



Walkover

Tablut Challenge 2021

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Black Heuristics

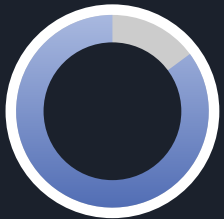
Piece Metric: number of white (rescaled) minus number of black pieces

King Surrounded: number of blacks, throne and citadels surrounding king

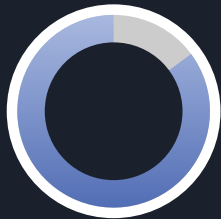
King Freedom: number of opponents along the four directions from king position

King Support: number of whites in the 3x3 window around the king

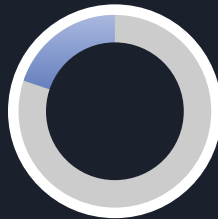
King Good Squares: goodness of the king position in the board



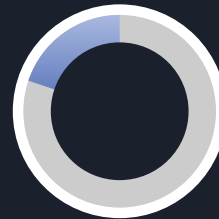
Piece Metric



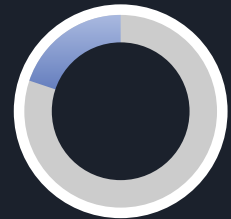
King Surrounded



King Freedom



King Support



King Good
Squares

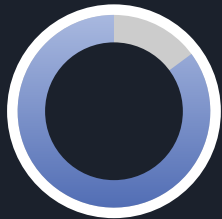
White heuristics (early game)

Piece Metric: number of white (rescaled) minus number of black pieces

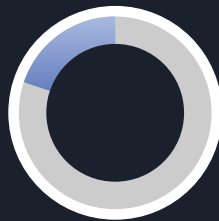
King Surrounded: number of blacks, throne and citadels surrounding king

King Good Squares: goodness of the king position in the board

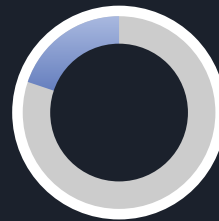
Free Cross: number of free positions in the cross passing through throne



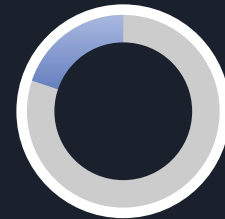
Piece Metric



King Surrounded



King Good
Squares



Free Cross

White heuristics (endgame)

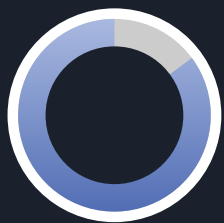
Piece Metric: number of white (rescaled) minus number of black pieces

King Surrounded: number of blacks, throne and citadels surrounding king

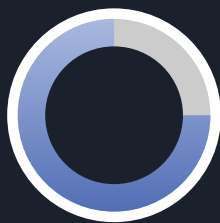
King Freedom: number of opponents along the four directions from king position

King Support: number of whites in the 3x3 window around the king

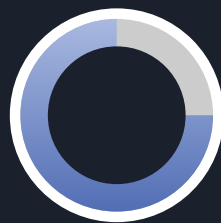
Free Cross: number of free positions in the cross passing through throne



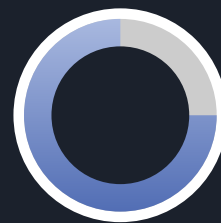
Piece Metric



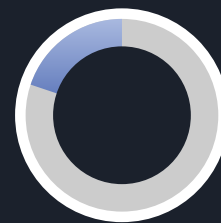
King Surrounded



King Freedom



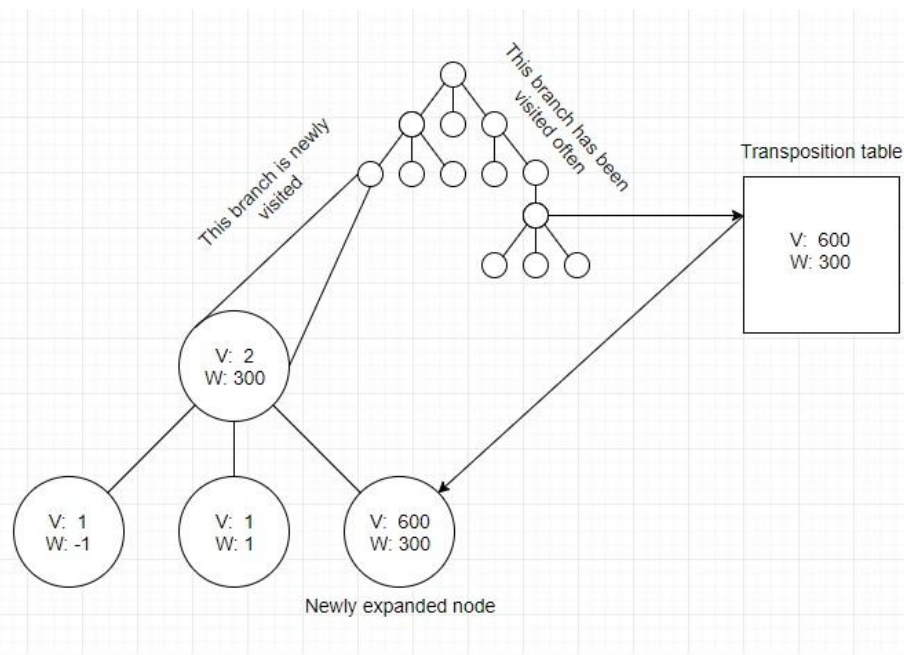
King Support



Free Cross

Transposition tables

Zobrist hashing is used to implement transposition tables, a special kind of hash table that is indexed by a board position and used to avoid analyzing the same position more than once.





THANKS FOR YOUR
ATTENTION

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