In [3]	Load saved evaluation runs
In [4]	rom eval_gamelile import *
In [5]	<pre>mid_game_rule= load_eval('saved_evals/midgame.pgn4rule.p') high_game_base=load_eval('saved_evals/highgame.pgn4base.p') high_game_rule=load_eval('saved_evals/highgame.pgn4rule.p')</pre>
	# low_game_base = evaluate_gamefile('games/lowgame1.pgn', depth = 4, iterative = False)  # mid_game_base = evaluate_gamefile('games/midgame.pgn', depth = 4, iterative = False)  # high_game_base = evaluate_gamefile('games/highgame.pgn', depth = 4, iterative = False)  # low_game_rule = evaluate_gamefile('games/lowgame1.pgn', eval_type = 'rule', depth = 4, iterative = False)  # mid_game_rule = evaluate_gamefile('games/midgame.pgn', eval_type = 'rule', depth = 4, iterative = False)  # high_game_rule = evaluate_gamefile('games/highgame.pgn', eval_type='rule', depth = 4, iterative = False)
In [14]	
	<pre>eval_gameorder = np.arange(1, 1+ len(eval_rule[1])/2 , 0.5) plt.title(title) if figtype== 'eval':     plt.plot(eval_gameorder, eval_base[1], label = 'BasePlayer')     plt.plot(eval_gameorder, eval_rule[1], label = 'PruningPlayer')     plt.legend()     plt.ylabel('Evaluation Score')</pre>
	<pre>if figtype == 'time':     plt.plot(eval_gameorder, eval_base[3], label = 'BasePlayer')     plt.plot(eval_gameorder, eval_rule[3], label = 'PruningPlayer')     plt.legend()</pre>
	<pre>plt.ylabel('Time (s)')  plt.xlabel('Turns') savename = level + '_game_' + figtype + '.jpg' print(savename)  # plt.savefig('low_game_eval.jpg') plt.savefig(savename)</pre>
	<pre>plt.show() plt.close()  showsave_eval(low_game_base,low_game_rule, 'Evaluation Metric Low Elo Game', 'low', 'eval') showsave_eval(low_game_base,low_game_rule, 'Evaluation Time Low Elo Game', 'low', 'time')</pre>
	showsave_eval(mid_game_base,mid_game_rule,'Evaluation Metric Mid Elo Game', 'mid', 'eval') showsave_eval(mid_game_base,mid_game_rule,'Evaluation Time Mid Elo Game', 'mid', 'time') showsave_eval(high_game_base,high_game_rule,'Evaluation Metric High Elo Game', 'high', 'eval') showsave_eval(high_game_base,high_game_rule,'Evaluation Time High Elo Game', 'high', 'time')
	Evaluation Metric Low Elo Game
	By 15- Solving 10- Solving 10
	0 5 10 15 20 25 30 35  Turns  low_game_time.jpg  Evaluation Time Low Elo Game  1000 BasePlayer
	800 - PruningPlayer
	© 300 - 200 -
	0 5 10 15 20 25 30 35 Turns mid_game_eval.jpg
	Evaluation Metric Mid Elo Game  10 5 0
	Post of the state
	-20 - BasePlayer -25 - PruningPlayer -25 - Solution 10.0 12.5 15.0 17.5 20.0 Turns
	Evaluation Time Mid Elo Game  1600 - BasePlayer - PruningPlayer
	1200 - 1000 - 9 800 - 1 600
	600 - 400 - 200 - 0 -
	0.0 2.5 5.0 7.5 10.0 12.5 15.0 17.5 20.0  Turns  high_game_eval.jpg  Evaluation Metric High Elo Game  14 - BasePlayer  Description Players
	12 - PruningPlayer  10 - O O O O O O O O O O O O O O O O O O
	Log 8   A   A   A   A   A   A   A   A   A
	0 5 10 15 20 25 Turns  high_game_time.jpg  Evaluation Time High Elo Game
