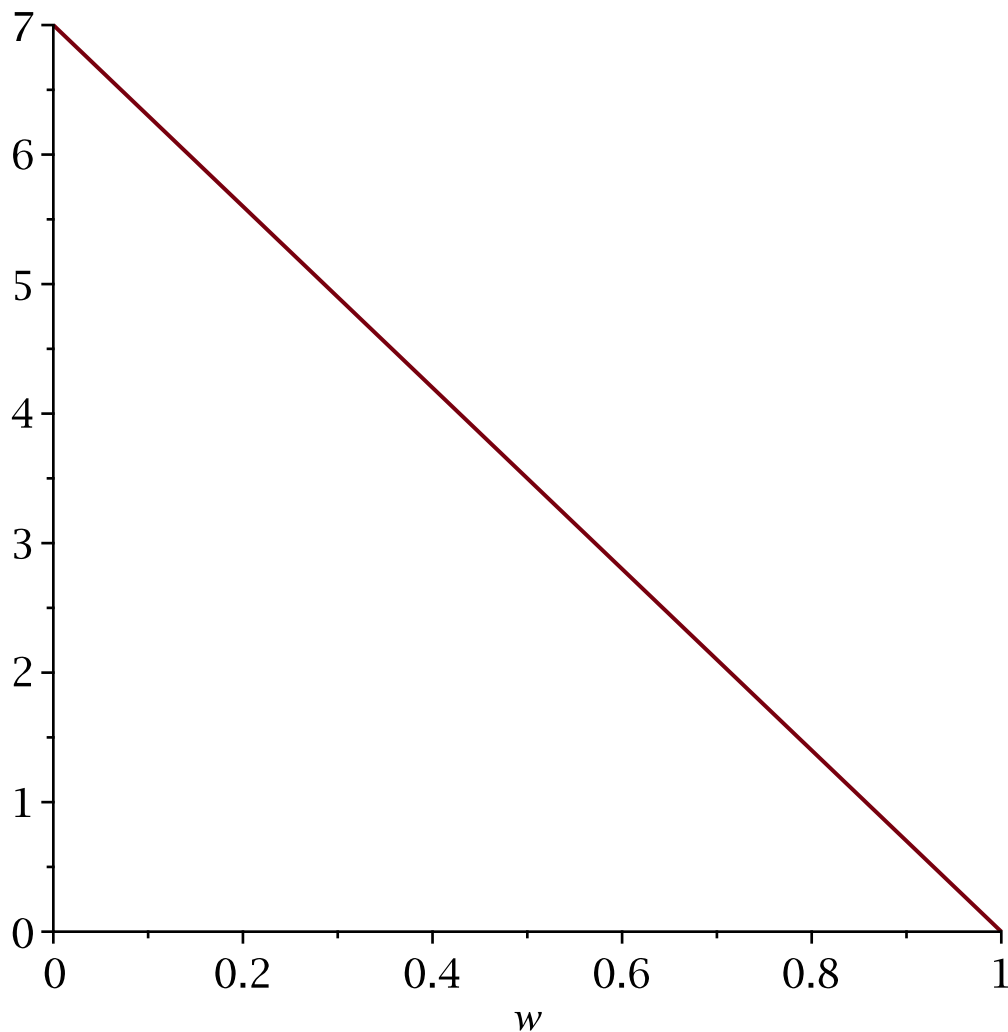


- > king evaluations are useful **for** stabilizing the early game evaluations
- > t_1 : territorial evaluation **by** queen moves · (plays reasonably
· especially shortly before the filling phase)
- > t_2 : territorial evaluation **by** king moves · (useful **in** beginning of game,
less significant as the game goes on)
- > c_1 : **local** advantage relative **to** queen moves
· (counter balances early game territorial evaluation drawbacks)
- > c_2 : **local** advantage relative **to** king moves
· (only large values represent a clear advantage **for** one player)
- > w : decreases as game goes on, becomes zero when all that's left is **to fill in** the board
· (ie. the winner can be calculated based on moves remaining)
- > $f_1 := (w) \rightarrow 7 \cdot (1 - w)$

$$f_1 := w \mapsto 7 (1 + (-w))$$

(1)

