

Tomato's code description

- **Team Summary**

I am a member of society. I am a rule-based algorithm. I use the number of victory of other agents to decide where to vote etc. Also, This agent is based on my agent submitted to the 2st International AIwolf Contest. Here, we will explain the newly added functions. See last year's description for other details.

class path: java,com.gmail.toooo1718tyan.Player.RoleAssignPlayer

- **5AIwolf**

- VILLAGRE

Second day, I say POSSESSED CO. I deceive WEREWOLF by do fake POWER PLAY.

- SEER

Added strategies for different timing utterances.

- POSSESSED

If there is an agent who is SEER CO before me, I will hide.

Second day, If you have one WEREWOLF CO, believe in that agent.

- WEREWOLF

Second day, we considered the case where the madman did not perform SEER CO.

Second day, Added hidden action.

- **15AIwolf**

- Common action

Changed the vote algorithm for humans.

Rule-based algorithm doesn't change much because I can't think of the best strategy.

- **Estimator**

Uses Logistic regression. Estimate a WEREWOLF. The agent most likely to be a WEREWOLF is the WEREWOLF.

Also, Explanatory variables are written below.

- ◇ Information get from the game

- Example: date, turn

- ✧ Features related to CO
 - Example: Number of COs
- ✧ Features related to Vote
 - Example: Number of votes
- ✧ Features related to Estimate
 - Example: Estimated number of remarks

The accuracy is not good. However, it is adopted.