	1750 - BasePlayer — PruningPlayer  1250 -
	© 1000 - E 750 - 500 -
	250 - 0 - 5 10 15 20 25 Turns
In [7]	<pre>low_gameorder = np.arange(1, 1+ len(low_game_base[3])/2 , 0.5) mid_gameorder = np.arange(1, 1+ len(mid_game_base[3])/2 , 0.5) high_gameorder = np.arange(1, 1+ len(high_game_base[3])/2 , 0.5) print(len(high_gameorder), len(high_game_base[3])) plt.title('Evaluation Time All Games')</pre>
	<pre>plt.plot(low_gameorder , low_game_base[3], label = 'BasePlayerLow') plt.plot(low_gameorder , low_game_rule[3], label = 'PruningPlayerLow') plt.plot(mid_gameorder, mid_game_base[3], label = 'BasePlayerMid') plt.plot(mid_gameorder, mid_game_rule[3], label = 'PruningPlayerMid') plt.plot(high_gameorder, high_game_base[3], label = 'BasePlayerHigh') plt.plot(high_gameorder, high_game_rule[3], label = 'PruningPlayerHigh') plt.legend()</pre>
	<pre>plt.ylabel('Time (s)') plt.xlabel('Turns') # plt.show() plt.savefig('all_game_time.jpg')</pre>
	Evaluation Time All Games  1750 - BasePlayerLow - PruningPlayerLow - BasePlayerMid - PruningPlayerMid - BasePlayerHigh
	© 1000 - PruningPlayerHigh 500 - 500 -
	250 - 0 - 5 10 15 20 25 30 35 Turns
In [8]	rom stockiish import stockiish
In [10]	# stockfish.set_fen_position("rnbqkbnr/pppp1ppp/4p3/8/4P3/8/PPPP1PPP/RNBQKBNR w KQkq - 0 2")  # stockfish.set_fen_position("rnbqkbnr/pppp1ppp/4p3/8/4P3/8/PPPP1PPP/RNBQKBNR w KQkq - 0 2")
	<pre>def compare_with_stockfish(eval_game):     stockfish = Stockfish("stockfish_13", parameters={"Threads": 4, "Minimum Thinking Time": 2000})      suggested_moves = eval_game[-2]     game_configs = eval_game[2]     # print(len(suggested_moves), len(game_configs))     evals = []</pre>
	<pre># print(suggested_moves) for i in range(1, len(game_configs)-1):     temp = game_configs[i]     # print(temp)     temp.pop()     # stockfish.set_fen_position(temp.fen())     # print('hi')</pre>
	<pre># print(stockfish.get_best_move(), suggested_moves[i-1]) # print(temp) temp.push(suggested_moves[i-1]) # print(temp) stockfish.set_fen_position(temp.fen()) stockfish_eval = stockfish.get_evaluation() # print(stockfish_eval)</pre>
In [12]	<pre>evals.append(stockfish_eval)     # stockfish.set_fen_position()  return evals  compared = compare_with_stockfish(low_game_rule)</pre>
	AssertionError Traceback (most recent call last) <ipython-input-12-fd487bccdf7b> in <module>&gt; 1 compared = compare_with_stockfish(low_game_rule) <ipython-input-11-4fc82842b420> in compare_with_stockfish(eval_game)</ipython-input-11-4fc82842b420></module></ipython-input-12-fd487bccdf7b>
	<pre># print(stockfish.get_best_move(), suggested_moves[i-1]) # print(temp) &gt; 18</pre>
In [11]	piece_type = selfremove_piece_at(move.from_square)  -> 2201
Out[11]	<pre>cbr_eval = np.array(low_game_rule[1]) cbr_eval = cbr_eval * 60 plt.plot(cbr_eval)</pre>
	1000 -
	0 - -500 -
In [12]	-1000 - 0 10 20 30 40 50 60 70
In [12]	<pre>def compare_graph(compared_pruning, compared_base, title, savename):     # eval_gameorder = np.arange(1, 1 + len(eval_game[1])/2 , 0.5)     plt.title(title)     # fitted_eval = np.array(eval_game[1])</pre>