- > $\text{plot}(f_1(w), w = 0..1)$



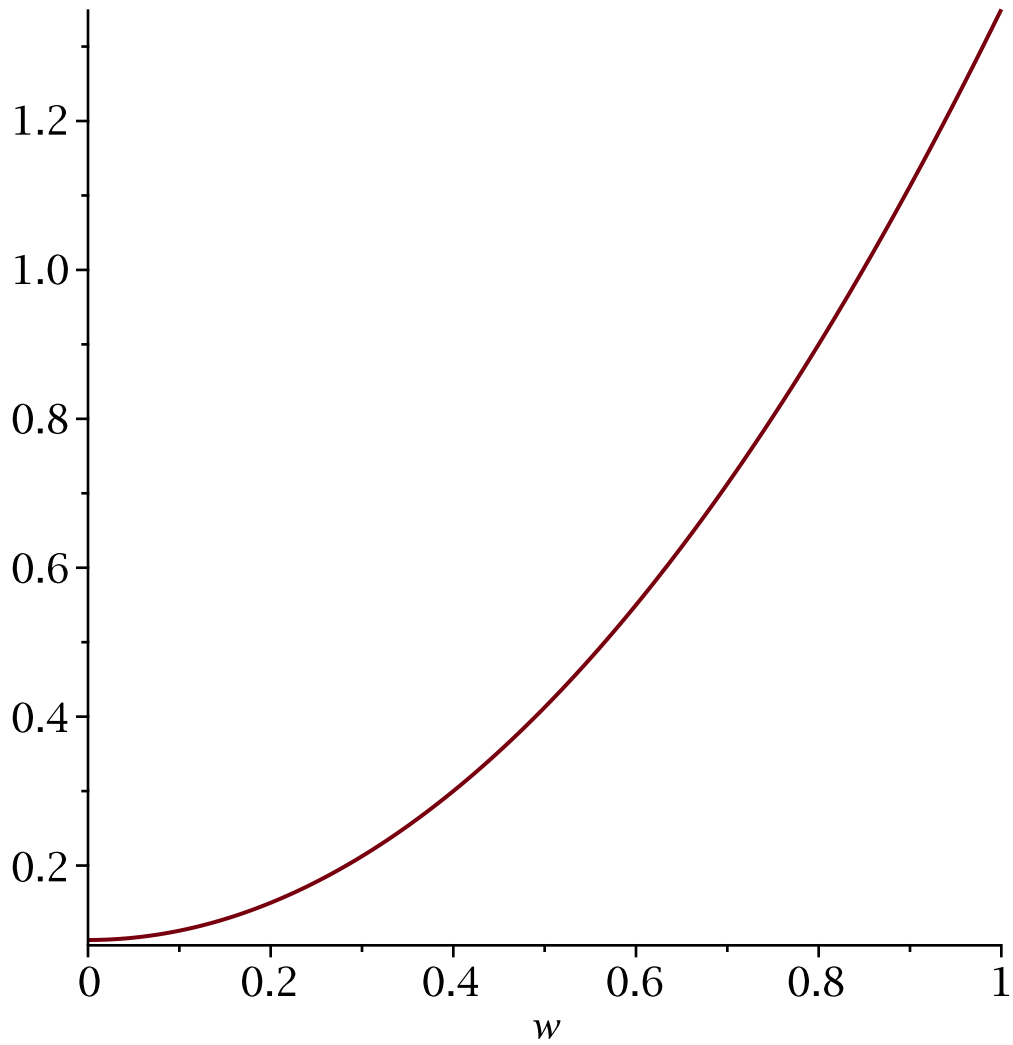
- > $f_2 := (w) \rightarrow \frac{10 \cdot w \cdot w}{8} + 0.1$

