**Team**

Roychowdhury, Saikat <rychwdh2@illinois.edu>;  3 CREDITS

Abhinav Sharma <abhinavsharma3105@gmail.com>  : 3 CREDITS

Shyam Rajendran <srajend2@illinois.edu>  : 3 CREDITS

**INDEX**

PART 1 : Course Schedule 2

1.1 CSP problem specification: 2

1.2 Discussion of Design Decisions for the implementation of the CSP: 2

1.3 Course schedule output log 3

PART 2 :War Game Report 4

Section 1 4

Playing at depth 3 for all the agents: 4

BOARD : Keren.txt 4

BOARD : Narvik.txt 5

BOARD : Sevastopol.txt 7

BOARD : Smolensk.txt 8

BOARD : Westerplatte.txt 10

Section 2 12

BONUS WORK 12

1. Game Interface Design 12

2. Designing own game boards: 13

3.  Random Blitz 14

4.  Player agents at different depths 21

# PART 1 : Course Schedule

## 1.1 CSP problem specification:

1. Variables: CourseID
2. Domain: Possible Assignment of semester number to courses(Real numbers)
3. Constraints:

3.a Semester number should be a positive number

3.b A zero for a semester value indicates the course is not included in the schedule

3.c For a given course ‘C’ and a semester number ‘S’ assigned to it, its dependent courses cannot have a semester number greater than equal to ‘S’.

3.d For a given semester the sum of credit hours for all courses taken in that semester should lie between CMin and CMax

3.e The total prices of courses included in the schedule plan must be less than or equal to the assigned budget B

## 1.2 Discussion of Design Decisions for the implementation of the CSP:

1. Choices of variable  - The number the courses that would be included in the final course plan is unknown. So we decided to keep a fixed size array of courses. A non zero value for a given course index indicates a semester number. A zero indicates that the course has not been included in the schedule.
2. Value selection heuristic -
   1. Before assigning a semester to a course ‘C’, we first check the semester values assigned to C’s pre-requisite courses. The loop for assigning semester values to C, begins with a semester number which is one higher than the highest semester value assigned to C’s pre-requisite courses.
   2. If a course C does not have any prerequisite, then, start assigning values of minimum possible semester where this course C can be added without violating the MIN and MAX course credits constraint and it also does not violate any constraint w.r.t to courses assigned in previous semester.
3. Improvements for reduced backtracking -

i. To reduce the amount of back tracking, first we check all the “dependent” courses for a “interested” course and promote them to become an “interested” course (since this “dependent” course becomes a “mandatory” course in-order to graduate).

ii. We compute the dependency graph of the courses where edge specifies the pre-requisite for a course and then run topology sort to find an ordering of variable(courseID) selection so that it satisfies the constraint of dependencies among courses.

## 1.3 Course schedule output log

[Note - Following logs are for a course plan which is within the given budget.This is applicable to TASK A and TASK B]

**first.txt**  
4135 4  
3 5 6 9   
2 2 8   
2 3 7   
3 1 4 10   
1805 770 1124 436   
Number of incomplete assignments made = 854140

**second.txt**5288 4  
7 1 3 8 12 14 15 19   
5 4 6 7 11 18   
3 13 16 17   
3 2 5 20   
3330 745 783 430   
Number of incomplete assignments made = 40031498

**third.txt**4961 5  
5 8 12 13 21 22   
3 7 27 28   
3 3 20 25   
4 5 14 15 17   
3 1 16 30   
1512 711 587 1150 1001   
Number of incomplete assignments made = 1725893907

**fourth.txt**5719 5  
5 2 14 19 31 38   
2 12 34   
4 9 13 26 28   
4 3 17 18 35   
2 16 21   
2247 1403 646 1228 195

Number of assignments made = 4251

# PART 2 :War Game Report

Below are the details for each board and match up combination.

We list the winner, each player’s scores, average nodes expanded per move and average time taken to make a move along with the final board state at the end of the game.

The matchups were run with depth 3 for all the boards. We observed that we could go depths greater than 3 for few boards ( MiniMax Agent ) and upto depth 6 with AlphaBeta Agent for few boards.

The details are listed in the report in section 2 under Bonus Work.

