

EXPERT GAMES after latest changes 20-21.10.2024

test #	games	won	lost	% won	average time per game (s)	total time (s)	pic in dropbox
1	10006	3883	6123	38,81 %	0,087	870,522	"after mc bug fixes 10006 games 38.8% v
2	10000	3985	6015	39,85 %	0,193	1930	"10000 games 39.9% won 193 ms per ga
3	100002	38693	61309	38,69 %	0,148	14800,3	"100 002 games 38.7% won 148 ms per ξ
TOTAL	120008	46561	73447	38,80 %	0,147	17600,82	

descriptions

All three tests had a 20-s timer limit for 'join_compatibility_groups...()' after which a guess was issued

Solving: (1) simple_solver (2) old CSP (3) new CSP (4) guess if needed

#1 20-s timer

#2 like above

#3 like above. **The longest game was 30 minutes** despite the 20-s timer limit per join_compatibility_groups...() (because minecount filtering is the limiting factor in cases with largest numbers of alt

dropbox link:

https://www.dropbox.com/scl/fo/4dt7sda6htrzk6hp844tk/AOeWAB4MPLSIXZs_dFEsb4tE?rlkey=e6065s75yqxx3f3ehtaypql4b&st=6lwjbten&dl=0

BEGINNER GAMES (same setup above)

test #	games	won	lost	% won	average time per game (s)	total time (s)	pic in dropbox
1	25038	24006	1032	95,88 %	0,005	125,19	"beginner 95.9% won 25000 games"
TOTAL	25038	24006	1032	95,88 %	0,005	125,19	

test 21.10.2024

INTERMEDIATE GAMES (same setup as above)

test #	games	won	lost	% won	average time per game (s)	total time (s)	pic in dropbox
1	26430	22085	4345	83,56 %	0,011	290,73	"Int 26430 games 83.6% won 11ms per g
TOTAL	26430	22085	4345	83,56 %	0,011	290,73	

test 22.10.2024

NB! The time per game does not include times in-between games (between game end and

start) which includes pygame drawing the screen, and resetting variables

me (although I had 10 s sleep for manual checks which increases that) 20s timer"