

Faculty of Mathematics and Physics
Charles University in Prague
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UT2004 bots made easy!

Pogamut 3

Tag! Tournament Debriefing

Tag! Tournament



Tournament Setup

- 11 Participants from 2014 + 6 from year 2013
- 4 Bots per Match
- 14 Matches
- Pseudo Double-Elimination Tournament System
- Match
 - Tag counting ~ more is worse
 - Ties ~ “Tagged Time” assessment
 - Ties still ~ 1 out, 2nd match with 3 bots remaining

Tournament Setup

Pseudo Double-Elimination



Tournament Scoring

- Win/Lose Match counting
- Win/Lose sequence determined the final place
- 50% of participants rewarded

Legend	
Stat	Meaning
W	Win
L	Lose

Resolution	
Stat	Final place
WWWW	1-2
LWWW	1-2
WWWLW	3-6
WWWLL	3-6
LWWLW	3-6
LWWLL	3-6
WWLW	3-6
WWLL	3-6
WLW	7-8
WLL	9-12
LWL	9-12
LLW	13-14
LLL	15-16

Resolution	
Final place	Bonus points
1	16
2	12
3	12
4	8
5	8
6	4
7	4
8	4
9-16	0

Tournament Highlights

See respective files from 'videos' folder.

Hunter == Catcher == Seeker

Advices / Options to try

- Do not fix on single opponent that much 😊
 - Count distances between you and all visible preys every logic()
 - Have “global timeout” for single-opponent hunt
 - Try to categorize your opponents: Hard/Easy to catch
 - You can actually check, which opponent is “weak” by using `tag.getBotRecord(player).getTagGotMillis().size()`
- When hunting, try to corner your opponent
 - But it is hard to tweak correctly...
- Dodge-forward carefully
 - Actually you have to dodge more often, but be careful...

Prey == Runner == Escapee

Advices / Options to try

- Avoid being caught in the corner!
 - It might screw you up completely!
- Smooth (circle) running works good
- Dodging is the key to avoidance
- Try to trick the hunter to start catching someone else!

Tournament Results

Fanfare

No.	Contestant	Year	Coding Hours	Random	Stat	Final place	Bonus points
2	Václav Perníčka	2014	5-8	0,08	WWWW	1	16
14	Jan Krajíček	2014	?	0,77	WWWW	2	12
8	Vojtěch Černý	2014	8	0,33	LWWLW	3	12
9	Lukáš Šurín	2014	>=12	0,34	WWLW	4	8
4	Robert Cesar	2014	15	0,14	WWLL	5	8
7	Milan Rybář [1st-2013]	2013	?	0,32	LWWLL	6	4
5	Václav Obrázek	2014	6	0,24	WLW	7	4
6	Tomáš Pavlík	2014	6	0,30	WLW	8	4
11	Miroslav Štola	2014	7	0,38	WLL	9-12	0
13	Miroslav Vodolán [4th-2013]	2013	?	0,72	WLL	9-12	0
10	Ivan Krasičenko [3rd-2013]	2013	?	0,38	LWL	9-12	0
15	Jiří Dutkevič [5th-2013]	2013	6	0,95	LWL	9-12	0
1	Michal Pokorný	2014	?	0,01	LLW	13	0
16	Lucie Řeháková	2014	12	1,00	LLW	14	0
3	Bohuslav Macháč [2nd-2013]	2013	?	0,12	LLL	15	0
12	Ondřej Kopička	2014	?	0,62	LLL	16	0

Tournament Conclusion

- It was much easier to create RUNNERS than SEEKERS
- Winner was actually the bot with the “best catching” algorithm
 - If you were unable to pass the tag, you were screwed
- 2015
 - RUNNER speed should be penalized or SEEKER speed should be boost (not much ... 5-10%)
 - May be, include “energy”?

Questions? Comments?

I sense a soul in search of justice...

- You can file an objection against the tournament results
 - Jakub Gemrot (Tuesday practice lessons)
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 - Michal Bída (Monday practice lessons)
 - michal.bida@gmail.com
- Or speak-up right now!