(2)

$$f_2 := w \mapsto 10 w w \cdot \left(\frac{1}{8}\right) + 0.1$$

(2)

```
> plot(f2(w), w = 0..1)
```



```
> f3 := (w) → w · w − 0.1
```

$$f_3 := w \mapsto w w - 0.1$$

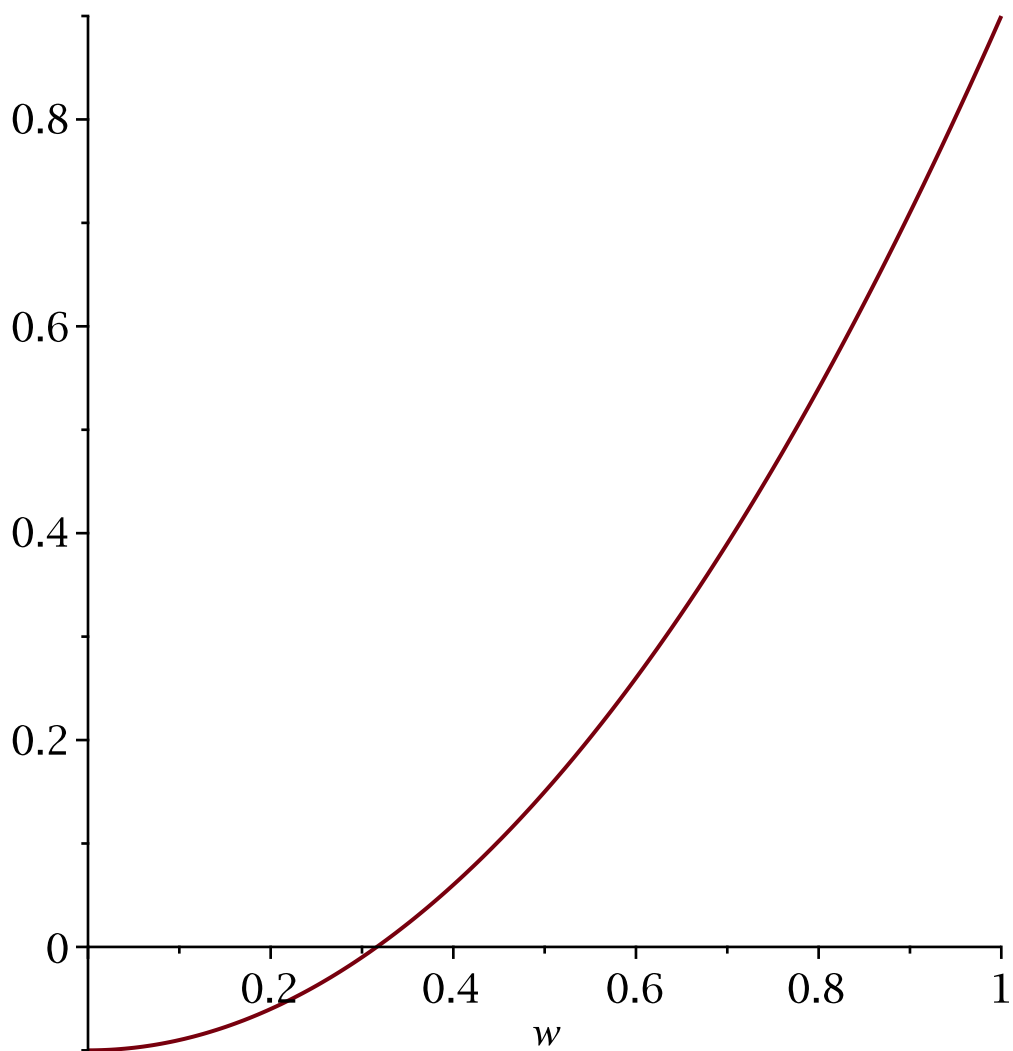
(3)

```
