

Class Project: Final Results

Nathaniel Reeves - CS 4300 Artificial Intelligence

Assignment: Project Search Statistical Initial Results

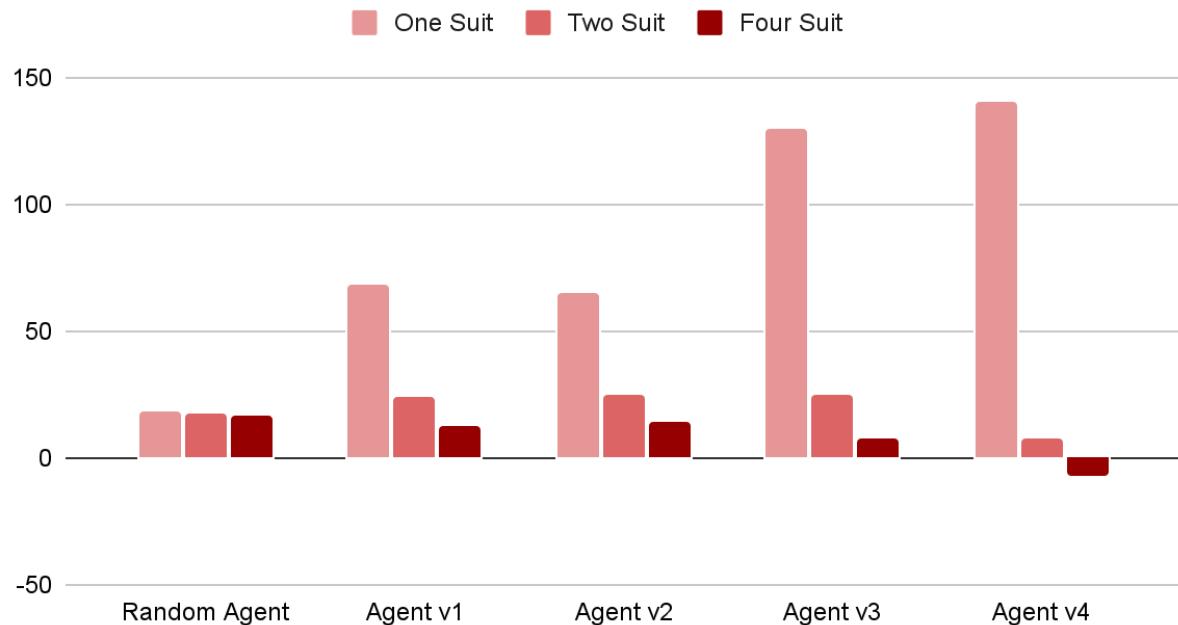
Run your agent on as many instances of your environment as possible. Collect statistics on the agent's performance. If multiple options are available for your problem (heuristics, evaluation functions, etc.) gather statistics on all of them for comparison.

You may continue to improve your agent, but the purpose of this step in the project is to gather clean, publishable statistics on the agent(s) performance.

Store the PDF document in the project folder of the repository as well.

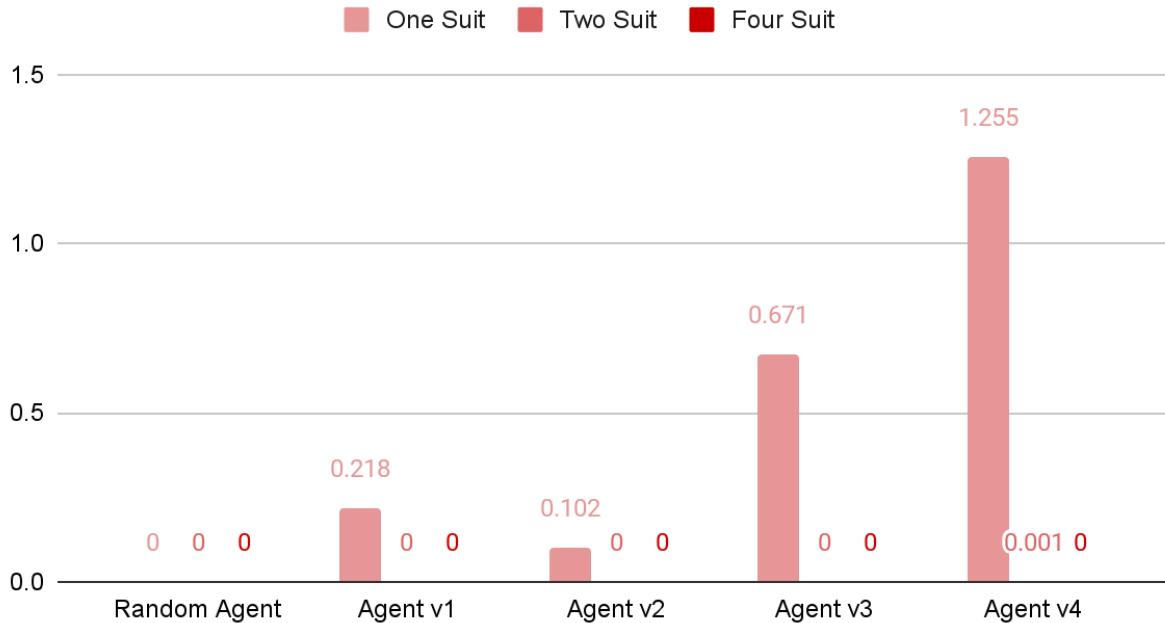
Final Results

Average Points Scored Over 1000 Games



Ave Scores from 1000 Games	One Suit	Two Suit	Four Suit
Random Agent	18.239	17.346	16.928
Agent v1	67.981	24.396	12.395
Agent v2	64.658	24.554	14.242
Agent v3	129.536	24.742	7.733
Agent v4	140.386	7.553	-6.813

Average Suits Solved Over 1000 Games



Average Suits Solved Over 1000 Games		One Suit	Two Suit	Four Suit
Random Agent		0	0	0
Agent v1		0.218	0	0
Agent v2		0.102	0	0
Agent v3		0.671	0	0
Agent v4		1.255	0.001	0