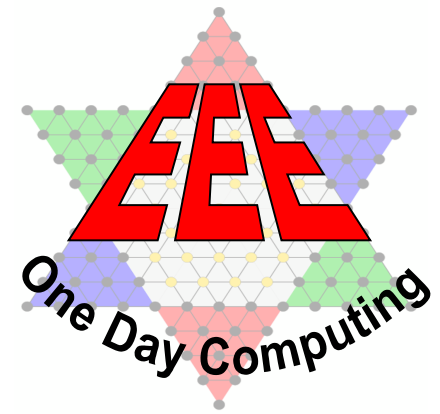


Agenda



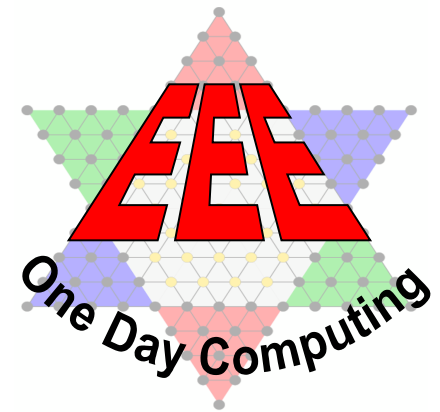
- Introduction
- Strategies
 - MonteCarlo
 - Singleplayer
 - MiniMax
- GDL preprocessing
 - Knowledgebase reordering
 - Strategymanager

Introduction



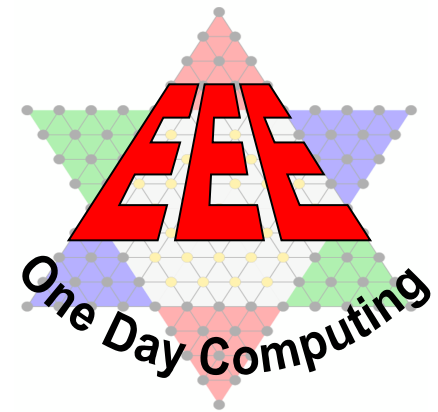
- Java based Player
- Palamedes as interface to reasoner
- Palamedes for connecting to the gamemaster
- Prologprover as reasoner

Strategies



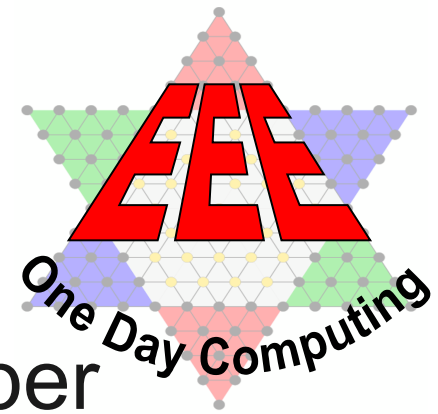
- Monte Carlo strategy
 - Good for medium complex games
- Singeplayer strategy
 - Combination of depth first search and iterative deepening
- MiniMax Strategy
 - Very good for small 2 player, zero sum, turn taking games

Knowledgebase reordering



- Preprocessing of the gdl rules
 - Conjunct reordering
 - Rule reordering
- Works for 80 % of the games very well
 - Speedup of 10 - 40 %
- Errors for 20 % of the games
 - Game is not playable
 - Not safe enough for competition

Strategymanager



- Choose a strategy depending on number of players
- Approximate the size of the game tree
 - Simulation during startclock to get parameters
 - Only for games with more then one player
 - Works quite well for finding small games

