AI Challenge

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Introduction

Battle code
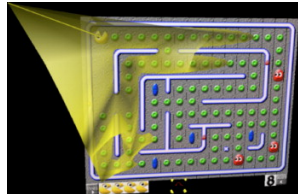
Defense

Results

Introduction

Two steps

- ▶ Diffusion
- ▶ Battle code

Battle code

- ▶ Small battles
  - ▶ Minimax $->$ Alpha Beta
- ▶ Large Battles

Hill defense

- ▶ Second scent
- ▶ New ant type
  - ▶ Defined by proximity of the hill

Results

AlphaBeta cut - Considering that small battles have the same size

- ▶ Before:
    - ▶ Average:71.72ms
    - ▶ Max:520ms
- ▶ After:
    - ▶ Average:17.19ms
    - ▶ Max:108ms