Report of Theory of Computer Games project 3, 2022

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1. The methods I used

In this assignment, I create two classes – “MCTS” and “mcts\_agent” which inherited from class “agent”.

In MCTS class, there are four mainly function for constructing MCTS tree – select, expand, simulate, and update. And one function “best\_action” that decide the action based on the tree.

1. Improvements
2. Problems encountered and solutions
3. bad\_alloc error:

During the running time, I allocated

1. efaee