

# PMF Tablut Player

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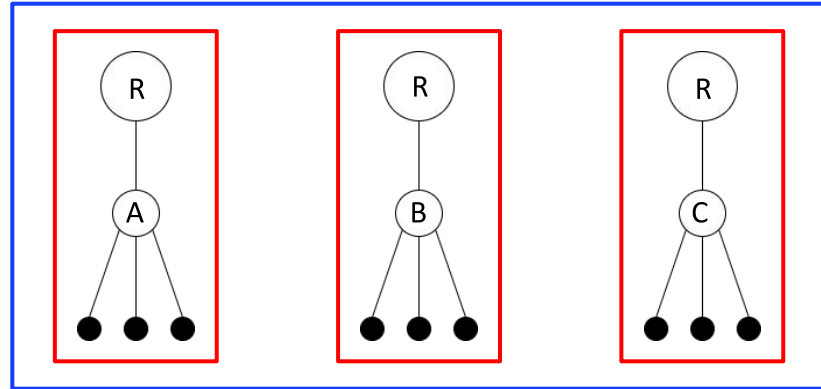
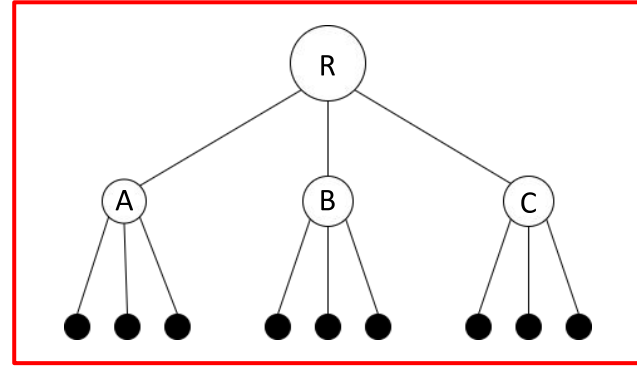
# STRATEGY

ALGORITHM

**MIN-MAX + ALPHA-BETA**

OPTIMIZATION

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



# HEURISTIC

## WHITE/BLACK

- white pawns number
- black pawns number
- number of killed black pawns
- 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
- existence of paths for winning or losing in 2-moves

# PERFORMANCE

<b>parallel processes</b>	<b>tree generation time configured</b>	<b>average number of created nodes</b>	<b>maximum tree depth completed</b>	<b>average Alphabet execution time</b>
1	≈ 12.00s	≈ 350K	3	≈ 6.40s
2	≈ 12.00s	≈ 620K	3	≈ 10.20s
3	≈ 12.00s	≈ 1M	3	≈ 15.80s



Thank you.