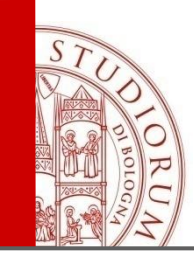
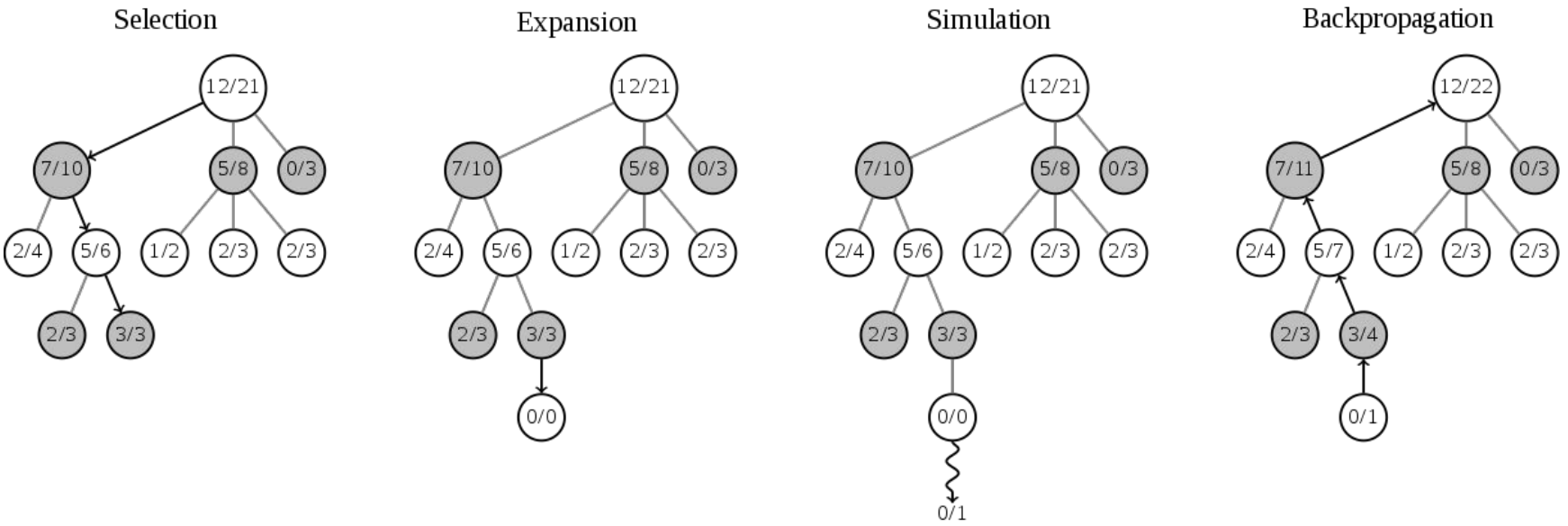


Tablut challenge 2020
Player name: TaPrut

Monte Carlo Tree Search



- Using UCT function for selection phase.
- If we choose pure random moves during the simulation phase, the information about the playout will be useless.
- A good move selection policy will produce a more consistent result

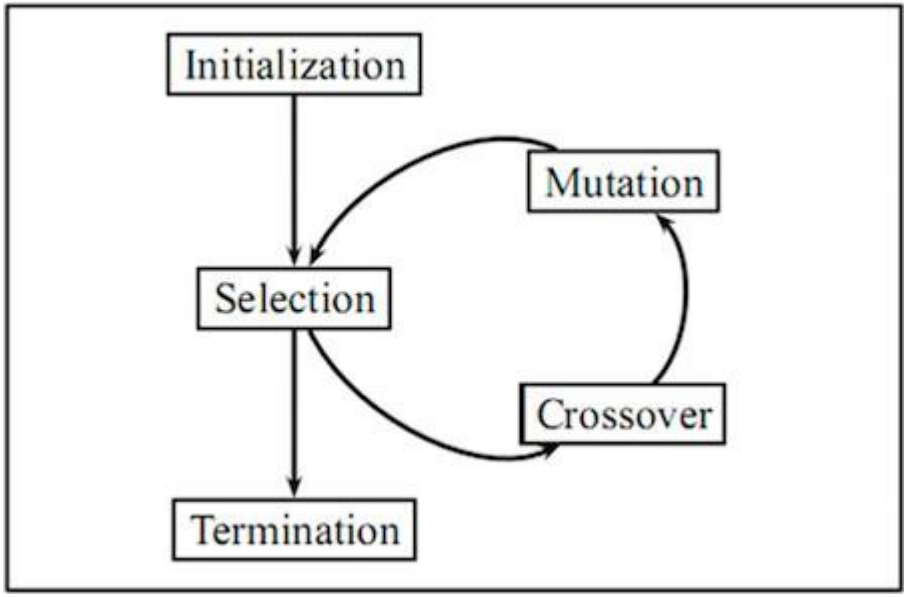
Move policy for simulations

- Discard useless moves, for example the ones that will not prevent a loose.
- If winning, win!!
- Divide the game in early game (king in throne) and end game.
- Classify some type of moves:
  - Positioning move (early game)
  - King leaves the throne (early game -> end game)
  - Capture move (always)
  - White to border (end game)
  - King check (always)
  - Early game to end game move
  - Black attack/block king (end game)
  - ...

- Assign to each classified move a probability to be chosen during the simulation.

Optimization: Genetic algorithm

- Genetic algorithm utilized to optimize the probabilities assigned to each classified move



Thank you for your attention!