Adversarial Search

Weights assigned:

$W_1 = 10$

$W_2 = 20$

$W_3 = 30$

$W_4 = 40$

Randomness: varying depth-limits and changing move-ordering

[P1 gets the first move]

Result table for 100 games:

		Player 2			
		Heuristic 1	**Heuristic 2**	**Heuristic 3**	**Heuristic 4**
Player 1	**Heuristic 1**	**P1:** 64 **P2:** 24 **Draw:** 12	**P1:** 47 **P2:** 48 **Draw:** 5	**P1:** 47 **P2:** 47 **Draw:** 6	**P1:** 50 **P2:** 47 **Draw:** 3
	Heuristic 2	**P1:** 56 **P2:** 39 **Draw:** 5	**P1:** 47 **P2:** 46 **Draw:** 7	**P1:** 40 **P2:** 56 **Draw:** 4	**P1:** 28 **P2:** 64 **Draw:** 8
	Heuristic 3	**P1:** 36 **P2:** 60 **Draw:** 4	**P1:** 37 **P2:** 54 **Draw:** 9	**P1:** 43 **P2:** 50 **Draw:** 7	**P1:** 42 **P2:** 51 **Draw:** 7
	Heuristic 4	**P1:** 43 **P2:** 53 **Draw:** 4	**P1:** 40 **P2:** 54 **Draw:** 6	P1: 45 P2: 52 Draw: 3	P1: 30 P2: 60 Draw: 3