# PMF Tablut Player

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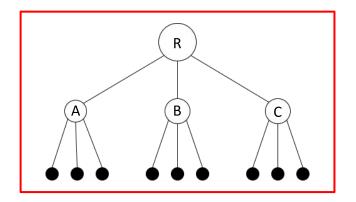
## STRATEGY

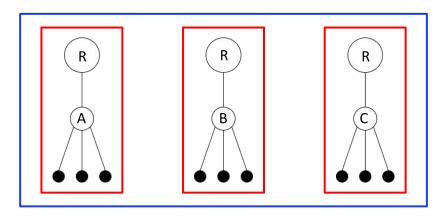
ALGORITHM

MIN-MAX + ALPHA-BETA

OPTIMIZATION

**SINGLE** + **MULTI** PROCESS





### **HEURISTIC**

#### WHITE/BLACK

- white pawns number
- black pawns number
- number of killed black pawns
- 2-move missing to win
- number of black pawns next to the king
- number of camps next to the king

- king on escape cell
- king captured
- number of blocked escapes reachable by the king with 1-move

# PERFORMANCE

parallel processes	tree generation time configured	average number of created nodes	maximum tree depth completed	average Alphabeta execution time
1	≃ 12.00s	≃ 350K	3	≃ 6.40s
2	≃ 12.00s	≃ 620K	3	≃ 10.20s
3	≃ 12.00s	~ 1M	3	≃ 15.80s

Thank you.