## Section 1

### Playing at depth 3 for all the agents

Time cost in milli seconds

### BOARD : Keren.txt

1 1 1 1 1 1

1 1 1 1 1 1

1 1 1 1 1 1

1 1 1 1 1 1

1 1 1 1 1 1

1 1 1 1 1 1

**MATCH TYPE : Minimax Vs Minimax \*\***

Winner is GREEN

P1 SCORE : 15

P2 SCORE : 21

P1 Average Nodes Expanded per Move : 217740

P2 Average Nodes Expanded per Move : 194736

P1 Average Move Time : 63.0

P2 Average Move Time : 27.0

END GAME BOARD STATE :

B G B G B G

G B G B G B

B G G G G G

G G B G G G

G B G G G B

B G B B B B

**MATCH TYPE : AlphaBeta Vs AlphaBeta \*\***

Winner is GREEN

P1 SCORE : 15

P2 SCORE : 21

P1 Average Nodes Expanded per Move : 10483

P2 Average Nodes Expanded per Move : 9527

P1 Average Move Time : 13.0

P2 Average Move Time : 2.0

END GAME BOARD STATE :

B G B G B G

G B G B G B

B G G G G G

G G B G G G

G B G G G B

B G B B B B

**MATCH TYPE : Minimax Vs AlphaBeta \*\***

Winner is GREEN

P1 SCORE : 15

P2 SCORE : 21

P1 Average Nodes Expanded per Move : 217740

P2 Average Nodes Expanded per Move : 9527

P1 Average Move Time : 33.0

P2 Average Move Time : 1.0

END GAME BOARD STATE :

B G B G B G

G B G B G B

B G G G G G

G G B G G G

G B G G G B

B G B B B B

**MATCH TYPE : AlphaBeta Vs Minimax \*\***

Winner is GREEN

P1 SCORE : 15

P2 SCORE : 21

P1 Average Nodes Expanded per Move : 10483

P2 Average Nodes Expanded per Move : 194736

P1 Average Move Time : 14.0

P2 Average Move Time : 26.0

END GAME BOARD STATE :

B G B G B G

G B G B G B

B G G G G G

G G B G G G

G B G G G B

B G B B B B

### BOARD : Narvik.txt

99 1 99 1 99 1

1 99 1 99 1 99

99 1 99 1 99 1

1 99 1 99 1 99

99 1 99 1 99 1

1 99 1 99 1 99

**MATCH TYPE : Minimax Vs Minimax \*\***

Winner is GREEN

P1 SCORE : 704

P2 SCORE : 1096

P1 Average Nodes Expanded per Move : 217740

P2 Average Nodes Expanded per Move : 194736

P1 Average Move Time : 13.0

P2 Average Move Time : 46.0

END GAME BOARD STATE :

B B B G G B

B B B G G G

B B G G G B

B B G G G G

B B G G G B

G B B G B G

**MATCH TYPE : AlphaBeta Vs AlphaBeta \*\***

Winner is GREEN

P1 SCORE : 704

P2 SCORE : 1096

P1 Average Nodes Expanded per Move : 18012

P2 Average Nodes Expanded per Move : 18893

P1 Average Move Time : 23.0

P2 Average Move Time : 1.0

END GAME BOARD STATE :

B B B G G B

B B B G G G

B B G G G B

B B G G G G

B B G G G B

G B B G B G

**MATCH TYPE : Minimax Vs AlphaBeta \*\***

Winner is GREEN

P1 SCORE : 704

P2 SCORE : 1096

P1 Average Nodes Expanded per Move : 217740

P2 Average Nodes Expanded per Move : 18893

P1 Average Move Time : 29.0

P2 Average Move Time : 1.0

END GAME BOARD STATE :

B B B G G B

B B B G G G

B B G G G B

B B G G G G

B B G G G B

G B B G B G

**MATCH TYPE : AlphaBeta Vs Minimax \*\***

Winner is GREEN

P1 SCORE : 704

P2 SCORE : 1096

P1 Average Nodes Expanded per Move : 18012

P2 Average Nodes Expanded per Move : 194736

P1 Average Move Time : 1.0

P2 Average Move Time : 38.0

END GAME BOARD STATE :

B B B G G B

B B B G G G

B B G G G B

B B G G G G

B B G G G B

G B B G B G

### BOARD : Sevastopol.txt

1 1 1 1 1 1

2 2 2 2 2 2

4 4 4 4 4 4

8 8 8 8 8 8

16 16 16 16 16 16

32 32 32 32 32 32

**MATCH TYPE : Minimax Vs Minimax \*\***

Winner is BLUE

P1 SCORE : 226

P2 SCORE : 152

P1 Average Nodes Expanded per Move : 217740

P2 Average Nodes Expanded per Move : 194736

P1 Average Move Time : 76.0

P2 Average Move Time : 7.0

END GAME BOARD STATE :

