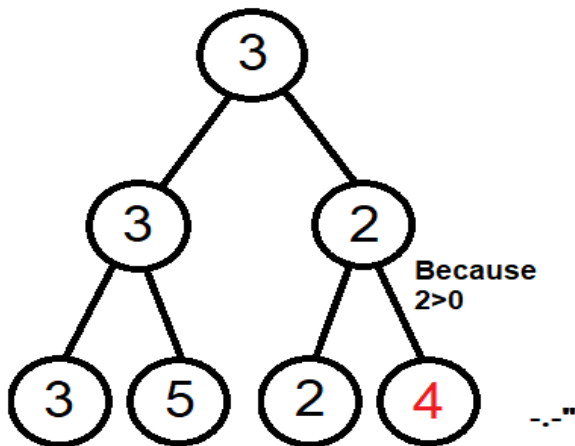




UNIVERSITY OF BOLOGNA

A weaker version of alpha-beta cuts



Some improvements in computing the moves

```
449 while (!found){
450     selected_from = pawns.get(from_pos);
451     String from = state.getBox(selected_from[0],selected_from[1]);
452     if (same_from_pos!=from_pos){.....//Avoids computing destination cells more than once
453
454         for(int i=0;i<9;i++){
455             buf = new int[2];
456             buf[0] = i;
457             buf[1] = selected_from[1];
458             if(i!=selected_from[0]){
459                 empty.add(buf);
460             }
461         }
462
463         for(int i=0;i<9;i++){
464             buf = new int[2];
465             buf[0] = selected_from[0];
466             buf[1] = i;
467             if(i!=selected_from[1]){
468                 empty.add(buf);
469             }
470         }
471
472         same_from_pos++;
473     }
```

Trying a dynamic version of limited depth search

```
420 → → → if (this.getPlayer().equals(Turn.WHITE)){
421 → → → → // List of my own pieces
422 → → → → // Tocca a me
423 → → → → if (this.getCurrentState().getTurn().equals(StateTablut.Turn.WHITE)) {
424 → → → → → // long.mobility_w=mobility_w(state.toString(), camps);
425 → → → → → // long.mobility_b=mobility_b(state.toString(), camps);
426 → → → → → // long.mobility=mobility_w*mobility_w*mobility_w*mobility_b*mobility_b;
427 → → → → → // System.out.println("White Mobility "+mobility);
428 → → → → → long startTime = System.currentTimeMillis();
429 → → → → → int[] selected_from = null;
430 → → → → → int[] selected_to = null;
431 → → → → → boolean found = false;
432 → → → → → Action a = null;
```

THANK YOU!