

General Game Playing

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Exercise 6.1

Improve your player by using meta gaming techniques, e.g.:

- factoring of games,
- symmetry detection,
- rule optimization (rule ordering, conjunct ordering, ...),
- better evaluation functions (goal distance, combining different heuristics, ...).

Verify your progress by letting different versions of your program (with and without the improvements) play against each other in a selection of games. Record the results of the comparisons for at least 5 different games and send me an email with the results no later than Sunday, Feb 1st 2009 with a short descriptions of the changes between the versions of your program you compared.