Theory of Computer Game HW2

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1. Implemented techniques
   1. UCB, UCT
   2. Progressive pruning

All the functions are implemented in MCTS.h, where the entrance point is MCTS::run()

1. For UCT, I use the function UCB = (Wi / Ni) + 0.1 \* sqrt(log(N) / Ni \* Var), and for pregressive pruning, rd = 4. The value of c in UCT is determined by competing with each other and selecting the best one. The value of rd is fixed from the beginning because it does not seems to affect a lot.
2. Memory usage is quite small. It won’t cause any memory explosion issue.