

Results of programming project competition

02285 AI and MAS, F23

- Teams get two scores per level: one for number of actions (action cost), and one for time spent (time cost).
- Each score is a number 0.00-1.00.
- Score is 1.00 for best known solution (minimum action cost, minimum time cost).
- Score is 0.00 if level is not solved.
- Otherwise the action score for team X on level L is

$$\frac{\text{least number of actions used by any team on level } L}{\text{number of actions used by team } X \text{ on level } L}$$

and the time score is, for some constant c ,

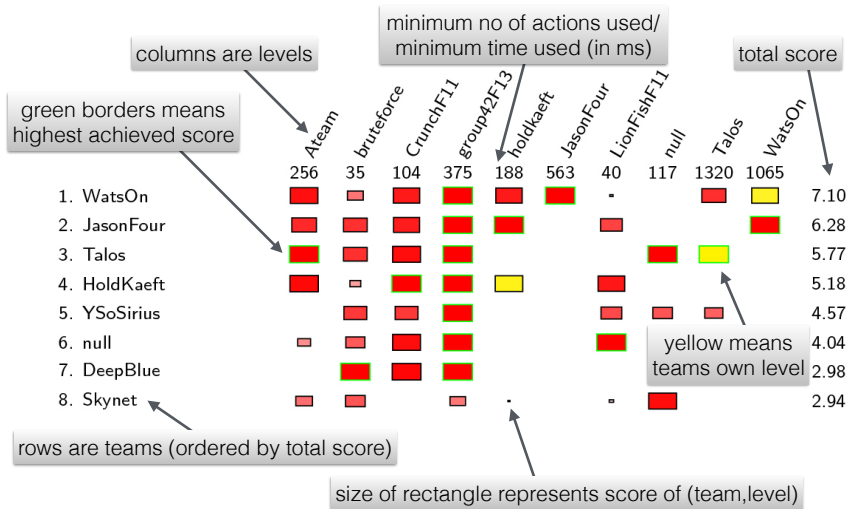
$$1 - c \log\left(\frac{\text{time spent by team } X \text{ on level } L}{\text{least time spent by any team on level } L}\right)$$

- The action and time scores obtained on the individual levels within a track are summed up. For each track there are two winners: those with largest action score sum, and those with largest time score sum.

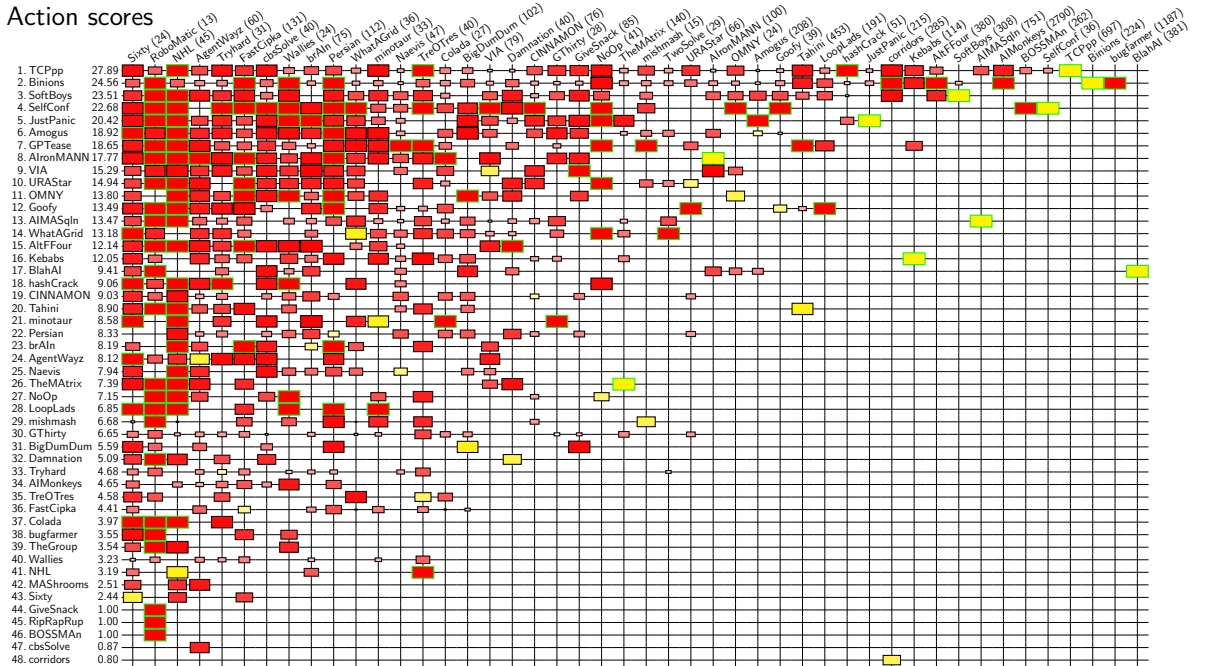
Prizes are generously sponsored by PDC:



