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#			Playing Matches							
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#	Match #	Opponent	AB_Improved		AB_Custom		AB_Custom_2		AB_Custom_3	
#			Won	Lost	Won	Lost	Won	Lost	Won	Lost
#	1	Random	10	0	9	1	8	2	8	2
#	2	MM_Open	5	5	5	5	6	4	7	3
#	3	MM_Center	9	1	10	0	9	1	9	1
#	4	MM_Improved	6	4	4	6	3	7	3	7
#	5	AB_Open	5	5	5	5	4	6	5	5
#	6	AB_Center	6	4	7	3	3	7	5	5
#	7	AB_Improved	4	6	6	4	7	3	6	4
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#		Win Rate:	64.3%		65.7%		57.1%		61.4%	

AB_Custom

In addition to maximizing own moves while minimizing opponent's moves, we prefer moves that result in more overlapping moves because it gives a higher chance to block opponent's moves.

AB_Custom_2

Custom 2 is similar to the AB_Improved but we amplify the effect of the difference between the number of player's and opponent's moves. By taking a square between the difference allow us to distinguish between 2 vs 1 and 5 vs 4. Custom 2 will prefer moves that generate more opportunities for player.

AB_Custom_3

Be more aggressive as we progress in the game.

CONCLUSION

AB_Improved had a win rate of 64.3% while the best performing evaluation function, AB_Custom, won 65.7% fo the time. The other two AB_Custom_2 and AB_Customer_3 won 57.1% and 61.4%.

AB_Custom is recommended because:

1. it achieved the best win rate of 65.7%

2. it has minimum memory space requirement as it does not require information from previous moves besides the global state of which spot is taken.
3. it is easy to implement
4. the game of isolation is to stop opponent from moving so going where the overlapping moves are will increase the chance of blocking.