B B B B B B

B B B B B B

B B B B B B

G B B B B B

G G B B G B

G B B G B G

**MATCH TYPE : AlphaBeta Vs AlphaBeta \*\***

Winner is BLUE

P1 SCORE : 226

P2 SCORE : 152

P1 Average Nodes Expanded per Move : 175974

P2 Average Nodes Expanded per Move : 152377

P1 Average Move Time : 38.0

P2 Average Move Time : 24.0

END GAME BOARD STATE :

B B B B B B

B B B B B B

B B B B B B

G B B B B B

G G B B G B

G B B G B G

**MATCH TYPE : Minimax Vs AlphaBeta \*\***

Winner is BLUE

P1 SCORE : 226

P2 SCORE : 152

P1 Average Nodes Expanded per Move : 217740

P2 Average Nodes Expanded per Move : 152377

P1 Average Move Time : 70.0

P2 Average Move Time : 21.0

END GAME BOARD STATE :

B B B B B B

B B B B B B

B B B B B B

G B B B B B

G G B B G B

G B B G B G

**MATCH TYPE : AlphaBeta Vs Minimax \*\***

Winner is BLUE

P1 SCORE : 226

P2 SCORE : 152

P1 Average Nodes Expanded per Move : 175974

P2 Average Nodes Expanded per Move : 194736

P1 Average Move Time : 24.0

P2 Average Move Time : 76.0

END GAME BOARD STATE :

B B B B B B

B B B B B B

B B B B B B

G B B B B B

G G B B G B

G B B G B G

### BOARD : Smolensk.txt

66 76 28 66 11 9

31 39 50 8 33 14

80 76 39 59 2 48

50 73 43 3 13 3

99 45 72 87 49 4

80 63 92 28 61 53

**MATCH TYPE : Minimax Vs Minimax \*\***

Winner is GREEN

P1 SCORE : 535

P2 SCORE : 1118

P1 Average Nodes Expanded per Move : 217740

P2 Average Nodes Expanded per Move : 194736

P1 Average Move Time : 61.0

P2 Average Move Time : 80.0

END GAME BOARD STATE :

B G G G G G

G G B G G G

G G B B G G

G G B G B G

G G G G G B

B G B B B G

**MATCH TYPE : AlphaBeta Vs AlphaBeta \*\***

Winner is GREEN

P1 SCORE : 535

P2 SCORE : 1118

P1 Average Nodes Expanded per Move : 100949

P2 Average Nodes Expanded per Move : 76030

P1 Average Move Time : 62.0

P2 Average Move Time : 3.0

END GAME BOARD STATE :

B G G G G G

G G B G G G

G G B B G G

G G B G B G

G G G G G B

B G B B B G

**MATCH TYPE : Minimax Vs AlphaBeta \*\***

Winner is GREEN

P1 SCORE : 535

P2 SCORE : 1118

P1 Average Nodes Expanded per Move : 217740

P2 Average Nodes Expanded per Move : 76030

P1 Average Move Time : 75.0

P2 Average Move Time : 3.0

END GAME BOARD STATE :

B G G G G G

G G B G G G

G G B B G G

G G B G B G

G G G G G B

B G B B B G

**MATCH TYPE : AlphaBeta Vs Minimax \*\***

Winner is GREEN

P1 SCORE : 535

P2 SCORE : 1118

P1 Average Nodes Expanded per Move : 100949

P2 Average Nodes Expanded per Move : 194736

P1 Average Move Time : 25.0

P2 Average Move Time : 23.0

END GAME BOARD STATE :

B G G G G G

G G B G G G

G G B B G G

G G B G B G

G G G G G B

B G B B B G

### BOARD : Westerplatte.txt

1 1 1 1 1 1

1 3 4 4 3 1

1 4 2 2 4 1

1 4 2 2 4 1

1 3 4 4 3 1

1 1 1 1 1 1

**MATCH TYPE : Minimax Vs Minimax \*\***

Winner is GREEN

P1 SCORE : 31

P2 SCORE : 41

P1 Average Nodes Expanded per Move : 217740

P2 Average Nodes Expanded per Move : 194736

P1 Average Move Time : 25.0

P2 Average Move Time : 92.0

END GAME BOARD STATE :

B B B G G B

B B B G G G

G B B B G B

G G B B G B

G G B G G G

G G G B G G

**MATCH TYPE : AlphaBeta Vs AlphaBeta \*\***

Winner is GREEN

P1 SCORE : 31

P2 SCORE : 41

P1 Average Nodes Expanded per Move : 36003

P2 Average Nodes Expanded per Move : 35006

P1 Average Move Time : 3.0

P2 Average Move Time : 19.0

END GAME BOARD STATE :

