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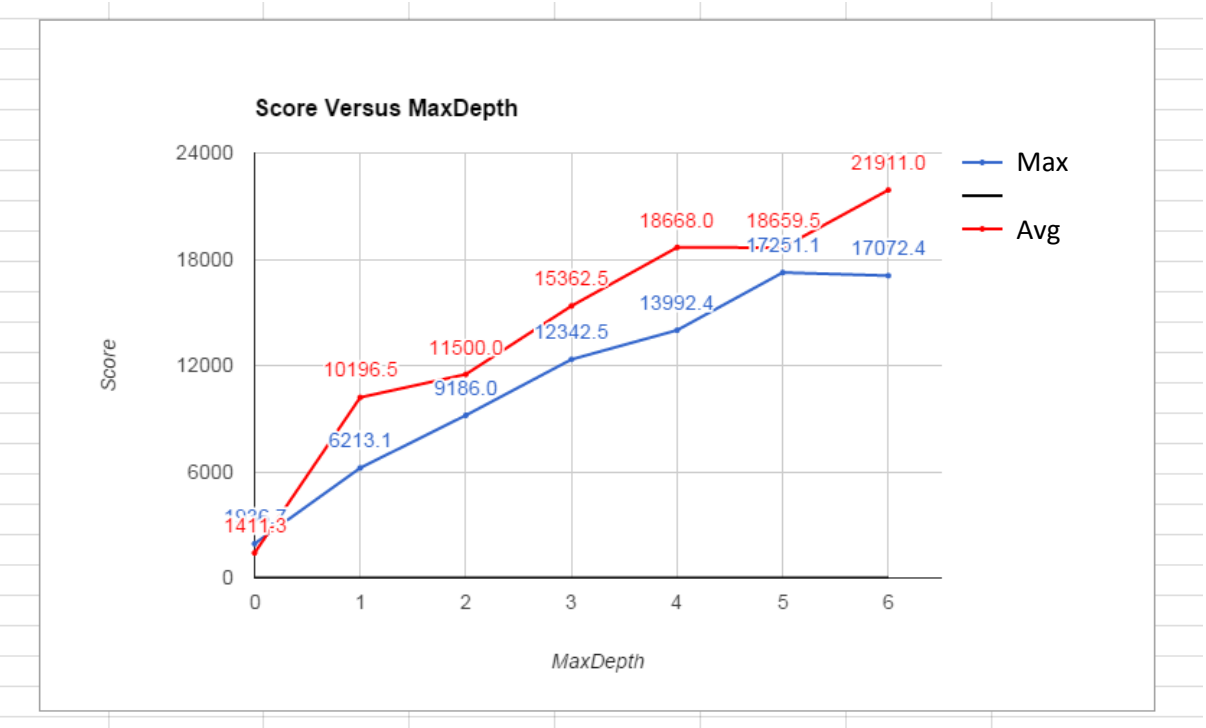
Experiment Report



Propagation : MAX					
maxdepth	time	score	deviation(score)	maxtile	maxtile(deviation)
0	8.54	1936.73	928.55	168.73	71.68
1	17.77	6213.09	2964.84	477.09	229.62
2	20.63	9186.00	2442.38	768.00	269.85
3	33.68	12342.50	3750.47	896.00	237.01
4	27.51	13992.44	3090.57	967.11	175.09
5	34.40	17251.11	7336.79	1194.67	512.00
6	37.99	17072.44	6601.80	1308.44	578.76

Propagation: AVG					
maxdepth	time	score	deviation (Score)	maxtile	maxtile(deviation)
0	4.9	1411.3	257.9	120.0	22.6
1	19.4	10196.5	3544.8	768.0	273.7
2	20.1	11500.0	6619.4	896.0	530.0
3	26.6	15362.5	5026.4	1088.0	427.3
4	33.6	18668.0	6821.4	1344.0	608.1
5	37.0	18659.5	8257.8	1216.0	444.4
6	44.6	21911.0	7274.7	1536.0	547.4

As we can see from the first figure, it is better to propagate “avg” because the output of avg propagation, for example average score and average maxtile, is better than max in every max depth setting. On the other hand, we can also find out that the more depth you moved , more score you get. Therefore, max_depth = 6 works best. According to the standard deviation of score and maxtile, we can find out that due to the random component, max propagation may work better in some cases, but with more runs, I think the deviation of avg will be smaller than max’s, which means avg will work more smoothly.