



At 100 nodes, the regular MCTS Algorithm was able to outperform the modified version of the algorithm. But once it was changed to 300 and 600 nodes, The modified version did better out of 100 games. While there is a pretty good difference between the regular and modified version in the 300 nodes, the difference was not as big with 600 nodes. I believe that when there are more nodes, the modified MCTS algorithm will do better compared to the vanilla version, but I wouldn't say the difference is that large to the point where modified wins much more.