> f3(0.5), f2(0.5)
```

0.15, 0.4125000000

(4)

```
> plot(f3(w), w = 0..1)
```

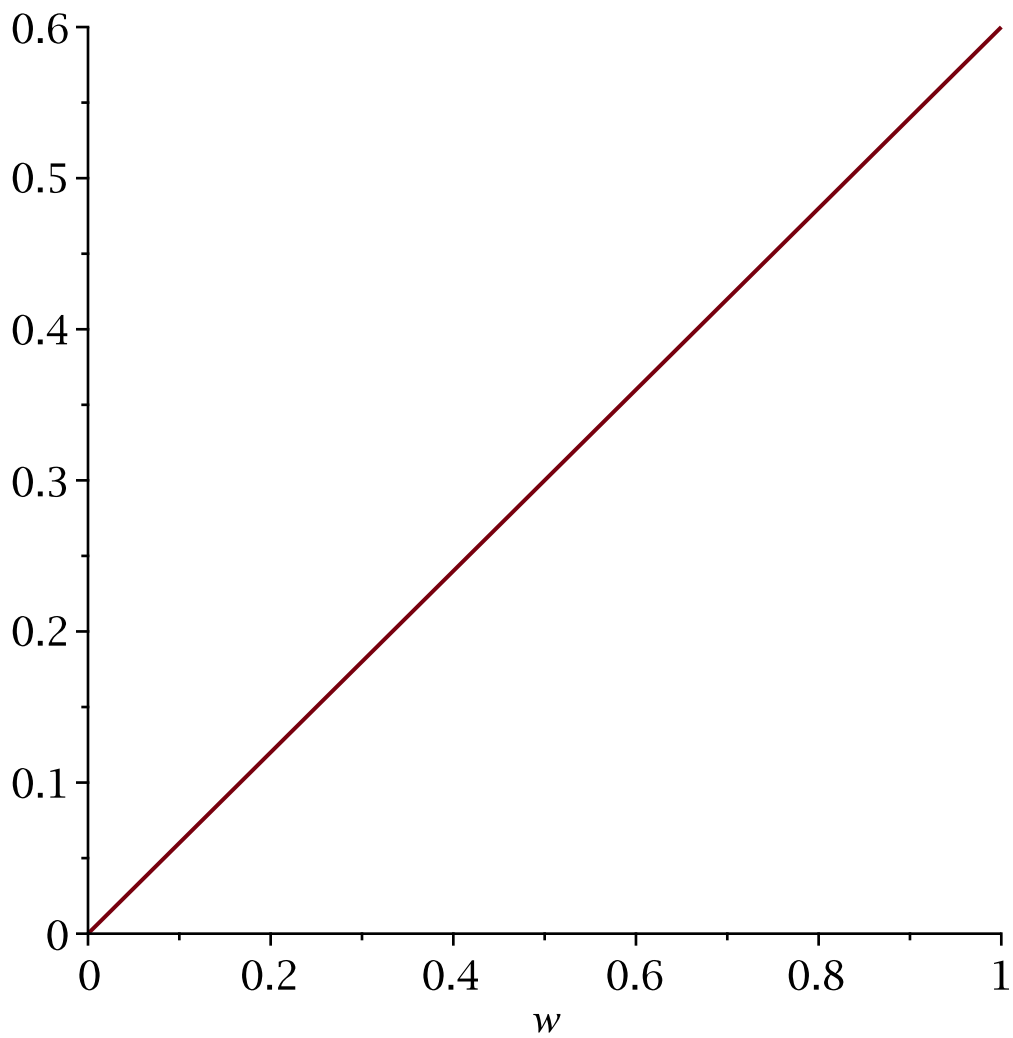


> $f_4 := (w) \rightarrow \frac{3}{5} w$

$$f_4 := w \mapsto 3 \cdot \left(\frac{1}{5}\right) w$$

(5)

