Connect4

augment_data(states, policies, values)
create_board()
create_new_model()
get_game_name()
get_mcts_simulation_number()
get_policy_len()
get_train_params()
to_move(p)
to_policy_index(move)

Connect4Board

board : ndarray
move_count : int
next_player

copy_board_to(target_board)
get_current_State()
get_next_player()
get_possible_moves()
make_move(move)
parseMove(inputStr)
pretty_board(policy, value)

GameBase

augment_data(states, policies, values)
create_board()
create_new_model()
get_game_name()
get_mcts_simulation_number()
get_policy_len()
get_train_params()
to_move(pi)
to_policy_index(move)

GameBoardBase

copy_board_to(target_board)
get_current_State()
get_next_player()
get_possible_moves()
make_move(move)
parse_str_move(inputStr)
pretty_board(policy, value)

Node

N : int
P
Q : int
W : int
children : NoneType, dict
parent

backpropagate(node_val)
expand(board, game, childPolicies, is_explored)
get_U(cpuct)
get_UCB(cpuct)

Player

name

opposite()
to_state_val()

TicTacToe

augment_data(states, policies, values)
create_board()
create_new_model()
get_game_name()
get_mcts_simulation_number()
get_policy_len()
get_train_params()
to_move(p)
to_policy_index(move)

TicTacToeBoard

board : ndarray
move_count : int
next_player

copy_board_to(target_board)
get_current_State()
get_next_player()
get_possible_moves()
make_move(move)
parse_str_move(inputStr)
pretty_board(policy, value)

TrainingCallback

epochs
logs : NoneType

formatLogs(logs)
on_epoch_end(epoch, logs)
on_train_end(logs)
set_2params(params)