1. Ethan Smith wrote the code for the board layout and the DLMM move algorithm, Jeffrey Walls wrote the UR, PMCGS, and UCT code.
2. DLMM algorithm
3. Results

Wins for Yellow, along the top

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | UR | DLMM(5) | PMCGS(500) | PMCGS(10000) | UCT(500) | UCT(10000) |
| UR | 56 | 89 | 57 | 53 | 91 | 80 |
| DLMM(5) | 11 | 0 | 10 | 10 | 58 | 50 |
| PMCGS(500) | 58 | 97 | 45 | 52 | 88 | 94 |
| PMCGS(10000) | 54 | 96 | 56 | 48 | 87 | 90 |
| UCT(500) | 15 | 49 | 13 | 11 | 42 | 41 |
| UCT(10000) | 16 | 53 | 7 | 8 | 38 | 45 |

Wins for Red, along the Left

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | UR | DLMM(5) | PMCGS(500) | PMCGS(10000) | UCT(500) | UCT(10000) |
| UR | 43 | 11 | 43 | 47 | 6 | 12 |
| DLMM(5) | 89 | 0 | 90 | 89 | 31 | 43 |
| PMCGS(500) | 42 | 3 | 55 | 48 | 10 | 3 |
| PMCGS(10000) | 46 | 4 | 43 | 52 | 9 | 5 |
| UCT(500) | 80 | 39 | 84 | 89 | 46 | 32 |
| UCT(10000) | 83 | 40 | 91 | 88 | 40 | 42 |

Ties

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | UR | DLMM(5) | PMCGS(500) | PMCGS(10000) | UCT(500) | UCT(10000) |
| UR | 1 | 0 | 0 | 0 | 3 | 8 |
| DLMM(5) | 0 | 100 | 0 | 1 | 11 | 7 |
| PMCGS(500) | 0 | 0 | 0 | 0 | 2 | 3 |
| PMCGS(10000) | 0 | 0 | 1 | 0 | 4 | 5 |
| UCT(500) | 5 | 12 | 3 | 0 | 12 | 27 |
| UCT(10000) | 1 | 7 | 2 | 4 | 22 | 13 |