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A technology based way to think about games in a math circle is to code them as an expert that the circle participants can play against. We have had the most success in this experience with games of chance. In the game of shut-up for example the approach adopted by the computer (after being told what to maximize and allowing it to look many moves ahead) is one that makes immediate sense probabilistically and turns out to be quite instructive. On the other hand, in games like Yhatzee, where optimal strategies are far more illusive, the issues are quite deep and varied. In this case it is not even clear what the computer should optimize. We illustrate this on a small scale with a simplified version of this familiar dice game where such analysis is far more tenable. (Received March 03, 2020)