** is scored for that Bot's team.
- **Timeout:** Each Player only has **3 seconds** to return a valid move. If it doesn't, a random move is executed. (All later return values are discarded.)
5 timeouts and you're out!
- **Eating another Bot:** When a Bot is eaten by an opposing destroyer, it returns to its starting position (as a harvester). **5 points** are awarded for eating an opponent.
- **Winning:** A game ends when either one team eats all of the opponents' food pellets, or the team with more points after **300 rounds**.
- **Observations:** Bots can only observe an opponent's exact position, if they or their teammate are within **5 squares** of the opponent bot. If they are further away, the opponent's positions are noised.

Controlling the bots



http://www.berlinale.de/de/archiv/jahresarchive/2012/02_programm_2012/02_filmdatenblatt_2012_20126311.php

My first players

Pelita imports

```
from pelita.datamodel import east
from pelita.player import AbstractPlayer
```

Inherit from
AbstractPlayer

```
class UnidirectionalPlayer(AbstractPlayer):
    def get_move(self):
        return east
```

Use the Player
API

```
class DrunkPlayer(AbstractPlayer):
    def get_move(self):
        directions = self.legal_moves
        random_dir = self.rnd.choice(directions)
        return random_dir
```

- **Careful:** Invalid return values of `get_move` result in a random move.

API examples

- In your `get_move` method, information about the current universe and food situation is available. See the documentation for more details.
- `self.current_pos`
Where am I?
- `self.me`
Which bot am I controlling?
- `self.enemy_bots`
Who and where are the other bots?
- `self.enemy_food`
Which are the positions of the food pellets?
- `self.current_uni`
Retrieve the universe you live in.
- `self.current_uni.maze`
How does my world look like?
- `self.legal_moves`
Where can I go?
- `self.me.is_destroyer`
Am I dangerous?

Building a team

- A team consists of two players (and a name)
- Create it using the **SimpleTeam** class
 - `SimpleTeam("Magnificent Team", GoodPlayer(), RemarkablePlayer())`
- Export your team using the **factory** function
 - `def factory():
 return SimpleTeam(...)`

Demo bots

- **In ./players directory**
- **There are hidden bots on our servers**
 - **We tell you how to use them when it's time**

Testing



<http://verdoux.wordpress.com/2009/06/09/the-shining-1980/>

Testing

- **Two ways to test your Players**
- **first: Simply run the game and test by watching**
 - **\$./pelitagame MyTeam EnemyTeam**
- **second: Write unittests and test by testing**
 - **Example in the template**

