Computational Intelligence in Games

Emergence

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Agenda

- Dummy
- Dummy
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- Dummy
- Dummy

Heuristic Agent I

- Dummy

Heuristic Agent II

- Dummy

Heuristic Agent III

- Dummy

Heuristic Agent IV

- Dummy

MCTS

- Dummy

MCTS Agent I

- Dummy

MCTS Agent II

- Dummy

EA

EA Agent I

DeltaScoreEvaluation function

$$s = \sum_{t=0}^{n}(H(s_t) - H(s_{t-1}))$$

is calculated by using the function

$$H(s_i, s_{i-1}) = \begin{cases} 10, & \text{if isWinner} \\ -10, & \text{if isLooser} \\ score(s_i) - score(s_{i-1}), & \text{otherwise.} \end{cases}$$

EA Agent II

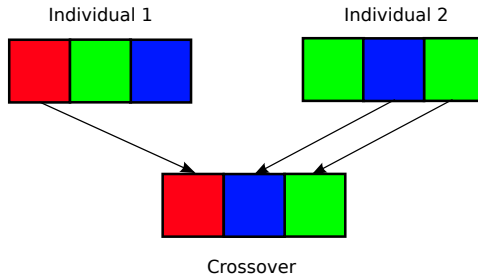Individual 1   Individual 2

Crossover

Figure : Crossover of an individual

EA Agent III

Pool of the last game step   Pool after acting   Initial Pool with random last action
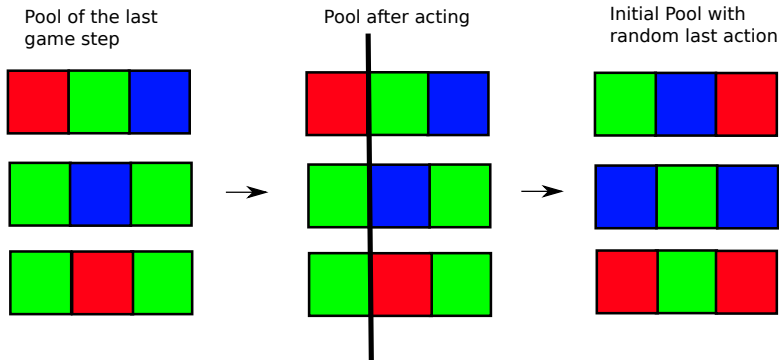
Figure : Sliding Window

Experiment Result I

- Dummy

Experiment Result II

- Dummy

Experiment Result III

- Dummy

Development Process

- Dummy

Main Problems Difficulties

- Dummy

Conclusion & Future Work

- Dummy

Thank you for your attention!