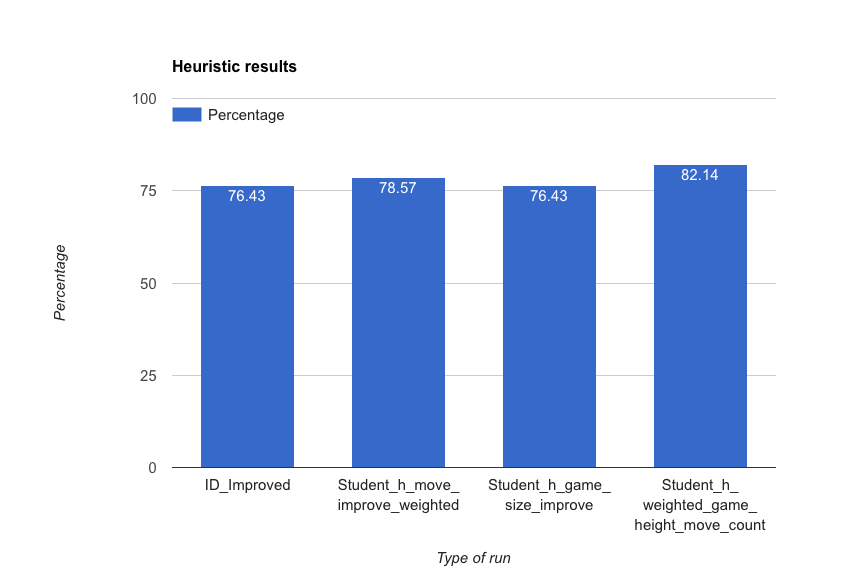
# Heuristic Analysis

A picture speaks for itself. Here is my chart with three heuristic functions compared to the ID\_Improved.



The three heuristic functions I used are –

1. **Move Improved Weighted (Student\_h\_move\_improve\_weighted)**: This is like improved\_score version, only that you apply random weights. This is for a trial to see what works and what does not. I saw that this one works much better for small number of games.
2. **Game Size Improve (Student\_h\_game\_size\_improve)**: This is Heuristic to improve by using game move and height ratio as compared to the opponent's moves. Again for small games (1, 2) this works better than ID\_Improved.
3. **Move Count Game Height Weighted (Student\_h\_weighted\_game\_height\_move\_count)**: Game size, using the middle ground of the game to decide the improvement.  
   else it is just simple improved\_score. This is by far my best attempt.