

Connect-4 Dataset

This dataset contains all legal 8-ply positions in the game of connect-4 in which neither player has won yet, and in which the next move is not forced. Attributes represent board positions on a 6x6 board. The outcome class is the game-theoretical value for the first player (2: win, 1: loss, 0: draw). The attributes themselves have positional meaning for the board, but no other meaning.

Attribute Information

The board is numbered like:

```

6 . . . . . .
5 . . . . . .
4 . . . . . .
3 . . . . . .
2 . . . . . .
1 . . . . . .

a b c d e f g

```

Hence, `a1` represents the bottom-left board position and `g6` represents the top-right position.

The values in the attributes represent:

0: Blank

1: Taken by Player 1

2: Taken by Player 2

The attribute `target` represents how the game ends for **Player 1** (2: win, 1: loss, 0: draw). Your task is to use supervised learning to predict the `target` for a given board position.
