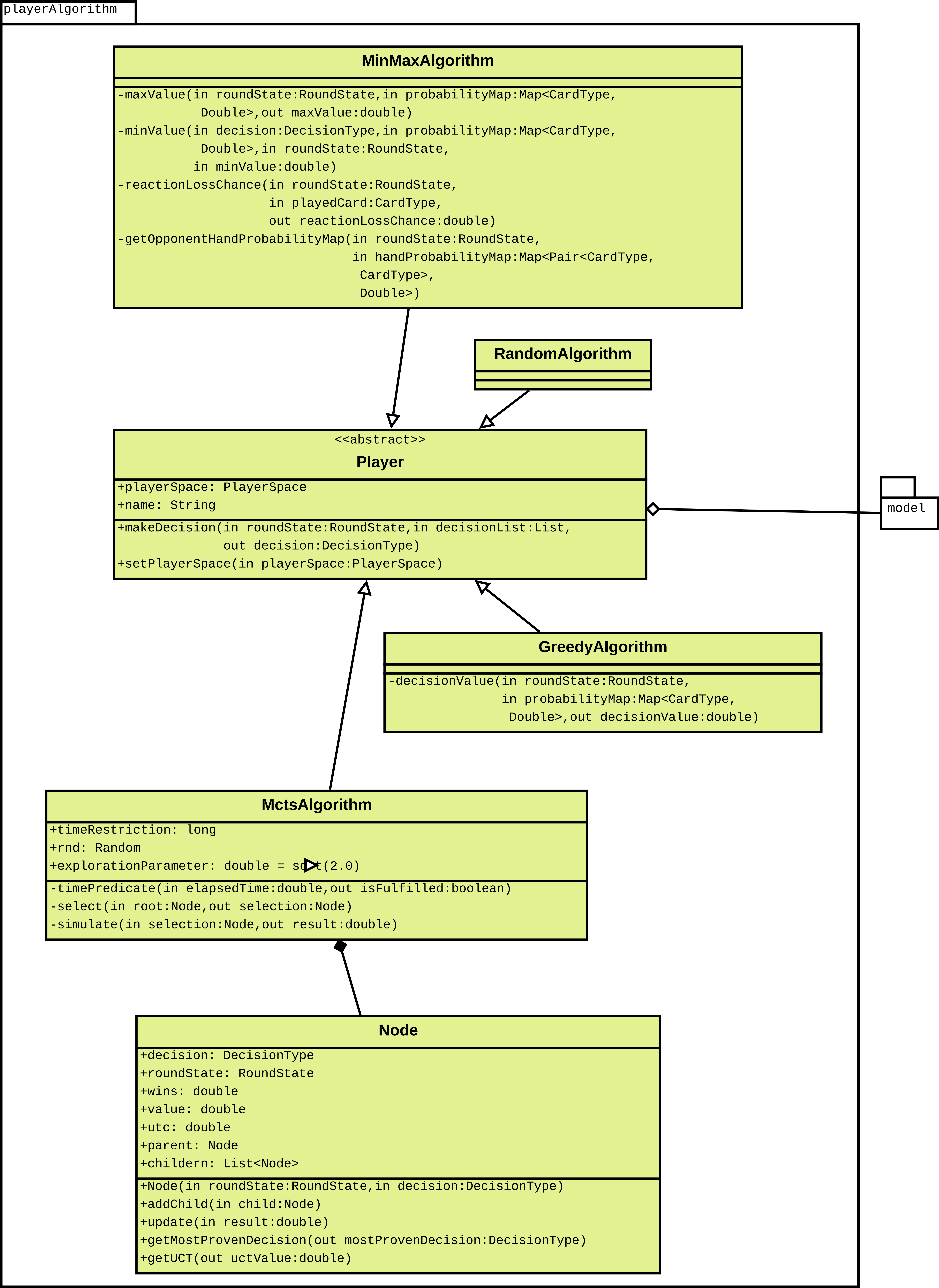
playerAlgorithm
MinMaxAlgorithm
-maxValue(in roundState:RoundState,in probabilityMap:Map<CardType, Double>,out maxValue:double)
-minValue(in decision:DecisionType,in probabilityMap:Map<CardType, Double>,in roundState:RoundState, in minValue:double)
-reactionLossChance(in roundState:RoundState, in playedCard:CardType,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