## **Heuristic Analysis By Ng Fang Kiang**

## <u>Udacity – Artificial Intelligence Nanodegree (Class of 2017)</u>

### **Heuristic 1:**

```
def custom_score(game, player):
"""..."""
if game.is_loser(player):
    return float("-inf")
if game.is_winner(player):
    return float("inf")
own_moves = len(game.get_legal_moves(player))
opp_moves = len(game.get_legal_moves(game.get_opponent(player)))
return float((own_moves-2) - opp_moves)
```

## **Result 1:**

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Match #	Opponent	AB_Cu	Custom AB_Custom		AB_Custom		AB_Custom			
		Won	Lost	Won	Lost	Won	Lost	Won	Lost	
1	Random	8	2	10	0	9	1	8	2	
2	MM_Open	5	5	5	5	7	3	8	2	
3	MM_Center	9	1	7	3	10	0	7	3	
4	MM_Improved	4	6	6	4	6	4	8	2	
5	AB Open	4	6	6	4	7	3	5	5	
6	AB_Center	5	5	5	5	4	6	4	6	
7	AB_Improved	5	5	4	6	5	5	4	6	
	Win Rate:	57.1%		61.4%		68.6%		62.9%		

# **Heuristic 2:**

```
def custom_score_2(game, player):
"""..."""
if game.is_loser(player):
    return float("-inf")
if game.is_winner(player):
    return float("inf")
own_moves = len(game.get_legal_moves(player))
opp_moves = len(game.get_legal_moves(game.get_opponent(player)))
return float((own_moves + opp_moves)/2)
```

## Result 2:

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Match #	Opponent	AB_Cus	stom 2 AB Custom		stom_2	m_2 AB_Custom_2		AB_Custom_2		
		Won	Lost	Won	Lost	Won	Lost	Won	Lost	
1	Random	8	2	7	3	8	2	7	3	
2	MM_Open	8	2	4	6	6	4	5	5	
3	MM_Center	7	3	5	5	7	3	6	4	
4	MM_Improved	5	5	5	5	4	6	5	5	
5	AB_Open	4	6	4	6	4	6	5	5	
6	AB_Center	7	3	5	5	5	5	4	6	
7	AB_Improved	5	5	4	6	5	5	5	5	
	Win Rate:	62.9%		48.6%		55.7%		52.9%		

## **Heuristic 3:**

```
def custom_score_3(game, player):
"""..."""
if game.is_loser(player):
    return float("-inf")
if game.is_winner(player):
    return float("inf")
w, h = game.width / 2., game.height / 2.
y, x = game.get_player_location(player)
yl, xl = game.get_player_location(game.get_opponent(player))
return float((((h - y)**2 + (w - x)**2)+((h - y1)**2 + (w - x1)**2))/2)
```

#### **Result 3:**

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Match #	Opponent	AB_Cus	stom 3 AB Custom 3			AB_Custom_3		AB_Custom_3		
		Won	Lost	Won	Lost	Won	Lost	Won	Lost	
1	Random	8	2	9	1	8	2	6	4	
2	MM_Open	6	4	5	5	7	3	8	2	
3	MM_Center	10	0	8	2	8	2	8	2	
4	MM_Improved	4	6	6	4	5	5	7	3	
5	AB_Open	3	7	6	4	4	6	4	6	
6	AB_Center	6	4	8	2	4	6	5	5	
7	AB_Improved	4	6	4	6	5	5	6	4	
	Win Rate:	58.6%		65.7%		58.6%		62.9%		