## 1. Performace:

The results of the tournament are shown in Table below:

| Matc | h# Opponent | AB_Improved | AB_Custom  | AB_Custom_2 | AB_Custom_3 |
|------|-------------|-------------|------------|-------------|-------------|
|      |             | Won   Lost  | Won   Lost | Won   Lost  | Won   Lost  |
| 1    | Random      | 7   3       | 8   2      | 9   1       | 9   1       |
| 2    | MM_Open     | 8   2       | 8   2      | 6   4       | 6   4       |
| 3    | MM_Center   | 8   2       | 9   1      | 9   1       | 7   3       |
| 4    | MM_Improved | 6   4       | 6   4      | 6   4       | 5   5       |
| 5    | AB_Open     | 4   6       | 5   5      | 6   4       | 6   4       |
| 6    | AB_Center   | 7   3       | 6   4      | 6   4       | 6   4       |
| 7    | AB_Improved | 4   6       | 4   6      | 5   5       | 4   5       |
|      |             |             |            |             |             |
|      | Win Rate:   | 62.9%       | 65.7%      | 67.1%       | 61.4%       |

As we can see, player's agent has higher performance compared to the ones of opponents, and among them, the AB\_Custom\_2 which uses the difference between player's choice and opponent's choice as the evaluation function has the highest performance.

## 2. Conclusion:

The evaluation function AB\_Custom\_2 is recommended due to the reasons as follows,

- (1) AB\_Custom\_2 has highest win rate compared to other functions;
- (2) The complexity is not high compared to other functions;
- (3) Since AB\_Custom\_2 considered not only the player's performance, but also the opponent's performance, which is a "net" score of the current state.