Experiment 1

The more nodes P2 had, the more it won. There was a positive linear relationship between the variables.

Experiment 2

The heuristic added to rollout was made to predict 3 in a rows from the opponent and filling in 3 in a rows from the player. Our modified heuristic did not win more games against rollout\_bot. It in fact lost more. It won only 35% of the time against it with a tree size of 100. When the tree size was increased to 200, the win rate …

Experiment 3