

TA BLUT BROTHERS

Tablut: Challenge 2023

David Crimonini & Gabriele Nanni

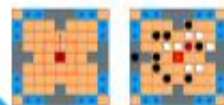
WHAT DID WE USE

- Alpha Data Picking
- Implementation in Go, Java, Kotlin, JavaScript



DYNAMIC EVALUATION

- Fast pieces of the game with efficient strategies
- Slow pieces of the game with some complex strategies
- Slow pieces of the game with some complex strategies



RETRY



RETRY



RETRY



THANKS FOR YOUR
ATTENTION



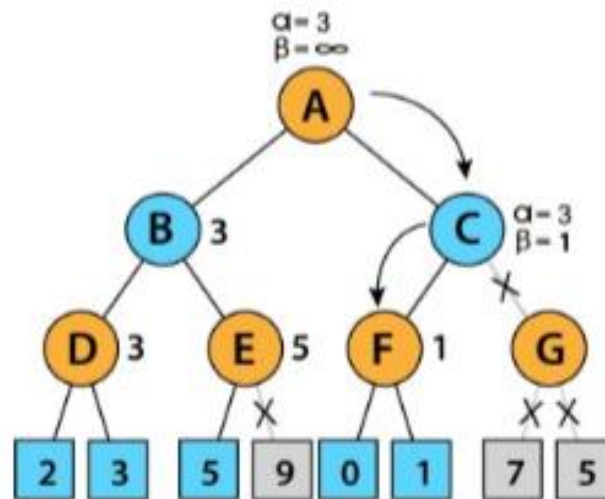
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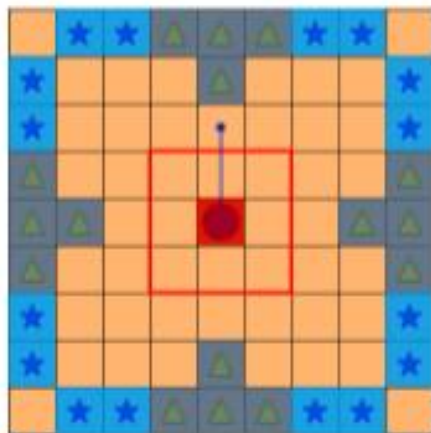
WHAT DID WE USE

- Alpha-Beta Pruning
- Implementation with JAVA AIMA Library



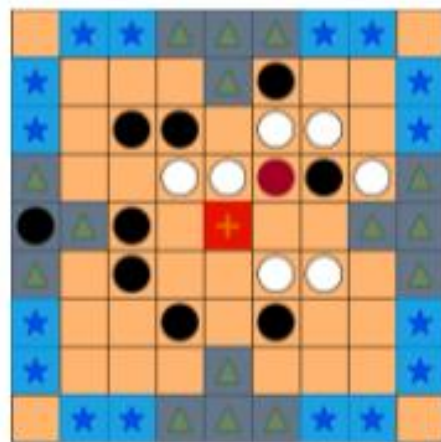
DYNAMIC EVALUATION

- Two phases of the game with different strategies
- When the King leaves the center square Black player enters late game
- When $n^* \text{ BP}$ become less than $1.5 n^* \text{ WP}$ White player enters late game

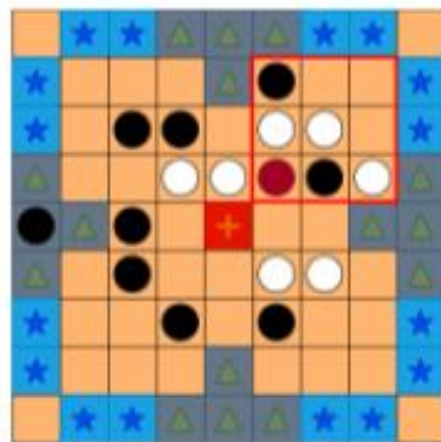


METRICS

Total pawns on the board
(B or W)

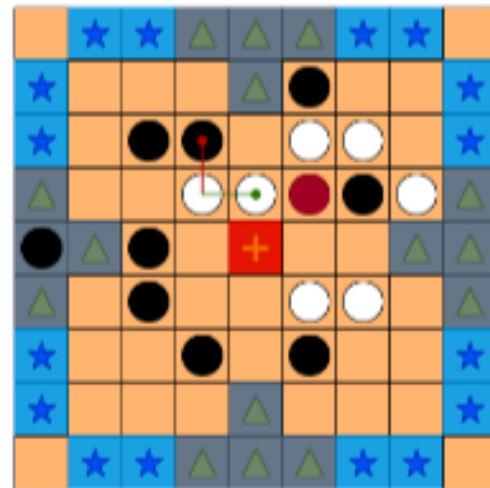


Pawns in King's quadrant
(B or W)

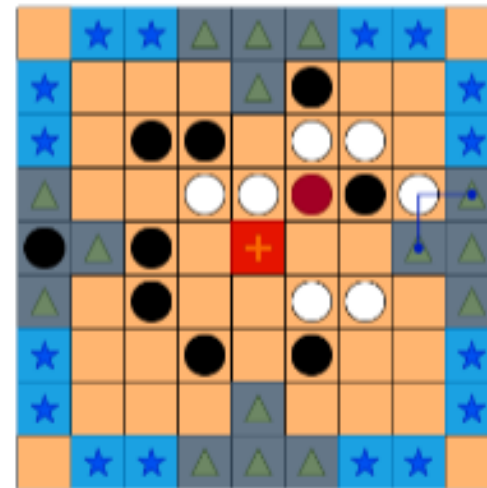


METRICS

Number of nearby Friends
and Enemies

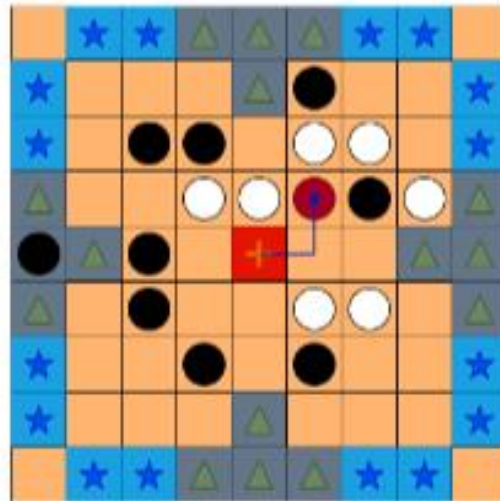


Number of nearby camps



METRICS

Position of King



Bonus for potential win

THANKS FOR YOUR ATTENTION

Happy Holidays!