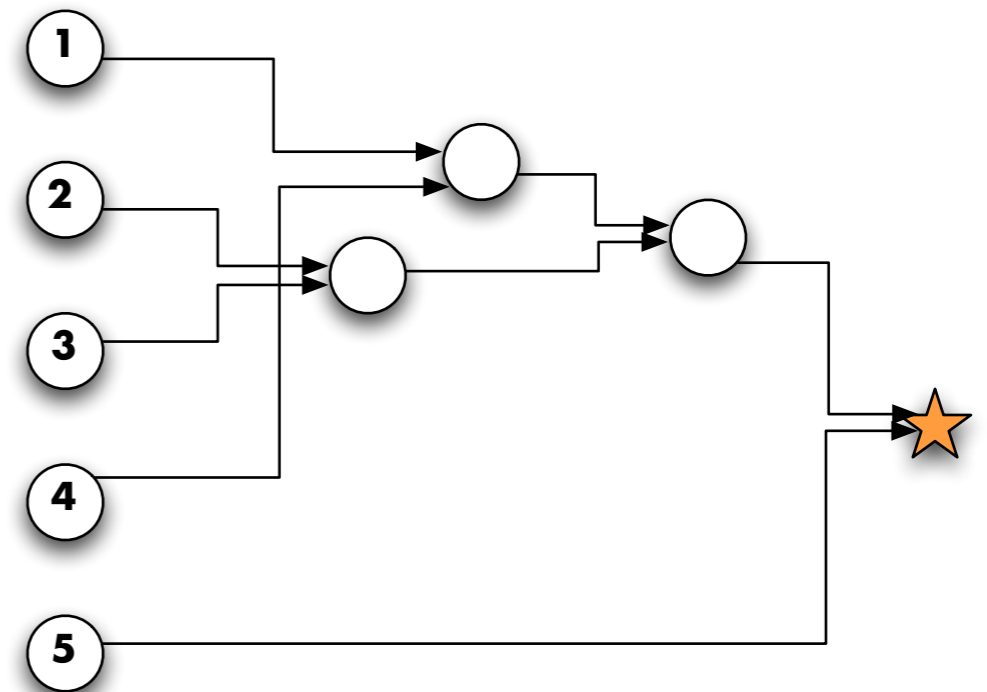
Tournament



<http://magiaeimagem.files.wordpress.com/2010/02/ingmar-bergman-the-seventh-seal.jpg>

Tournament

- **Two stages mode**
 - **first: all-against-all**
 - **then: knockout**
 - **bonus:**
tutor-humiliation round



Tournament

- **Group repository:**
`git clone <name>@python.g-node.de/git/groupN`
- **It is a module. (Uses `__init__.py`)**
- **Exports a 'factory' method:**

```
def factory():  
    return SimpleTeam("The Winners", MyPlayer(), MyPlayer())
```
- **Run it as**
`./pelitagame ../groupN`
- **Additionally contains util and testing repositories**

