Isolation Heuristic Analysis

Evaluation functions are in integral part to any AI agent. My intent is to keep them fairly simple without adding any unnecessary complexity for complexity’s sake.

During my trials I tried to establish a control metric that would return a random valuation for a board state. I wanted to make certain my measures were better than random. Initially I wasn’t getting the results I had expected. My random function which would just return random.random(), was winning a majority of its games. It wasn’t until someone on the slack channel had suggested I was reaching end-game, so It didn’t matter what the valuation function returned as the is\_winner/is\_loser methods were being called.

For these evaluations I bumped the board size to 13 x 13 to give my valuation functions some playing time.

I’ll start with my

With the performance of using our moves over our opponents, I thought we could improve upon it by weighing the board state more favorably the more moves it has towards the center