**REPORT**

CSE 318

Artificial Intelligence Sessional

Assignment 2

Adversarial Search

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Heuristics:

max=maximizing player

min=minimizing player

1. Stones in max’s storage – stones in min’s storage
2. W1\*( Stones in max’s storage – stones in min’s storage) + W2\*( Stones in max’s bins – stones in min’s bins)
3. W1\*( Stones in max’s storage – stones in min’s storage) + W2\*( Stones in max’s bins – stones in min’s bins) + W3\* (additional moves earned so far)
4. Additional moves possible in this turn
5. Stones stolen by max-stones stolen by min
6. Stones close to max’s storage – stones close to min’s storage

Win/Loss/Draw:(per 100 match)

Heuristic 1:

|  |  |  |
| --- | --- | --- |
| Depth | Trial | Win/Loss/Draw |
| 4 | 1 | 55/38/7 |
| 2 | 42/50/8 |
| 3 | 52/36/12 |
| 5 | 1 | 48/49/3 |
| 2 | 52/47/1 |
| 3 | 42/56/2 |
| 6 | 1 |  |
| 2 |  |
| 3 |  |
|  |  |  |
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