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Playing Matches

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Match # Opponent AB\_Improved AB\_Custom AB\_Custom\_2 AB\_Custom\_3

Won | Lost Won | Lost Won | Lost Won | Lost

1 Random 8 | 2 10 | 0 8 | 2 9 | 1

2 MM\_Open 9 | 1 8 | 2 8 | 2 8 | 2

3 MM\_Center 9 | 1 9 | 1 8 | 2 9 | 1

4 MM\_Improved 7 | 3 7 | 3 6 | 4 8 | 2

5 AB\_Open 8 | 2 6 | 4 5 | 5 5 | 5

6 AB\_Center 6 | 4 5 | 5 7 | 3 4 | 6

7 AB\_Improved 3 | 7 5 | 5 5 | 5 6 | 4

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Win Rate: 71.4% 71.4% 67.1% 70.0%

Your ID search forfeited 98.0 games while there were still legal moves available to play.

AB\_Custom\_3: first compute the moves’ difference. When it is not zero, return it. Otherwise return player’s distance to the center plus player’s number of moves. It performs

AB\_Custom\_2: first compute the moves’ difference. When it is not zero, return it. Otherwise return player’s distance to the center minus opponent player’s number of moves. It performs

AB\_Custom: first compute the moves’ difference. When it is not zero, return it. Otherwise return player’s distance to the center. It performs

Recommendation: