Heuristic Review

Author: Yogi

Date updated: Saturday, May 20, 2017

* Custom score
  + “My moves minus opponent moves” is a simple heuristic, which returns results quickly and hence is effective in iterative deepening.
  + In this custom heuristic, I explored the possibility of finding ideal weight assignment to my moves and opponents moves to increase the average performance of this criteria.
  + After trying various combinations such as aggressive (more weight to opponent moves), conservative (more weight to my moves) and optimized (combination of both)
* Custom score 2
  + When exploring simple heuristic above, I learned that it works quite well in the middle part of the game, though not in the beginning or end.
  + In this heuristic, during the first 5 plays I used distance from center, where its most effective. During the next 10 plays, I used weighted “my moves minus opponent moves”. Towards the end of the game, my moves are most important hence I used only that.
  + Performance of this heuristic was significantly better than simple custom\_score… which confirmed that having different criteria during opening, middle and closing is important.
* Custom score 3