

Project 3 - Adversarial Search

Option #2 - Opening Book

Describe your process for collecting statistics to build your opening book. How did you choose states to sample? And how did you perform rollouts to determine a winner?

I separated the Alpha_beta_pruning algorithm into its own _helpers.py file so it can be reused inside custom_player class and opening_book.py script. I mostly did alpha_beta_pruning to depth 4 then randomly selected actions from the available actions and returned a score of best available moves for current player

What opening moves does your book suggest are most effective on an empty board for player 1 and what is player 2's best reply?

Action 114 is very competitive and the reply is the opposite side of it.