

# Adversarial Search Report - Opening Book Experiment

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## 1. Table documenting the experiment to evaluate the performance of their agent

	Without opening book <sup>1</sup>	With opening book <sup>2</sup>
Win rate (200 games)	55.5%	53%

1. Alpha-beta search agent, with search depth of 4, **first two moves randomly chosen**, against the default min-max agent.

2. Alpha-beta search agent, with search depth of 4, **first two moves from the opening book**, against the default min-max agent.

The win rate doesn't seem to improve by using the opening book.

## 2. Describe your process for collecting statistics to build your opening book. How did you choose states to sample? And how did you perform rollouts to determine a winner?

Build a tree of depth of 4, randomly choosing moves, until the game terminates. Add score of 1 if that state leads to a win for the active player, otherwise a score of -1. At last, pick the states that lead to the most wins for the active player.

## 3. What opening moves does your book suggest are most effective on an empty board for player 1 and what is player 2's best reply?

### Opening move

[illegible]

Counter move

[illegible]