	<pre># fitted_eval = fitted_eval * 60 plt.plot([i['value'] if i['type'] != 'mate' else 1500 for i in compared_pruning], label = 'PruningPlayer') plt.plot([i['value'] if i['type'] != 'mate' else 1500 for i in compared_base], label = 'BasePlayer') # plt.plot(eval_gameorder, fitted_eval, label = 'BasePlayer') plt.legend() plt.ylabel('Evaluation Score')</pre>
	<pre>plt.xlabel('Moves') # savename = level + '_game_' + figtype + '.jpg' # plt.savefig('low_game_eval.jpg') plt.show() plt.savefig(savename) plt.close() compare_graph(compared, compared_low_base,'PruningPlayer vs BasePlayer Stockfish Evaluation', 'lowbasecomparison.png')</pre>
	Compare_graph(compared_low_base, 'PruningPlayer vs BasePlayer Stockfish Evaluation', 'lowbasecomparison.png')  PruningPlayer vs BasePlayer Stockfish Evaluation  1500 - PruningPlayer  BasePlayer  1000 - BasePlayer
	solves of the solvest
	$\begin{array}{cccccccccccccccccccccccccccccccccccc$
In [15] Out[15]	Moves  'Stockfish vs BasePlayer:', compared_low_base, "Stockfish vs PruningPlayer", compared  ('Stockfish vs BasePlayer:',
Out[13]	[{'type': 'cp', 'value': 128},     {'type': 'cp', 'value': -189},     {'type': 'cp', 'value': 173},     {'type': 'cp', 'value': -216},     {'type': 'cp', 'value': -10},     {'type': 'cp', 'value': -274},     {'type': 'cp', 'value': 54},     {'type': 'cp', 'value': 89},
	<pre>{ 'type': 'cp', 'value': 326},</pre>
	<pre>{'type': 'cp', 'value': 91}, {'type': 'cp', 'value': -497}, {'type': 'cp', 'value': 119}, {'type': 'cp', 'value': -378}, {'type': 'cp', 'value': 84}, {'type': 'cp', 'value': -133}, {'type': 'cp', 'value': 120},</pre>
	<pre>{'type': 'cp', 'value': -48}, {'type': 'cp', 'value': 168}, {'type': 'cp', 'value': 100}, {'type': 'cp', 'value': 270}, {'type': 'cp', 'value': 31}, {'type': 'cp', 'value': 138}, {'type': 'cp', 'value': 6}, {'type': 'cp', 'value': 129},</pre>
	<pre>{'type': 'cp', 'value': 136}, {'type': 'cp', 'value': 666}, {'type': 'cp', 'value': 544}, {'type': 'cp', 'value': 933}, {'type': 'cp', 'value': 487}, {'type': 'cp', 'value': 844}, {'type': 'cp', 'value': 844}, {'type': 'cp', 'value': 150}, {'type': 'cp', 'value': 275},</pre>
	<pre>{'type': 'cp', 'value': -178}, {'type': 'cp', 'value': -140}, {'type': 'cp', 'value': -578}, {'type': 'cp', 'value': 166}, {'type': 'cp', 'value': -176}, {'type': 'cp', 'value': -363}, {'type': 'cp', 'value': -363}, {'type': 'cp', 'value': -140}, {'type': 'cp', 'value': 200},</pre>
	<pre>{'type': 'cp', 'value': -525}, {'type': 'cp', 'value': 448}, {'type': 'cp', 'value': -483}, {'type': 'cp', 'value': -728}, {'type': 'cp', 'value': -225}, {'type': 'cp', 'value': -376}, {'type': 'cp', 'value': -1278}, {'type': 'cp', 'value': -1278}, {'type': 'cp', 'value': -732},</pre>