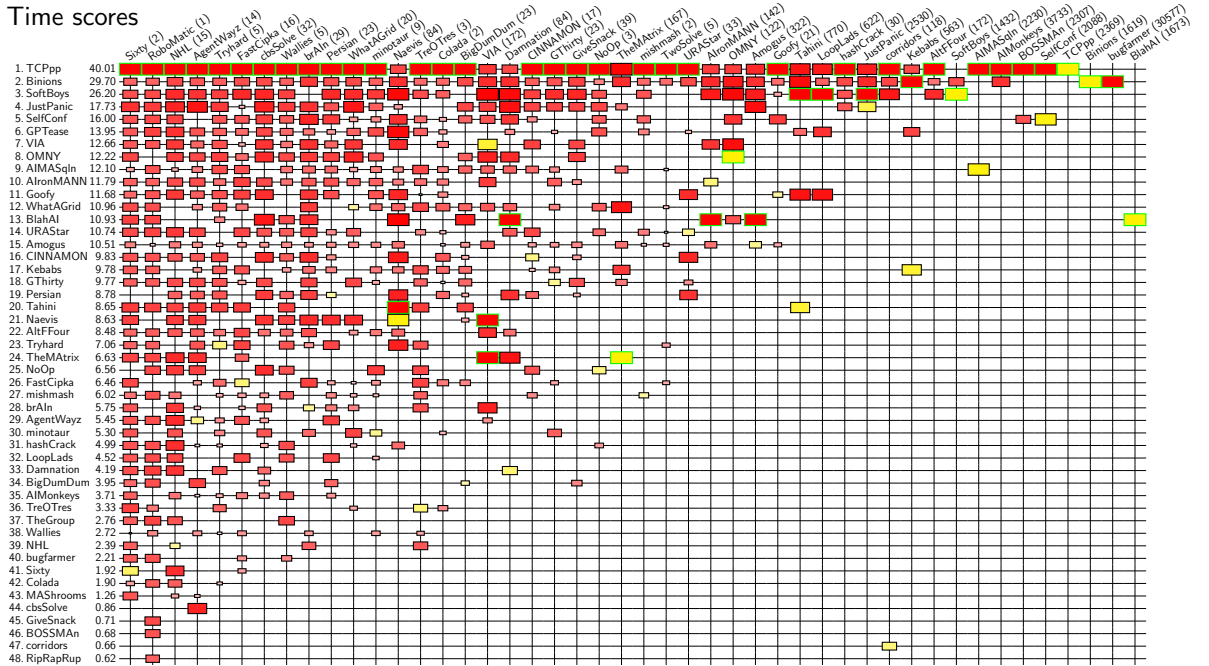
The table on the following slide shows the **action scores**. Example of formatting of scoring table (old version):



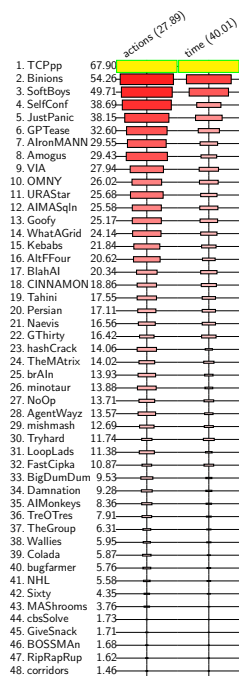
Action scores



Time scores



Overall scores



The “most interesting level” prize goes to

JustPanic