> $plot(f_4(w), w = 0..1)$

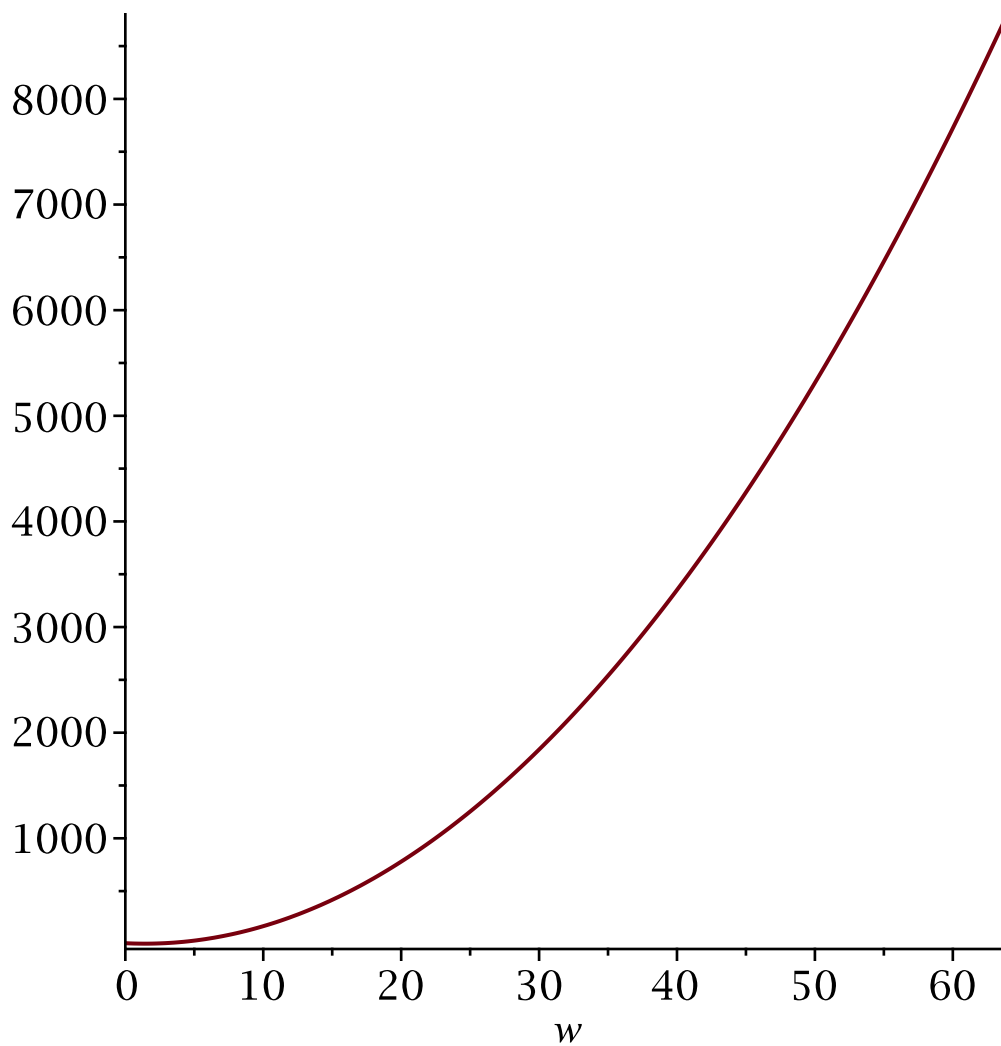


> $g := (w) \rightarrow f_1(w) + f_2(w) + f_3(w) + f_4(w)$

$g := w \mapsto f_1(w) + f_2(w) + f_3(w) + f_4(w)$

(6)

