

General Game Playing

MateRasi

Course WS09/10
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Configuration

- Eclipse Prolog as reasoner
- running on an Intel Core 2 Duo @ 1.66Ghz with 2GB RAM



Features

- iterative deepening search for single player games
- alpha-beta pruning of for 2 player games with alternating moves
- other games are played with UCT



UCT

- tree-search using monte-carlo approach
- favoring a path that got higher values in the monte-carlo simulations



Todo

- adjusting UTC to simultaneous moves
- implement multithreading for better time usage
- e.g. if alpha-beta doesn't find a solution we could choose the best move from UCT

