Experiment 1

1. Depth limited to: 5

2. Random move ordering applied

Out of 100 games :

Games won by player 0 with heuristic 1: 82

Games won by player 1 with heuristic 2: 18

Experiment 2

1. Depth limited to: 6

2. Random move ordering applied

Out of 100 games :

Games won by player 0 with heuristic 1: 72

Games won by player 1 with heuristic 2: 28

Experiment 3

1. Depth limited to: 5

2. Random move ordering applied

Out of 100 games :

Games won by player 0 with heuristic 1: 85

Games won by player 1 with heuristic 3: 15

Experiment 4

1. Depth limited to: 5

2. Random move ordering applied

Out of 100 games :

Games won by player 0 with heuristic 1: 71

Games won by player 1 with heuristic 4: 29

Experiment 5

1. Depth limited to: 5

2. Random move ordering applied

Out of 100 games :

Games won by player 0 with heuristic 1: 87

Games won by player 1 with heuristic 5: 13

Experiment 6

1. Depth limited to: 5

2. Random move ordering applied

Out of 100 games :

Games won by player 0 with heuristic 1: 92

Games won by player 1 with heuristic 6: 8

Experiment 7

1. Depth limited to: 5

2. Random move ordering applied

Out of 100 games :

Games won by player 0 with heuristic 2: 53

Games won by player 1 with heuristic 3: 47

Experiment 8

1. Depth limited to: 5

2. Random move ordering applied

Out of 100 games :

Games won by player 0 with heuristic 2: 51

Games won by player 1 with heuristic 4: 49

Experiment 9

1. Depth limited to: 5

2. Random move ordering applied

Out of 100 games :

Games won by player 0 with heuristic 5: 53

Games won by player 1 with heuristic 6: 47