B B B G G B

B B B G G G

G B B B G B

G G B B G B

G G B G G G

G G G B G G

**MATCH TYPE : Minimax Vs AlphaBeta \*\***

Winner is GREEN

P1 SCORE : 31

P2 SCORE : 41

P1 Average Nodes Expanded per Move : 217740

P2 Average Nodes Expanded per Move : 35006

P1 Average Move Time : 26.0

P2 Average Move Time : 56.0

END GAME BOARD STATE :

B B B G G B

B B B G G G

G B B B G B

G G B B G B

G G B G G G

G G G B G G

**MATCH TYPE : AlphaBeta Vs Minimax \*\***

Winner is GREEN

P1 SCORE : 31

P2 SCORE : 41

P1 Average Nodes Expanded per Move : 36003

P2 Average Nodes Expanded per Move : 194736

P1 Average Move Time : 3.0

P2 Average Move Time : 46.0

END GAME BOARD STATE :

B B B G G B

B B B G G G

G B B B G B

G G B B G B

G G B G G G

G G G B G G

## Section 2

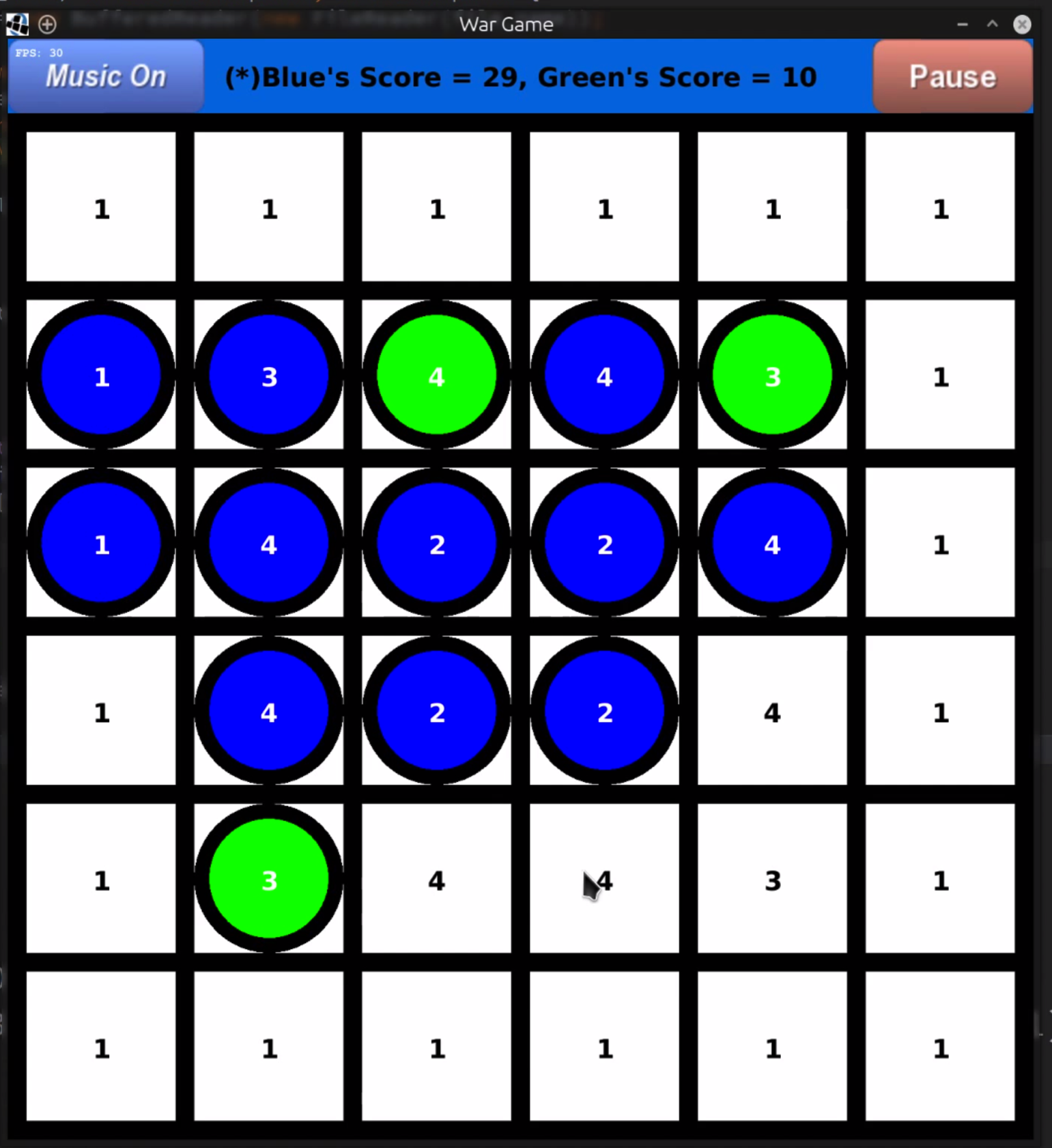
### BONUS WORK

### 1. Game Interface Design

We developed an AI WAR GAME PLAYER and played against different depths. We noticed that it became harder and harder to play with AI with increased depth.

The video has been uploaded to youtube @

<https://www.youtube.com/watch?v=-RXBUnMX-sc&feature=youtu.be>



We were able to run upto depth 6 and see that the difference in the scores for the players become lesser or tie in many cases

#### DEPTH 6

**BOARD KEREN**

P1 SCORE : 18

P2 SCORE : 18

P1 Average Nodes Expanded per Move : 927931

P2 Average Nodes Expanded per Move : 814018

P1 Average Move Time : 1339.0

P2 Average Move Time : 1531.0

END GAME BOARD STATE :

B G B G B G

G B G B G B

B G B G B G

G B G B G B

B G B G B G

G B G B G B

### 2. Designing own game boards:

We tested with bigger board sizes to check how large we can go. Below are the details.

**Size  : 12x12**

1 10 1 10 1 10 1 10 1 10 1 10   
2 9 2 9 2 9 2 9 2 9 1 10   
3 8 3 8 3 8 3 8 3 8 1 10   
4 7 4 7 4 7 4 7 4 7 1 10   
5 6 5 6 5 6 5 6 5 6 1 10   
6 5 6 5 6 5 6 5 6 5 1 10   
7 4 7 4 7 4 7 4 7 4 1 10   
8 3 8 3 8 3 8 3 8 3 1 10   
9 2 9 2 9 2 9 2 9 2 1 10   
10 1 10 1 10 1 10 1 10 1 1 10   
6 5 6 5 6 5 6 5 6 5 1 10   
7 4 7 4 7 4 7 4 7 4 1 10   
  
**MATCH TYPE : Minimax Vs Minimax \*\*  : DEPTH 3**  
Winner is BLUE  
P1 SCORE : 435  
P2 SCORE : 357  
P1 Average Nodes Expanded per Move : 54245424  
P2 Average Nodes Expanded per Move : 52757616  
P1 Average Move Time : 6049.0  
P2 Average Move Time : 6248.0  
  
  
**MATCH TYPE : AlphaBeta Vs AlphaBeta \*\*  : DEPTH 3**  
**Winner is BLUE**  
P1 SCORE : 435  
P2 SCORE : 357  
P1 Average Nodes Expanded per Move : 1828627  
P2 Average Nodes Expanded per Move : 1881049  
P1 Average Move Time : 669.0  
P2 Average Move Time : 570.0

### 3.  Random Blitz

We implemented flipCoin random M1 Blitz Move functionality. Below are the stats for each board against all the match ups. The random blitz function chooses a subset of the possible pieces adjacent enemy squares that can be conquered during the move. The included pieces are chosen with a probability of 0.5 using random function that generates two values ( 0 or 1 ).

**Play with random M1 Blitz Move incorporated.**

BOARD : game\_boards/Keren.txt \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

1 1 1 1 1 1

1 1 1 1 1 1

1 1 1 1 1 1

1 1 1 1 1 1

1 1 1 1 1 1

1 1 1 1 1 1

MATCH TYPE : Minimax Vs Minimax \*\*

Game Tied

P1 SCORE : 18

P2 SCORE : 18

P1 Average Nodes Expanded per Move : 217740

P2 Average Nodes Expanded per Move : 194736

P1 Average Move Time : 140.0

P2 Average Move Time : 46.0

END GAME BOARD STATE :

B G B G B G

B B G B B G

B G B B G G

B B B G G B

B G G G B G

B B G G G G

Game Over

MATCH TYPE : AlphaBeta Vs AlphaBeta \*\*

Winner is GREEN

P1 SCORE : 15

P2 SCORE : 21

P1 Average Nodes Expanded per Move : 10771

P2 Average Nodes Expanded per Move : 9956

P1 Average Move Time : 21.0

P2 Average Move Time : 2.0

END GAME BOARD STATE :