> $plot(g(w), w = 0..64)$

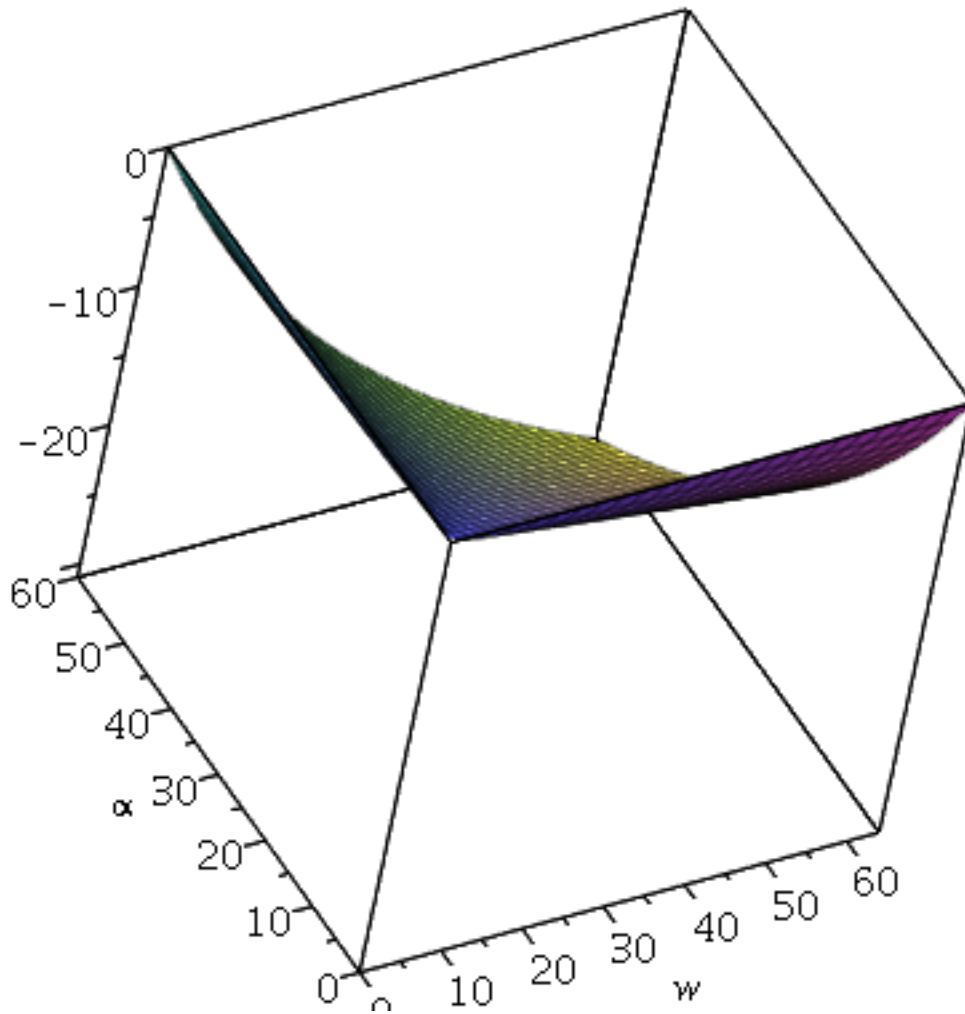


```
> f := (w, α) →  $\frac{-w}{\alpha + w} \cdot \alpha$ 
```

```
 $f := (w, \alpha) \mapsto (-w) \frac{1}{\alpha + w} \alpha$ 
```

(7)

```
> plot3d(f(w, α), w = 0..64, α = 0..60)
```



> $\frac{df}{d\alpha} = \text{diff}(f(w, \alpha), \alpha)$

$$\frac{df}{d\alpha} = \frac{4w}{(\alpha + w)^2} \quad (8)$$

> $2 \cdot f(w, 5) < f(w, 0)$

$$\frac{10w}{5 + w} < 5.5 \quad (9)$$

> $\text{plot}([2 \cdot f(w, 5), f(w, 0)], w = 0..64)$

