## Artificial Intelligence Project Nine Men Morris Al

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# **Example Outputs for MiniMax and AB Pruning**

#### \*AB Pruning produces savings over MiniMax

|     | Opening Phase      |                    |                                  |                             |  |  |  |
|-----|--------------------|--------------------|----------------------------------|-----------------------------|--|--|--|
| Ply | Input              | Output             | MiniMax(Estimation values/count) | AB(Estimation values/count) |  |  |  |
| 5   | xxWxWxxxxWxBWBBxxx | WxWxWxxxWxxWBBxxx  | 3 / <mark>277230</mark>          | 3 / <mark>11627</mark>      |  |  |  |
| 5   | xWxxxWxxBxxxxxBxxx | xWxWxWxxxxxxxBxxx  | 2 / <mark>431734</mark>          | 2 / <mark>4897</mark>       |  |  |  |
| 5   | BBxxxxWBxxWWxxBWxW | BBxxxWWxxxWWxxBWxW | 5 / 309223                       | 5 / 8104                    |  |  |  |
| 5   | xxBxWxBBxBxxWxxxxW | xxBxWxBBWBxxWxxxxW | 1 / 187790                       | 1 / 4640                    |  |  |  |

|     | Midgame Endgame Phase |                    |                                  |                             |  |  |  |
|-----|-----------------------|--------------------|----------------------------------|-----------------------------|--|--|--|
| Ply | Input                 | Output             | MiniMax(Estimation values/count) | AB(Estimation values/count) |  |  |  |
| 4   | xxWxWxxxxWxBWBBxxx    | WxxxWxxxWxBWBBxxx  | -36 / 74075                      | -36 / 3517                  |  |  |  |
| 4   | BBxxxxWBxxWWxxBWxW    | BBxxxWxBxxWWxxBWxW | -13 / 5956                       | -13 / 1240                  |  |  |  |
| 4   | xxBxWxBBxBxxWxxxxW    | xxBxxxBBWBxxWxxxxW | -36 / 106944                     | -36 / 2500                  |  |  |  |
| 4   | WWBBBBxWxxxxWBWxWx    | WWBBBBxWxxxxWBxxWW | 1992/3501                        | 1992 / 392                  |  |  |  |



## **Example Outputs for MiniMaxBlack**

| Opening Phase |                    |                    |                                  |                    |                     |                                       |  |
|---------------|--------------------|--------------------|----------------------------------|--------------------|---------------------|---------------------------------------|--|
| Ply           | y MiniMax Input    | MiniMax Output     | MiniMax(Estimation values/count) | MiniMaxBlack Input | MiniMaxBlack Output | MiniMaxBlack(Estimation values/count) |  |
| 5             | xxWxWxxxxWxBWBBxxx | WxWxWxxxWxxWBBxxx  | 3 / 277230                       | xxBxBxxxxBxWBWWxxx | BxBxBxxxxBxxBWWxxx  | -3 / 277230                           |  |
| 5             | xWxxxWxxBxxxxxBxxx | xWxWxWxxxxxxxBxxx  | 2 / 431734                       | xBxxxBxxWxxxxxWxxx | xBxBxBxxxxxxxxWxxx  | -2 / 431734                           |  |
| 5             | BBxxxxWBxxWWxxBWxW | BBxxxWWxxxWWxxBWxW | 5 / 309223                       | WWxxxxBWxxBBxxWBxB | WWxxxBBxxxBBxxWBxB  | -5 / 309223                           |  |
| 5             | xxBxWxBBxBxxWxxxxW | xxBxWxBBWBxxWxxxxW | 1 / 187790                       | xxWxBxWWxWxxBxxxxB | xxWxBxWWBWxxBxxxxB  | -1 / 187790                           |  |

