



GLADOS

Yet Another General Game Player

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01 Features

General Features

- Java 1.6 for main processes and communication.
- Multithreading solutions for time management.
- Eclipse prolog as reasoner.
- Game analyzer for algorithm selection.
- Special attention in memory consumption (after many problems with it)

02 Features Analyzer

- Eliminates step counter from nodes (in order to provide state collapse).
- Run random games and extract properties from the games:
 - Average branching.
 - Average depth.
- Selects the best suited algorithm for the given game.

02 Features

Algorithms

Single Player Games Iterative Deepening with state collapse.

Multiplayer

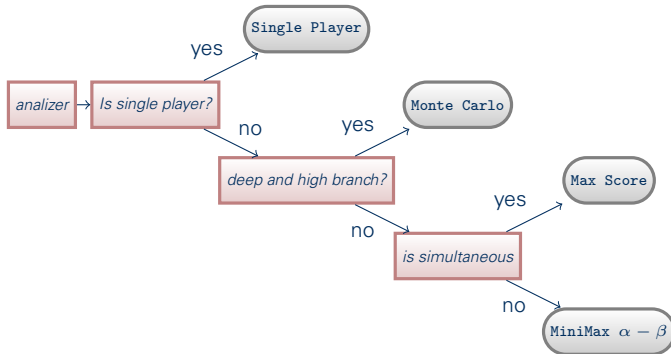
Turn Taking: MiniMax $\alpha - \beta$ Iterative Deepening with state collapse.

Simultaneous: Max goal Iterative Deepening with state collapse.

High Branching: Monte-Carlo

03 Architecture

Algorithm Selection



Thank You!