Design document:

Several heuristics were tried based on what planed in hw2:

- 1. Maximize the number of 2, 3 and 4 streaks in a row, for losing boards assigns a large negative value.
- 2. Limits the range of next move. Check for the closes seven positions, assign score for those with potential win. (planned in hw2)
- 3. Anticipate direct losing moves and block the direct wining moves of opponent, assigns a large negative value for losing boards.

The agent was tested with different depth: 2,4,6,8,10

It turns out more depth led to better performance(takes longer time) and combines of offense and defense heuristics works better.

For a 7* 6 board, I use a depth of 4, which generate following result

ntournament.py

```
n tournament.py > No Selection
104 random.seed(1)
106 # Construct list of agents in the tournament
107 agents = [
108
         aba.AlphaBetaAgent("aba", 4),
         agent.RandomAgent("random1"),
         agent.RandomAgent("random2"),
         agent.RandomAgent("random3"),
         agent.RandomAgent("random4")
                                                                                                    ConnectN — -bash — 80×24
113
                                                                            MATCH: random1 vs. random3
115 # Run!
                                                                                                          random1 won!
116 play_tournament(7,
                              # board width
                              # board height
                                                                             GAME: random4 vs. random1 : random1 won!
                              # tokens in a row to win
                            # time limit in seconds
                                                                           MATCH: random2 vs. random3
                                                                             GAME: random2 vs. random3 : random2 won!
GAME: random3 vs. random2 : random2 won!
                     15,
                      agents) # player list
                                                                                                          random2 won!
                                                                           MATCH: random3 vs. random4
                                                                         TOURNAMENT END
                                                                         2 random2
                                                                         0 random4
                                                                         0 random1
                                                                          6 random3
                                                                         ZhangdeMacBook-Pro:ConnectN zhangying$
```

For 14*12 board, use a depth of 2, which take about 5 minutes to generate following result

```
ntournament.py
         ntournament.py > No Selection
                                                                                                      ConnectN — -bash — 80×45
         for i in range(0, len(ps)-1):
             for j in range(i + 1, len(ps)):
                                                                           Last login: Wed Jan 30 20:52:35 on ttys000
                                                                           [ZhangdeMacBook-Pro:∼ zhangying$ cd Desktop/ZhangYing
[ZhangdeMacBook-Pro:ZhangYing zhangying$ cd ConnectN
                  (s1, s2) = play_match(w, h, n, l, ps[i], ps[j])
                  scores[ps[i]] = scores[ps[i]] + s1
                                                                           [ZhangdeMacBook-Pro:ConnectN zhangying$ python3.7 tournament.py
                 scores[ps[j]] = scores[ps[j]] + s2
                                                                           TOURNAMENT START
                                                                             MATCH: aba vs. random1
GAME: aba vs. random1
GAME: random1 vs. aba
         print("TOURNAMENT END")
         # Calculate and print scores
                                                                                                        aba won!
         sscores = sorted( ((v,k.name) for k,v in scores.items()), r
                                                                                                        aba won!
         print("\nSCORES:")
                                                                               GAME: aba vs. random2
                                                                                                        aba won!
         for v,k in sscores:
                                                                               GAME: random2 vs. aba
                                                                                                        aba won!
             print(v,k)
                                                                             MATCH: aba vs. random3
                                                                               GAME: aba vs. random3
                                                                                                        aba won!
                                                                               GAME: random3 vs. aba :
                                                                                                        aba won!
    # Run the tournament! #
                                                                               GAME: aba vs. random4 : aba won!
    GAME: random4 vs. aba : random4 won!
                                                                             MATCH: random1 vs. random2
                                                                                                            random1 won!
103 # Set random seed for reproducibility
                                                                               GAME: random2 vs. random1
                                                                                                            random1 won!
    random.seed(1)
                                                                               GAME: random1 vs. random3
                                                                                                            random1 won!
106 # Construct list of agents in the tournament
                                                                                                            random3 won!
                                                                             MATCH: random1 vs. random4
                                                                                                            random4 won!
         aba.AlphaBetaAgent("aba", 2),
108
         agent.RandomAgent("random1"),
                                                                             MATCH: random2 vs. random3
         agent.RandomAgent("random2"),
                                                                                                            random2 won!
         agent.RandomAgent("random3"),
         agent.RandomAgent("random4")
    1
                                                                                                            random4 won!
                                                                               GAME: random3 vs. random4:
                                                                                                            random3 won!
116 play_tournament(14,
                               # board width
                                                                           TOURNAMENT END
                      12,
                                # board height
                                                                           SCORES:
                      15.
                      agents) # player list
                                                                           -2 random1
                                                                           -4 random3
                                                                            -4 random2
                                                                           ZhangdeMacBook-Pro:ConnectN zhangying$
```

From the above result(2 lose for small board, 1 lose for large board), the heuristics I currently have are obviously not enough. For future improvement I'd like to increase depth for better performance with optimized heuristics. And I certain need more testing on human vs bot to better measure performance and spot weaknesses .