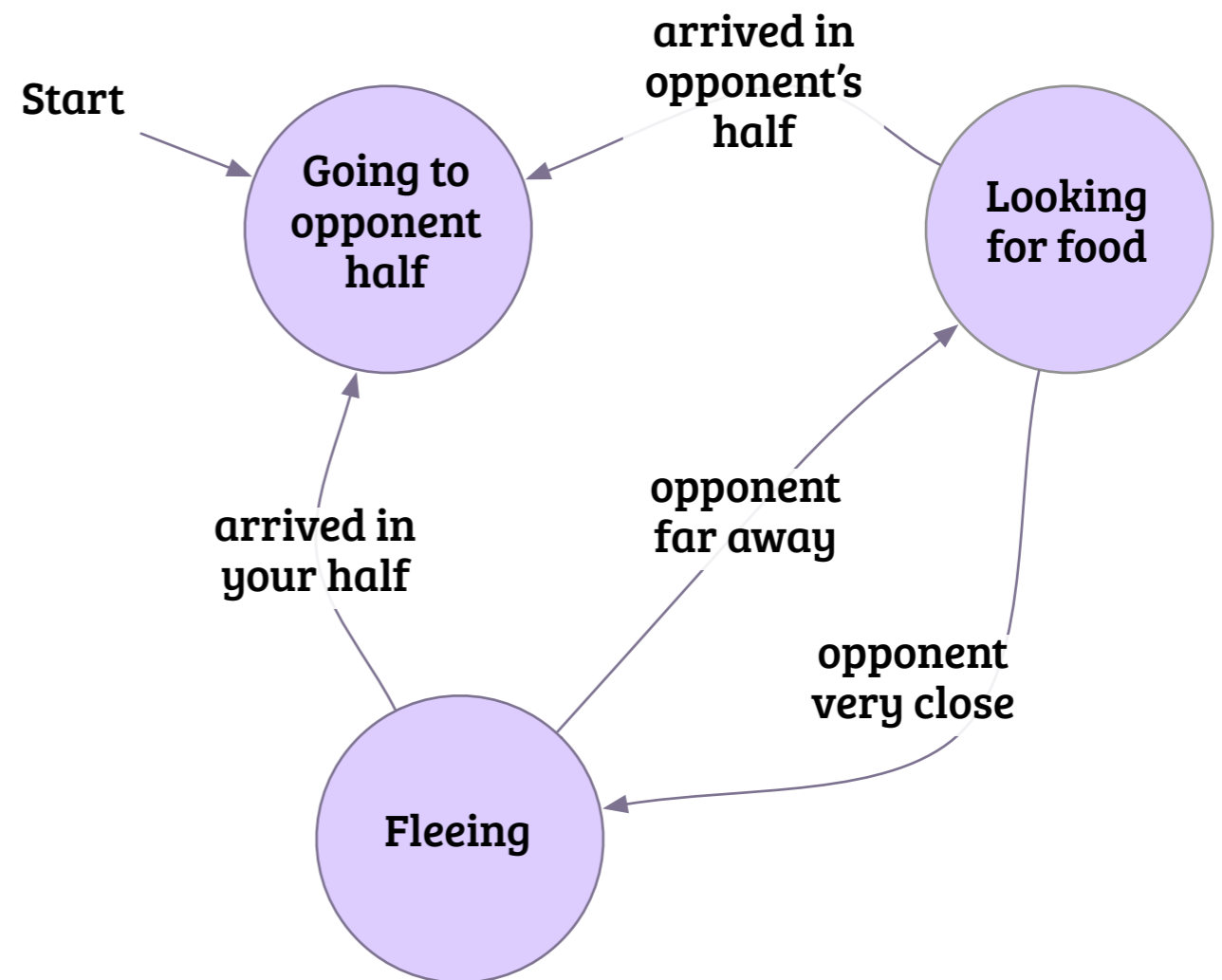
Strategies



<http://mubi.com/lists/the-labyrinth>

Finite state machine

- Evaluate the current situation and choose the algorithm accordingly



Look-ahead Player

- Create a function which calculates a score for each situation, eg.
 - `value(game_state) = -1 * distance_from_nearest_food + 100 * score`
- At each turn do
 - get the legal moves for your bot
 - request the future universe, given one of the actions
`self.current_uni.copy().move_bot(self._index, direction)`
 - compute the score
 - choose the direction with the best score

Notes on writing



<http://verdoux.wordpress.com/2009/06/09/the-shining-1980/>

Notes on writing

- **Mazes won't have dead-ends**
- **Hard to catch another bot which outruns you**
- **We'd like to see bots which combine their powers and attack from two sides**

Notes on writing

- **Think about shortest-path algorithms**
- **Keep track of opponents**
- **Investigate communication between the Players**
- **Re-use your code**
- **Think about working in a team**

Notes on writing

- **Use the internal random number generator:**
- **instead of**
 - **random.choice**
- **you use**
 - **self.rnd.choice**
- **(more stable)**

Notes on writing

- **The match environment:**
 - **numpy** is installed
 - also: **pylint** (just so you know)
 - additional packages may or may not be negotiable

Getting ready

- **Clone the repo:**
`git clone git://github.com/ASPP/pelita.git`
- **Run a simple demo game:**
`~/pelita/pelitagame`
- **For help:**
`~/pelita/pelitagame --help`
- **See the **Pelita** documentation:**
`http://ASPP.github.io/pelita`
- **Questions? Ask us.**
- **Write your own player already!**

Repo closes

http://25.media.tumblr.com/tumblr_m3vmn8RTTH1qathv6o1_500.png



Repo closes

Friday, 5pm.

http://25.media.tumblr.com/tumblr_m3vmn8RTTH1qathv6o1_500.png

Movie stills

- **'Gibel sensatsii' (1935, dir. Aleksandr Andriyevsky)**
- **'Them' (1954, dir. Gordon Douglas)**
- **'The Ten Commandments' (1956, dir. Cecil B. DeMille)**
- **'Det sjunde inseglet' (1957, dir. Ingmar Bergman)**
- **'Smultronstället' (1957, dir. Ingmar Bergman)**
- **'The Shining' (1980, dir. Stanley Kubrick)**