CSE537 Project report #2: Connect Four

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The stats below are produced by uncommenting the indicated lines in lab3.py

QUESTION 2a (new_player, basic_player) QUESTION 3a (alpha-beta, basic_player)

Uncomment line 48 Minimax new_player (X) Expanded nodes: 4123

Running time: 50.0860383093

Minimax basic player (0) Expanded nodes: 4067

Running time: 52.6855686267

Tie!

0 1 2 3 4 5 6 0 0 0 X 0 X X 0 1 X X X O O O X 2 O X O X X X O 3 X O O X O O X 4 X X O O O X O 5 O X X X O O X

Uncomment line 160 Alpha-Beta player (X) Expanded nodes: 1730

Running time: 12.0684675706

Minimax basic player (0) Expanded nodes: 4067

Running time: 53.2934710976

Tie!

0 1 2 3 4 5 6 0 0 0 X 0 X X 0 1 X X X O O O X 2 O X O X X X O 3 X O O X O O X 4 X X O O O X O 5 O X X X O O X

Uncomment line 49 Minimax basic player (X) Expanded nodes: 3789

Running time: 45.030425515

Minimax new player (0) Expanded nodes: 3545

Running time: 43.2598493663

Win for O!

0 1 2 3 4 5 6 0 X X 1 0 0 0 $X \circ O$ 2 3 O X X 4 X O X O O X 5 X X X O O O X

QUESTION 2b (basic player, new player) QUESTION 3b (basic player, alpha-beta)

Uncomment line 161 Minimax basic player (X) Expanded nodes: 3789

Running time: 50.2742969428

Alpha-Beta player (0) Expanded nodes: 2068

Running time: 16.9314178897

Win for O!

0 1 2 3 4 5 6 0 X X 1 0 0 0 $X \circ O$ 2 3 O X X 4 X O X O O X 5 X X X O O O X The way to call connectK is:

Uncomment line 162 in lab3.py

run_game(alphabeta_player, human_player, num_to_win=5)

In this case, k=5, i.e the one who is first to $\overline{5}$ continuous chain will win. If you do not pass this attribute at all it will default to 4

The way to call longest streaks is:

Uncomment line 163 in lab3.py

run_game(alphabeta_player, human_player, longest_chain_wins=True)

In this case, the game will continue to run till 20 total moves, and will calculate at the end, the winner.