ICTS vs RP										MCTS vs RP									MCTS vs RP1 vs F	P2 vs RP3					
icTacToe Iterations 1		2#	3#	4#		5#	6#				1#	2#	3#	4#	5#	6#			4pttc Iterations	1	2		1	2	3
	-	0	50	50	100			100		С	5	50	50	50	100	100	100		С	50			100	100	100
ay Clock		5	5	5	5		5	5		Play Clock		5	5	5	5	5	5		Play Clock	5			5	5	5
tart Clock		5	5	5	5		5	5		Start Clock		5	5	5	5	5	5		Start Clock	5			5	5	5
umber of moves			5	5	7		5	5		Number of moves			11	9	9	7	7		Number of moves	13			27	21	32
me (seconds)	41	0	30	30	40	3	30	30		Time (seconds)	5	50	60	50	50	40	40		Time (seconds)	70	90	90	140	110	165
P Win									0	RP Win								0	RP1 Score	30		10	50	20	30
CTS Win		1	1	1	1		1	1	6	MCTS Win		1	1	1	1	1	1	6	RP2 Score	30	30		100	30	20
aw									0	Draw								0	RP3 Score	20	30	30	10	20	20
																			MCTS Score	100	100	100	40	100	40
CTS vs MCTS2										MCTS vs MCTS2															
TacToe Iterations 1	1#	2#	3#	4#	¥	5#	6#			nim2 Iterations	1#	2#	3#	4#	5#	6#									
	51	0	50	50	100	10	00 1	100		С	5	50	50	50	100	100	100				4nttc · M	CTS vs RP1 vs	RP2 vs RP3		
y Clock		5	5	5	5		5	5		Play Clock		5	5	5	5	5	5						110 2 43 10 3		
irt Clock		5	5	5	5		5	5		Start Clock		5	5	5	5	5	5				Average scor				
mber of moves	1	9	9	9	9		9	9		Number of moves	. 1	10	16	14	14	12	16				80.0				90.0
ne (seconds)		0	50	50	50	5	50	50		Time (seconds)			85	75	75	65	85								80.0
TS Win									0	MCTS Win								0			60.0				
TS2 Win									0	MCTS2 Win		1	1	1	1	1	1	6							
ЭW		1	1	1	1		1	1	6	Draw								0							
																					40.0	_	40.0		
CTS single player																							10.0		
teroids Iterations 1	1#	2#	3#	4#	#	5#	6#															28.3			
		0	50	50	100			100													20.0			21.7	
ay Clock		5	5	5	5		5	5																	
art Clock		5	5	5	5		5	5																	
imber of moves		8	7	8	7			17													0.0	RP1 Score	DD2 Coore	DD2 Coore	MOTO C
me (seconds)		5	40	45	40			90														rum i Score	RP2 Score	RP3 Score	MCTS Score
(30001103)		-			40																				
ore	51	0	50	50	50		50 1	100																	
oic .			-					100													nim2 · M	CTS vs MCTS:	2		
																							_		
																					Number of v				
CTS single player											MCTS vs. RP										6				
ancakes Iterations 1		2#	3#	4#		5#	6#	7#			Breakthrough I		2#	3#							-		•		
ancakes iterations		0	50	50	50				100		C	ilei i#	50	50	50						-				
		5	50		50				5					5	5						-				
ay Clock art Clock			5	5			5				Play Clock Start Clock		5	-	-						4				
		5			5		5		5					5	5						-				
umber of moves		0	9 50	9 50	11	1	11	7 40	40		Number of mo	ver	53	67	67 340						-				
me (seconds)	41	U	50	50			50	40	40		Time (second:	S) .	270	340	340						-				
	101			85					100 88.5714285	-	MCTS score					100					2				
core	101	U	85	85	75	, ,	75 1	100 1	100 88.5/14285				100	100	100						-				
OTO single elemen											RP score		0	0	U	0					-				
CTS single player ueens Iterations 1																					-	0			0
ueens Iterations 1		2#	3# 50	4#		5#	6#	100													0	MCTS Win			_
		0		50	100																-	MC15 WIR	MCTS2 W	In .	Draw
ay Clock		5	5	5	5		5	5																	
art Clock		5	5	5	5		5	5																	
imber of moves		0	10	10	10	1		10														CTS vs RP			
me (seconds)	5	5	55	55	55	5	55	55													Number of v	rins			
																					6				
core	61	0	70	50	0		0	0															6		
																					-				
MCTS vs RP																					-				
dding TicTacToe	1#	2#	3		4#	5#	6#														4				
С	50	50	5		100	100	100																		
Play Clock	5	5	5		5	5	5														4				
Start Clock	5	5			5	5	5														-				
lumber of moves	10	10	1-		10	8	10														2				
Time (seconds)	55	55	7:	5	55	45	55														1				
																					4				
RP Win	0	0)	0	0	0	0														0			0
MCTS Win	1	1	1		1	1	1	6													0				
Draw	0	0)	0	0	0	0													1	RP Win	MCTS W	n	Draw
CTS vs MCTS2																									
dding TicTacToe		2#	3#	4#		5#	6#																		
		0	50	50	100	10	00 1	100																	
ay Clock			5	5	5		5	5																	
art Clock			5	5	5		5	5																	
imber of moves		8	8	8	8		10	8																	
ne (seconds)		5	45	45	45			45																	
(seconus)	4:	-	~	40	40		-																		
CTS Win		1	1	0	0		0	0	2																
CTS2 Win		0	0	1	4		1		4																
C152 WIII			0		- 1			0	0																