B G B G B G

B G B B G G

G G B G G B

G G B B G G

G B B G G G

B B B G G G

Game Over

MATCH TYPE : Minimax Vs AlphaBeta \*\*

Game Tied

P1 SCORE : 18

P2 SCORE : 18

P1 Average Nodes Expanded per Move : 217740

P2 Average Nodes Expanded per Move : 9705

P1 Average Move Time : 58.0

P2 Average Move Time : 1.0

END GAME BOARD STATE :

B G B G G G

G B B G G B

B B B G B G

B B B B G G

B G B G B G

G G B B G G

Game Over

MATCH TYPE : AlphaBeta Vs Minimax \*\*

Winner is GREEN

P1 SCORE : 15

P2 SCORE : 21

P1 Average Nodes Expanded per Move : 11261

P2 Average Nodes Expanded per Move : 194736

P1 Average Move Time : 1.0

P2 Average Move Time : 33.0

END GAME BOARD STATE :

B G B G B G

G B G B G G

B G B G G G

G B B G G B

B G B G B G

G B G G B G

Game Over

BOARD : game\_boards/Narvik.txt \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

99 1 99 1 99 1

1 99 1 99 1 99

99 1 99 1 99 1

1 99 1 99 1 99

99 1 99 1 99 1

1 99 1 99 1 99

MATCH TYPE : Minimax Vs Minimax \*\*

Winner is BLUE

P1 SCORE : 1098

P2 SCORE : 702

P1 Average Nodes Expanded per Move : 217740

P2 Average Nodes Expanded per Move : 194736

P1 Average Move Time : 36.0

P2 Average Move Time : 134.0

END GAME BOARD STATE :

B B G G B B

B B B G B G

G B B G B G

G B G B G B

G B G B B B

G G G B G B

Game Over

MATCH TYPE : AlphaBeta Vs AlphaBeta \*\*

Winner is BLUE

P1 SCORE : 1200

P2 SCORE : 600

P1 Average Nodes Expanded per Move : 16431

P2 Average Nodes Expanded per Move : 18096

P1 Average Move Time : 2.0

P2 Average Move Time : 109.0

END GAME BOARD STATE :

B B G B B G

B B G G B B

B B G G B B

B G G G B B

B G G B B G

B B B B B B

Game Over

MATCH TYPE : Minimax Vs AlphaBeta \*\*

Winner is BLUE

P1 SCORE : 1594

P2 SCORE : 206

P1 Average Nodes Expanded per Move : 217740

P2 Average Nodes Expanded per Move : 15931

P1 Average Move Time : 51.0

P2 Average Move Time : 2.0

END GAME BOARD STATE :

B B B G G G

G B B B G B

B G B B B B

G B B B B G

B B B G B B

B B B B G B

Game Over

MATCH TYPE : AlphaBeta Vs Minimax \*\*

Winner is GREEN

P1 SCORE : 797

P2 SCORE : 1003

P1 Average Nodes Expanded per Move : 16838

P2 Average Nodes Expanded per Move : 194736

P1 Average Move Time : 21.0

P2 Average Move Time : 31.0

END GAME BOARD STATE :

G G G G G G

G B B B G G

G B B G G G

G B B B G G

G G G B B G

G G G B B B

Game Over

BOARD : game\_boards/Sevastopol.txt \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

1 1 1 1 1 1

2 2 2 2 2 2

4 4 4 4 4 4

8 8 8 8 8 8

16 16 16 16 16 16

32 32 32 32 32 32

MATCH TYPE : Minimax Vs Minimax \*\*

Winner is GREEN

P1 SCORE : 183

P2 SCORE : 195

P1 Average Nodes Expanded per Move : 217740

P2 Average Nodes Expanded per Move : 194736

P1 Average Move Time : 31.0

P2 Average Move Time : 157.0

END GAME BOARD STATE :

B B B G G G

B B G G G G

B B B B G G

B B G B B G

B G G B B B

G B G B G G

Game Over

MATCH TYPE : AlphaBeta Vs AlphaBeta \*\*

Winner is GREEN

P1 SCORE : 175

P2 SCORE : 203

P1 Average Nodes Expanded per Move : 170358

P2 Average Nodes Expanded per Move : 153898

P1 Average Move Time : 30.0

P2 Average Move Time : 50.0

END GAME BOARD STATE :

