

Pegfive Evaluation Function

- a simple game consisting of a board of 16x16 squares
 - two players, red, and, blue
 - each player places a counter until a row, column or diagonal has five consecutive counters
- [download the following code](http://floppsie.comp.glam.ac.uk/download/m2/TARGZ/pegfive-0.3.tar.gz) (<http://floppsie.comp.glam.ac.uk/download/m2/TARGZ/pegfive-0.3.tar.gz>)
 - move it to your desktop

Pegfive Evaluation Function

- we need to download the source code to a pegfive program, build it and install it locally
 - you can do this by following these instructions
- open up a terminal window and type the following

Pegfive Evaluation Function

```
■ $ cd Desktop
  $ tar zxvf pegfive-0.3.tar.gz
  $ cd pegfive-0.3
  $ ./configure --prefix=$HOME/opt
  $ make
  $ make install
```

Running pegfive

- open up a terminal window, and type the following:

```
■ $ $HOME/opt/bin/pegfive
```

Pegfive game construction

- use AlphaBeta to search game tree
- what moves should the game evaluate?
 - examining all 256 positions at the beginning of the game is likely too expensive
- what criteria would you use to generate a possible move list?
- what criteria would you use to score a given position?
- examine the source code for pegfive and write down a verbal description of the evaluation function

Homework

- download the Othello source code from previous lectures and write down a verbal description of the evaluation function