
Annotated Bibliography

1. Goofspiel: The Game of Pure Strategy - Sheldon M. Ross - 1971

<https://www.jstor.org/stable/3212187>

Sheldon Ross proved that the matching strategy is optimal against a random player. I implemented the matching strategy as a heuristic for a machine to use.

2. "Computer Solution to the Game of Pure Strategy" - Glenn C. Rhoads and Laurent Bartholdi – 2012

<https://www.mdpi.com/2073-4336/3/4/150>

The solution by Rhoads and Bartholdi mentions probabilities in which bids the player should play while also making a note that deterministic solutions to the game can always be countered. They therefore recommend that a non-deterministic solution should be used.

I might try and implement a heuristic that uses their probability table to see the results versus other machines.

3. A brief history of heuristics: how did research on heuristics evolve? - Mohamad Hjeij and Arnis Vilks – 2023

<https://www.nature.com/articles/s41599-023-01542-z>

Hjeij and Vilks go through the origin of the word heuristics and the history of heuristics. They mention various Mathematicians and philosophers throughout the article who have come to shape our understanding of it.

This will be helpful to establish an overview and give the reader background into heuristics.

4. Merrill Flood – Albert Tucker – Accessed 2023

https://web.archive.org/web/20150310083408/http://www.princeton.edu/~mudd/finding_a_ids/mathoral/pmc11.htm

This is an interview with Merrill Flood who created the game GOPS.