B B B B B G

B B B B B G

B B B G B G

G B B G G G

G G G B B G

B B G G B G

Game Over

MATCH TYPE : Minimax Vs AlphaBeta \*\*

Winner is GREEN

P1 SCORE : 137

P2 SCORE : 241

P1 Average Nodes Expanded per Move : 217740

P2 Average Nodes Expanded per Move : 157221

P1 Average Move Time : 55.0

P2 Average Move Time : 9.0

END GAME BOARD STATE :

G G G G G B

G G B G B G

G G G B B B

G G G B B B

B B G G G G

B B G G G G

Game Over

MATCH TYPE : AlphaBeta Vs Minimax \*\*

Winner is GREEN

P1 SCORE : 185

P2 SCORE : 193

P1 Average Nodes Expanded per Move : 176940

P2 Average Nodes Expanded per Move : 194736

P1 Average Move Time : 175.0

P2 Average Move Time : 36.0

END GAME BOARD STATE :

G G G G G B

G B G G G B

B G B G G B

B B B B G B

G B B G G G

B B G G B G

Game Over

BOARD : game\_boards/Smolensk.txt \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

66 76 28 66 11 9

31 39 50 8 33 14

80 76 39 59 2 48

50 73 43 3 13 3

99 45 72 87 49 4

80 63 92 28 61 53

MATCH TYPE : Minimax Vs Minimax \*\*

Winner is BLUE

P1 SCORE : 1090

P2 SCORE : 563

P1 Average Nodes Expanded per Move : 217740

P2 Average Nodes Expanded per Move : 194736

P1 Average Move Time : 12.0

P2 Average Move Time : 74.0

END GAME BOARD STATE :

B G G B B B

B G G B B B

B G G B G G

B B B G G G

B B B B G G

G B B B B G

Game Over

MATCH TYPE : AlphaBeta Vs AlphaBeta \*\*

Winner is GREEN

P1 SCORE : 653

P2 SCORE : 1000

P1 Average Nodes Expanded per Move : 39181

P2 Average Nodes Expanded per Move : 34189

P1 Average Move Time : 26.0

P2 Average Move Time : 5.0

END GAME BOARD STATE :

G G G G B B

G G G G B B

G G G B B G

B B G B G G

B B B G G G

G B B B G G

Game Over

MATCH TYPE : Minimax Vs AlphaBeta \*\*

Winner is BLUE

P1 SCORE : 1104

P2 SCORE : 549

P1 Average Nodes Expanded per Move : 217740

P2 Average Nodes Expanded per Move : 41631

P1 Average Move Time : 199.0

P2 Average Move Time : 4.0

END GAME BOARD STATE :

G B B B G B

B B B G B G

B G B B B B

G B G B B B

B B B G B B

G B B B G G

Game Over

MATCH TYPE : AlphaBeta Vs Minimax \*\*

Winner is BLUE

P1 SCORE : 956

P2 SCORE : 697

P1 Average Nodes Expanded per Move : 33063

P2 Average Nodes Expanded per Move : 194736

P1 Average Move Time : 5.0

P2 Average Move Time : 60.0

END GAME BOARD STATE :

B B B B G G

G B G G G G

B G B G G G

B B G G G G

B G B B G G

G G B B B G

Game Over

BOARD : game\_boards/Westerplatte.txt \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

1 1 1 1 1 1

1 3 4 4 3 1

1 4 2 2 4 1

1 4 2 2 4 1

1 3 4 4 3 1

1 1 1 1 1 1

MATCH TYPE : Minimax Vs Minimax \*\*

Winner is GREEN

P1 SCORE : 24

P2 SCORE : 48

P1 Average Nodes Expanded per Move : 217740

P2 Average Nodes Expanded per Move : 194736

P1 Average Move Time : 17.0

P2 Average Move Time : 111.0

END GAME BOARD STATE :

B G G B B B

B B G G B G

B B G G G G

G G B G B G

G G G G G B

G G G G B G

Game Over

MATCH TYPE : AlphaBeta Vs AlphaBeta \*\*

Winner is BLUE

P1 SCORE : 55

P2 SCORE : 17

P1 Average Nodes Expanded per Move : 32959

P2 Average Nodes Expanded per Move : 36755

P1 Average Move Time : 32.0

P2 Average Move Time : 7.0

END GAME BOARD STATE :

G B B G B B

B B B G G B

B B B B G B

B B G B B B

B B B B B B

B G B G B B

Game Over

MATCH TYPE : Minimax Vs AlphaBeta \*\*

Winner is BLUE

P1 SCORE : 37

P2 SCORE : 35

P1 Average Nodes Expanded per Move : 217740

P2 Average Nodes Expanded per Move : 30801

P1 Average Move Time : 17.0

P2 Average Move Time : 27.0

END GAME BOARD STATE :

