playerAlgorithm

MinMaxAlgorithm

-maxValue(in roundState:RoundState,in probabilityMap:Map<CardType,
            Double>,out maxValue:double)
-minValue(in decision:DecisionType,in probabilityMap:Map<CardType,
            Double>,in roundState:RoundState,
            in minValue:double)
-reactionLossChance(in roundState:RoundState,
                    in playedCard:CardType,
                    out reactionLossChance:double)
-getOpponentHandProbabilityMap(in roundState:RoundState,
                              in handProbabilityMap:Map<Pair<CardType,
                              CardType>,
                              Double>)

RandomAlgorithm

<>
Player

+playerSpace: PlayerSpace
+name: String

+makeDecision(in roundState:RoundState,in decisionList:List,
            out decision:DecisionType)
+setPlayerSpace(in playerSpace:PlayerSpace)

model

GreedyAlgorithm

-decisionValue(in roundState:RoundState,
               in probabilityMap:Map<CardType,
               Double>,out decisionValue:double)

MctsAlgorithm

+timeRestriction: long
+rnd: Random
+explorationParameter: double = sqrt(2.0)

-timePredicate(in elapsedTime:double,out isFulfilled:boolean)
-select(in root:Node,out selection:Node)
-simulate(in selection:Node,out result:double)

Node

+decision: DecisionType
+roundState: RoundState
+wins: double
+value: double
+utc: double
+parent: Node
+childern: List<Node>

+Node(in roundState:RoundState,in decision:DecisionType)
+addChild(in child:Node)
+update(in result:double)
+getMostProvenDecision(out mostProvenDecision:DecisionType)
+getUCT(out uctValue:double)