|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | ID\_improved | Student | | |
| Opponent | **Improved score[[1]](#footnote-1)** | **IS weighted\_1** | **IS weighted\_2** | **IS with deepening** |
| Random | **20** | **20** |  |  |
| MM\_Null | **15** | **16** |  |  |
| MM\_Open | **16** | **13** |  |  |
| MM\_Improved | **8** | **11** |  |  |
| AB\_Null | **14** | **13** |  |  |
| AB\_Open | **10** | **11** |  |  |
| AB\_Improved | **11** | **17** |  |  |
| Total (% of wins) | **67.14** | **72.14** |  |  |

Evaluating: Student

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

Playing Matches:

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Match 1: Student vs Random Result: 17 to 3

Match 2: Student vs MM\_Null Result: 19 to 1

Match 3: Student vs MM\_Open Result: 16 to 4

Match 4: Student vs MM\_Improved Result: 15 to 5

Match 5: Student vs AB\_Null Result: 13 to 7

Match 6: Student vs AB\_Open Result: 12 to 8

Match 7: Student vs AB\_Improved Result: 11 to 9

Results:

----------

Student 73.57%

float(own\_moves - opp\_moves\*\*2)

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

Evaluating: Student

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

Playing Matches:

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Match 1: Student vs Random Result: 3 to 1

Match 2: Student vs MM\_Null Result: 4 to 0

Match 3: Student vs MM\_Open Result: 4 to 0

Match 4: Student vs MM\_Improved Result: 3 to 1

Match 5: Student vs AB\_Null Result: 4 to 0

Match 6: Student vs AB\_Open Result: 4 to 0

Match 7: Student vs AB\_Improved Result: 1 to 3

Results:

----------

Student 82.14%

**return** float(own\_moves - 3\*opp\_moves\*coeff - 3\*proximity\_to\_center/coeff)

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

Evaluating: Student

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

Playing Matches:

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Match 1: Student vs Random Result: 18 to 2

Match 2: Student vs MM\_Null Result: 18 to 2

Match 3: Student vs MM\_Open Result: 16 to 4

Match 4: Student vs MM\_Improved Result: 11 to 9

Match 5: Student vs AB\_Null Result: 17 to 3

Match 6: Student vs AB\_Open Result: 13 to 7

Match 7: Student vs AB\_Improved Result: 17 to 3

Results:

----------

Student 78.57%

**return** float(own\_moves - 3\*opp\_moves\*coeff - 3\*proximity\_to\_center/coeff)

1. Here is an example how ID improved plays. During each game the distribution of wins-losses could be slightly different, but in average the performance of this heuristic is about 60-70% wins. [↑](#footnote-ref-1)