Heuristics

Lab Section 10

Today's Lab

- We will explore:
- No assignment today
- Project related announcements
- Remaining labs announcements
- in-lab competition within student bots

Project related announcements

- Folder for project code submission is created on BrightSpace.
- Just submit your client file, having your strategy, by no later than the evening of Thursday, 19 January.

1. Kindly Only submit the client file and make sure that it is working with serverzmq_bot_version.py.
   - serverzmq_bot_version.py is available on brightspace.
2. Make sure to name your submission file (client file) properly.
   - Name should follow this convention
     - "first partner name" + '_' + "second partner name" + '_client.py'
     - All letters should be lowercase
     - So if john and James submit a file, its name should be john_james_client.py

Project related announcements – contd.

3. Make sure to only return integer type from the determinebid function.

- If your determined bid is float, convert it to int and then return from the function.
- If your bid is None or you don't want to bid in a specific round, you should return 0 as the bid amount from the function.

4. You will present your solution (on Friday) so please be sure that both you and your partner know this well. The professor will be asking you detailed questions.

- For Programming novice students, work with your partners to understand the code and also give them feedback/improve their bidding strategy. If you need help, let me know.
- You can also involve me in discussing, understanding or implementing anything related to programming.

5. You will be evaluated against multiple intelligent players as well as a few random ones. So be prepared and Good Luck.

Remaining labs announcements

- In the remaining labs:

- Firstly, We will mainly be hosting competitions within multiple intelligent and random bots, so do join to evaluate your current strategy against real competition.

- Secondly, you can use the labs to take help in exploring/discussing/understanding anything related to programming from the past lab sessions or anything related to better-equipping your auction winning strategy.

In-lab bot battle

- Let's start the bot battle.
- If you want to join:
  - In your client:
  - replace the following line of code:
    - port = "50018"
    - with this code:
    - port = "10150"
  - and this line of code:
    - socket.connect("tcp://localhost:%s" % port)
    - with this code:
    - socket.connect("tcp://6.tcp.eu.ngrok.io:%s" % port)
  - The link/port could change and will only be active till the end of the lab.
  - If you want to create a such link via tunneling:
  - Look into ngrok and follow this link
    - https://dashboard.ngrok.com/get-started/setup

End