

Computer v/s Human Tic-tac-toe Game

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Abstract

The abstract part presents the abstract of your report in about 100-150 words.

Keywords

AI, game, tic-tac-toe

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1. Introduction

Give here detailed introduction about your AI semester project, ...

2. Objective

Write here about the objective of this project in 100 words about ..

3. Motivation

Write here, about why you chose this project, what are likely the end results, how this would be useful for the aimed objectives, etc. ?

4. Theory

What are the theoretical concepts you are going to use for this regarding representation, search, models, etc.?

5. Design

Discuss here about the design and methods you are going to use

Discuss here the methods you have used for representation, search, etc., including the formulas as given below.

$$\cos^3 \theta = \frac{1}{4} \cos \theta + \frac{3}{4} \cos 3\theta \quad (1)$$

Give more description about the methods you have used... The items can be listed as follows:

1. First item in a list
2. Second item in a list
3. Third item in a list

5.1 Subsection

If there is some subsection, write the subsection

Name of Paragraph 1 Write here the contents of the paragraph... in any number of lines

name of Paragraph 2 Write here contents of this paragraph 2 in many lines....

5.2 Subsection

Sub section goes here , with description. if any diagram is there, convert that (jpg) into .ps (post script) by Gimp or photo-shop and add here.

5.3 title of the Subsection

the body of the subsection goes here

If there is any table, then it goes like this.

Table 1. Table of Grades

Name		
First name	Last Name	Grade
John	Doe	7.5
Richard	Miles	2



Figure 1. Wide Picture

5.3.1 title of Subsubsection

text / description of the subsection goes here....

Word Definition

Concept Explanation

Idea Text

5.3.2 title of next subsection Subsubsection

Body text of this subsection.

- First item in a list
- Second item in a list
- Third item in a list

5.3.3 title of the Subsubsection

body of the subsection

5.4 title of Subsection

Body of the subsection

6. Implementation

How this project can be implemented in real-life, for example what tools, languages, hardware, programming you are going to use/propose? What may be the various tests needed to ensure its satisfactory performance, etc.

7. Applications

What are the various potential applications when this project becomes working, who would be end users, etc.

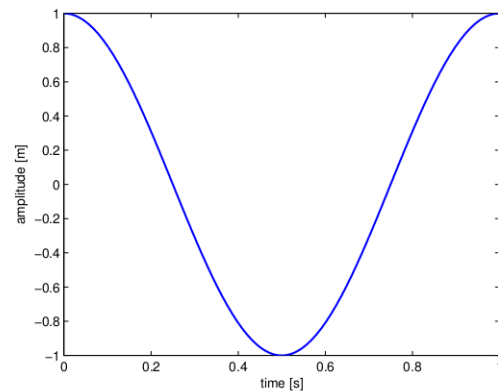


Figure 2. In-text Picture

8. Conclusion and Results

Mention here the conclusion, results and Future Improvements..

Discuss here the important thinks..

The figure in the text is referenced as Figure 2.

Results and further discussions goes here. you can name the sections and paragraphs as per your convenience....

Acknowledgments

So long and thanks for all the fish [1].

References

- [1] A. J. Figueredo and P. S. A. Wolf. Assortative pairing and life history strategy - a cross-cultural study. *Human Nature*, 20:317–330, 2009.