	<pre>{'type': 'cp', 'value': -732}, {'type': 'cp', 'value': 555}, {'type': 'cp', 'value': 555}, {'type': 'cp', 'value': 555}, {'type': 'cp', 'value': 1017}, {'type': 'cp', 'value': 548}, {'type': 'cp', 'value': 763}, {'type': 'cp', 'value': 778}, }</pre>
	<pre>{'type': 'cp', 'value': 778}, {'type': 'cp', 'value': 563}, {'type': 'cp', 'value': 675}, {'type': 'cp', 'value': 871}, {'type': 'cp', 'value': 886}, {'type': 'cp', 'value': 871}, {'type': 'cp', 'value': 921}, {'type': 'cp', 'value': 1563}, {'type': 'cp', 'value': 1578}],</pre>
	<pre>{'type': 'cp', 'value': 1578}], 'Stockfish vs PruningPlayer', [{'type': 'cp', 'value': 56},     {'type': 'cp', 'value': 10},     {'type': 'cp', 'value': 58},     {'type': 'cp', 'value': 14},     {'type': 'cp', 'value': -29},     {'type': 'cp', 'value': -9},</pre>
	<pre>{'type': 'cp', 'value': 11}, {'type': 'cp', 'value': 89}, {'type': 'cp', 'value': 326}, {'type': 'cp', 'value': 63}, {'type': 'cp', 'value': 194}, {'type': 'cp', 'value': 121}, {'type': 'cp', 'value': 759},</pre>
	<pre>{'type': 'cp', 'value': 141}, {'type': 'cp', 'value': 531}, {'type': 'cp', 'value': 275}, {'type': 'cp', 'value': 75}, {'type': 'cp', 'value': -100}, {'type': 'cp', 'value': 83}, {'type': 'cp', 'value': -52}, {'type': 'cp', 'value': -52}, {'type': 'cp', 'value': 70},</pre>
	<pre>{'type': 'cp', 'value': -65}, {'type': 'cp', 'value': 210}, {'type': 'cp', 'value': -68}, {'type': 'cp', 'value': 204}, {'type': 'cp', 'value': 100}, {'type': 'cp', 'value': 474}, {'type': 'cp', 'value': 31}, {'type': 'cp', 'value': 51},</pre>
	<pre>{'type': 'cp', 'value': 51}, {'type': 'cp', 'value': 6}, {'type': 'cp', 'value': 487}, {'type': 'cp', 'value': 521}, {'type': 'cp', 'value': 725}, {'type': 'cp', 'value': 305}, {'type': 'cp', 'value': 305}, {'type': 'cp', 'value': 1141}, {'type': 'cp', 'value': 476},</pre>
	<pre>{'type': 'cp', 'value': 528}, {'type': 'cp', 'value': 49}, {'type': 'cp', 'value': 275}, {'type': 'cp', 'value': 209}, {'type': 'cp', 'value': -88}, {'type': 'cp', 'value': -548}, {'type': 'cp', 'value': -36}, {'type': 'cp', 'value': -36}, {'type': 'cp', 'value': -36},</pre>
	<pre>{'type': 'cp', 'value': 1286}, {'type': 'cp', 'value': -201}, {'type': 'cp', 'value': 87}, {'type': 'cp', 'value': -423}, {'type': 'cp', 'value': 448}, {'type': 'cp', 'value': 1}, {'type': 'cp', 'value': -728}, {'type': 'cp', 'value': -225},</pre>
	<pre>{'type': 'cp', 'value': -225}, {'type': 'cp', 'value': -376}, {'type': 'cp', 'value': -1353}, {'type': 'cp', 'value': -732}, {'type': 'cp', 'value': 555}, {'type': 'cp', 'value': 986}, {'type': 'cp', 'value': 725}, {'type': 'cp', 'value': 855}, {'type': 'cp', 'value': 855}, {'type': 'cp', 'value': 548},</pre>
	<pre>{'type': 'cp', 'value': 548}, {'type': 'cp', 'value': 721}, {'type': 'cp', 'value': 517}, {'type': 'cp', 'value': 655}, {'type': 'cp', 'value': 563}, {'type': 'cp', 'value': 747}, {'type': 'cp', 'value': 487}, {'type': 'cp', 'value': 886},</pre>
	{'type': 'cp', 'value': 871}, {'type': 'cp', 'value': 1193}, {'type': 'cp', 'value': 590}, {'type': 'mate', 'value': 1}])