| Midgame Endgame Phase |                      |                    |                                  |                    |                     |                                       |  |
|-----------------------|----------------------|--------------------|----------------------------------|--------------------|---------------------|---------------------------------------|--|
| Ply                   | MiniMax Input        | MiniMax Output     | MiniMax(Estimation values/count) | MiniMaxBlack Input | MiniMaxBlack Output | MiniMaxBlack(Estimation values/count) |  |
|                       | 4xxWxWxxxxWxBWBBxxx  | WxxxWxxxxWxBWBBxxx | -36 / 74075                      | xxBxBxxxxBxWBWWxxx | BxxxBxxxxBxWBWWxxx  | 36 / 74075                            |  |
|                       | 4 BBxxxxWBxxWWxxBWxW | BBxxxWxBxxWWxxBWxW | -13 / 5956                       | WWxxxxBWxxBBxxWBxB | WWxxxBxWxxBBxxWBxB  | 13 / 5956                             |  |
|                       | 4xxBxWxBBxBxxWxxxxW  | xxBxxxBBWBxxWxxxxW | -36 / 106944                     | xxWxBxWWxWxxBxxxxB | xxWxxxWWBWxxBxxxxB  | 36 / 106944                           |  |
|                       | 4 WWBBBBxWxxxxWBWxWx | WWBBBBxWxxxxWBxxWW | 1992/3501                        | BBWWWWxBxxxxBWBxBx | BBWWWwxBxxxxBWxxBB  | -1992 / 3501                          |  |

\*The midgame endgame static estimation function for black has been modified to: (1000\*(num\_white\_pieces-num\_black\_pieces))+num\_white\_moves for symmetry



# **Example Outputs for MiniMaxImproved**

#### \*Produced different output

|     | Opening Phase      |                    |                                  |                        |  |  |  |  |
|-----|--------------------|--------------------|----------------------------------|------------------------|--|--|--|--|
| Ply | Input              | MiniMax Output     | MiniMax(Estimation values/count) | MiniMaxImproved Output | MiniMaxImproved(Estimation values/count) |  |  |  |
| 5   | xxWxWxxxxWxBWBBxxx | WxWxWxxxWxxWBBxxx  | 3 / 277230                       | xxWxWxxxxWxxWBBWxx     | 62 / 277230                              |  |  |  |
| 5   | xWxxxWxxBxxxxxBxxx | xWxWxWxxxxxxxBxxx  | 2 / 431734                       | xWxWxWxxxxxxxBxxx      | 44 / 431734                              |  |  |  |
| 5   | BBxxxxWBxxWWxxBWxW | BBxxxWWxxxWWxxBWxW | 5 / 309223                       | BBxxxxWBxWWWxxxWxW     | 152 / 309223                             |  |  |  |
| 5   | xxBxWxBBxBxxWxxxxW | xxBxWxBBWBxxWxxxxW | 1 / 187790                       | xxBxWxBBWBxxWxxxxW     | 34 / 187790                              |  |  |  |

|     | Midgame Endgame Phase |                    |                                  |                        |  |  |  |  |
|-----|-----------------------|--------------------|----------------------------------|------------------------|--|--|--|--|
| Ply | Input                 | MiniMax Output     | MiniMax(Estimation values/count) | MiniMaxImproved Output | MiniMaxImproved(Estimation values/count) |  |  |  |
| 4   | xxWxWxxxxWxBWBBxxx    | WxxxWxxxWxBWBBxxx  | -36 / 74075                      | WxxxWxxxxWxBWBBxxx     | 27 / 74075                               |  |  |  |
| 4   | BBxxxxWBxxWWxxBWxW    | BBxxxWxBxxWWxxBWxW | -13 / 5956                       | BBxxxWxBxxWWxxBWxW     | -27 / 5956                               |  |  |  |
| 4   | xxBxWxBBxBxxWxxxxW    | xxBxxxBBWBxxWxxxxW | -36 / 106944                     | xxBxWxBBxBxxWxWxxx     | 33 / 106944                              |  |  |  |
| 4   | WWBBBBxWxxxxWBWxWx    | WWBBBBxWxxxxWBxxWW | 1992/3501                        | xWBBBBxWxxxxWBWWWx     | 63 / 3501                                |  |  |  |



### **How Do I Know New Estimation Function Improves**

- The new estimation function consider more factors, including
  - The number of closed mills
  - The number of blocked opponent pieces
  - The number of pieces difference
  - The number of two pieces configuration
- When professional players play this game, they will also consider these things for their next moves.
- I wrote a test program called 'AlvsAI.py' (It is included in my homework submission). In this program, one player uses the improved estimation function and the other uses the original one. The game is started from a blank board. Two players will take turn play opening phase and then midgame endgame phase. No matter the player with improved estimation function plays first (white) or second (black), he will win the game.



#### Reference

 https://kartikkukreja.wordpress.com/2014/03/17/heuristicevaluation-functionfor-nine-mens-morris/

