

CS3243: Introduction to AI

Lets Play Tetris!

Group 13

Bjoern Jesper Andersson, Daniel Gunnarsson,
Le Viet Bach, Low Yee Heng, Zeng Qingtao
2014-0?-??

Abstract—Skip?

I. INTRODUCTION

Short description of what has been "solved".

II. STRATEGY

Use of duplicated state to evaluate moves Calculations used in the utility function Holes, wells, roughness etc. Parallel evaluations (Forks) Genetic algorithm to determine best weights Population, mutation rate etc.

A. Weights for Utility Function

- 1) Holes
- 2) Rougness

B. Genetic Algorithm

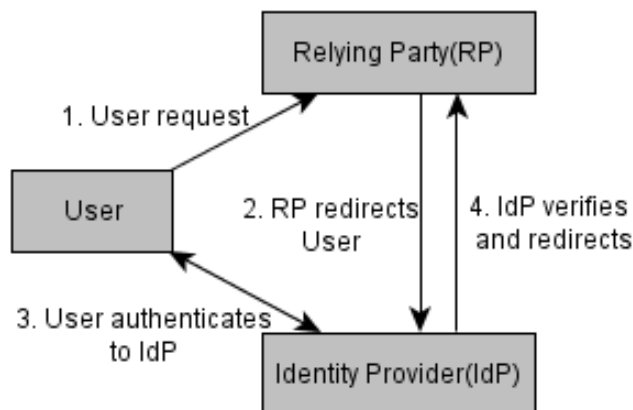


Fig. 1. Temporary figure

III. RESULT

The weights Graphed results and average?

IV. ANALYSIS/CONCLUSION

Does it perform "not-so-good" at some sequences?

Citation example: [1].

REFERENCES

- [1] S.-T. Sun, Y. Boshmaf, K. Hawkey, and K. Beznosov, "A billion keys, but few locks: the crisis of web single sign-on," in *Proceedings of the 2010 workshop on New security paradigms*, NSPW '10, (New York, NY, USA), pp. 61–72, ACM, 2010.