B B G B B G

B B B G B G

B G G G G B

B B G B G G

G G B B B G

B G B G G G

Game Over

MATCH TYPE : AlphaBeta Vs Minimax \*\*

Winner is BLUE

P1 SCORE : 42

P2 SCORE : 30

P1 Average Nodes Expanded per Move : 35078

P2 Average Nodes Expanded per Move : 194736

P1 Average Move Time : 35.0

P2 Average Move Time : 486.0

END GAME BOARD STATE :

G B B B G G

B B B B G B

B B G G B B

G B G G B B

G G G G B B

B G G B B G

### 4.  Player agents at different depths

We also implemented different DEPTH play for match up such that one agent can play at certain depth while other can play at some depth.

Observation:

We observed that the agent playing at greater depth gets more score as expected in most of the cases.

**Player 2 is playing at Depth 4 while Player 1 at Depth 3**

BOARD : game\_boards/Keren.txt \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

1 1 1 1 1 1

1 1 1 1 1 1

1 1 1 1 1 1

1 1 1 1 1 1

1 1 1 1 1 1

1 1 1 1 1 1

MATCH TYPE : AlphaBeta Vs AlphaBeta \*\*

Winner is GREEN

P1 SCORE : 16

P2 SCORE : 20

P1 Average Nodes Expanded per Move : 10733

P2 Average Nodes Expanded per Move : 28155

P1 Average Move Time : 44.0

P2 Average Move Time : 139.0

END GAME BOARD STATE :

B G B G B G

G B G B G G

B G B G G G

B B G G G G

B B B G G B

G B B G G B

Game Over

BOARD : game\_boards/Narvik.txt \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

99 1 99 1 99 1

1 99 1 99 1 99

99 1 99 1 99 1

1 99 1 99 1 99

99 1 99 1 99 1

1 99 1 99 1 99

MATCH TYPE : AlphaBeta Vs AlphaBeta \*\*

Game Tied

P1 SCORE : 900

P2 SCORE : 900

P1 Average Nodes Expanded per Move : 15849

P2 Average Nodes Expanded per Move : 63647

P1 Average Move Time : 3.0

P2 Average Move Time : 88.0

END GAME BOARD STATE :

B G G B G G

B G B B B G

B G G G G G

B G G G G G

B B B B B B

G B B B G B

Game Over

BOARD : game\_boards/Sevastopol.txt \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

1 1 1 1 1 1

2 2 2 2 2 2

4 4 4 4 4 4

8 8 8 8 8 8

16 16 16 16 16 16

32 32 32 32 32 32

MATCH TYPE : AlphaBeta Vs AlphaBeta \*\*

Winner is BLUE

P1 SCORE : 230

P2 SCORE : 148

P1 Average Nodes Expanded per Move : 169366

P2 Average Nodes Expanded per Move : 3532388

P1 Average Move Time : 32.0

P2 Average Move Time : 1074.0

END GAME BOARD STATE :

G B G G B G

B B B G G B

G B B G G B

B B G G B B

B B B B B G

B B B G G G

BOARD : game\_boards/Smolensk.txt \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

66 76 28 66 11 9

31 39 50 8 33 14

80 76 39 59 2 48

50 73 43 3 13 3

99 45 72 87 49 4

80 63 92 28 61 53

MATCH TYPE : AlphaBeta Vs AlphaBeta \*\*

Winner is GREEN

P1 SCORE : 635

P2 SCORE : 1018

P1 Average Nodes Expanded per Move : 29955

P2 Average Nodes Expanded per Move : 180857

P1 Average Move Time : 23.0

P2 Average Move Time : 228.0

END GAME BOARD STATE :

G G G G G G

G B G G G G

G G B G B B

B G B B B B

G B B B B G

G G G B B B

BOARD : game\_boards/Westerplatte.txt \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

1 1 1 1 1 1

1 3 4 4 3 1

1 4 2 2 4 1

1 4 2 2 4 1

1 3 4 4 3 1

1 1 1 1 1 1

MATCH TYPE : AlphaBeta Vs AlphaBeta \*\*

Winner is GREEN

P1 SCORE : 34

P2 SCORE : 38

P1 Average Nodes Expanded per Move : 40407

P2 Average Nodes Expanded per Move : 271872

P1 Average Move Time : 4.0

P2 Average Move Time : 186.0

END GAME BOARD STATE :

B B B G G G

B B B G G G

B B G G G G

B B B G G G

G B G B G G

B G B B B G