I’m Ryan Hayward, a prof at UAlberta since 1999. I’m teaching cmput 355 this term. I’m away this week attending a conference in honour of the graph theorist Frédéric Maffray, a wonderful person and a colleague of mine who died suddenly a year ago. Thank you Professor Jia You for covering Lecture 1 in my absence.

CMPUT 355 is a course on algorithms used to play or solve puzzles — which we can think of as 1-player games — or games. Most games we will cover will be 2-player games. Here are some games and puzzles we might talk about: mazes, peg solitaire, sliding tile, tic-tac-toe, connect-4, nim, chess, hex, go, rock-paper-scissors, Kuhn poker.

**class schedule (first two weeks)**

- Lecture 1, Tues Sept 3  Prof You will go over the course outline.
- Lecture 2, Thurs Sept 5  class cancelled. Use the lecture time to do the homework problems below.
- Lecture 3, Tues Sept 10  Prof Hayward back, lecture as usual.
- Lecture 4, Tues Sept 12  Prof Hayward back, lecture as usual.

**Homework (do not hand in)**

- Learn the rules of as many of the above games and puzzles as you can. For one of these (your pick), spend 5 minutes thinking about the steps you would take in writing a program to a) list all legal moves  b) select a promising move  c) check whether the game is over, and if so to give any relevant information (final score? who won? . . .)
- Do exercises in Interactive Way to Go at //playgo.to/iwtg/en
- Watch the AlphaGo move trailer at www.alphagomovie.com and — if you can, e.g. on Netflix — and watch the movie too.