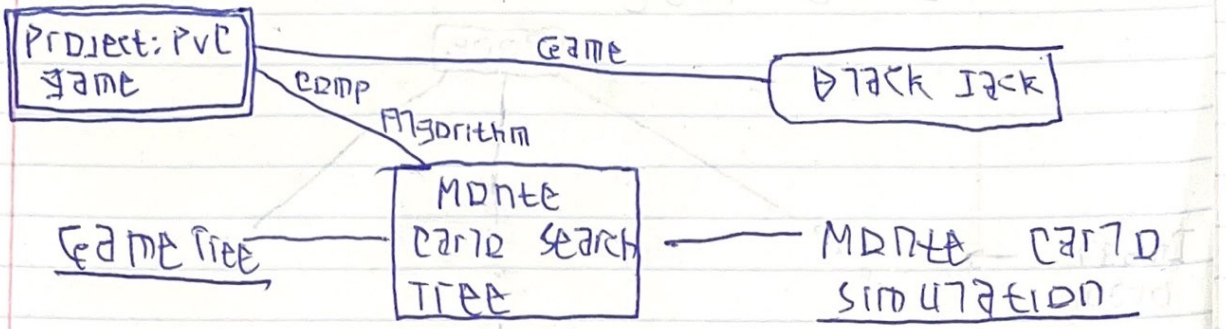
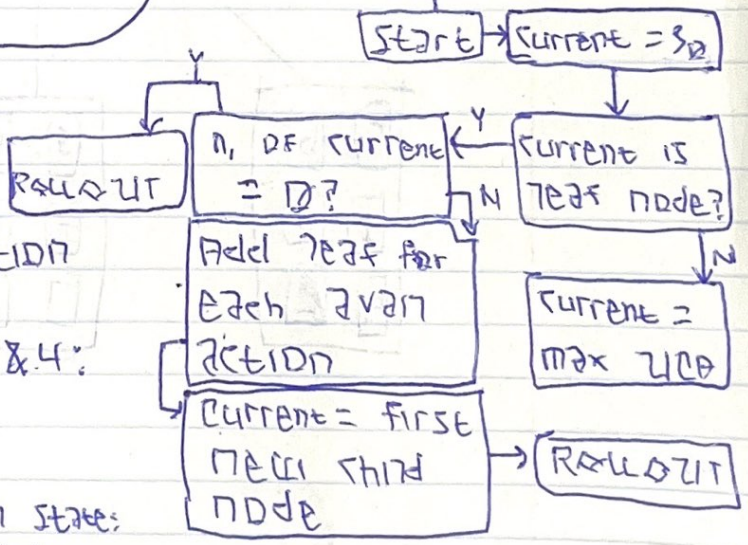
CSCI 136 Final project brainstorming



MONTE CARLO SEARCH TREE PROCESS:
4 steps repeated a reasonable max # of times (within time/space constraints) on game tree:

1. Selection
2. Expansion
3. Rollout
4. Backpropagation

Algorithm for 1 & 2:



Algorithm for 3 & 4:

Recursion(s_i):
if s_i is a terminal state:
return value(s_i);
Randomly choose available action from s_i;
s_i = result of that action;
return Recursion(s_i)

Backpropagate values: Add score and n_i to all parent branches

Game Tree