

Fast and furious game : MonteCarlo drift

Pre-study and analysis report

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Abstract

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1 Presentation of our project

1.1 Generalities

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1.2 Algorithm MCTS

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1.3 Presentation of Arimaa

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2 Strategies and state of the art

2.1 Strategy of root parallelization

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2.2 State of the art

2.2.1 Arimaa

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2.2.2 MCTS

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3 Solutions and schedule of our project

3.1 Solutions we could use

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3.2 Tasks' schedule

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4 Conclusion

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