

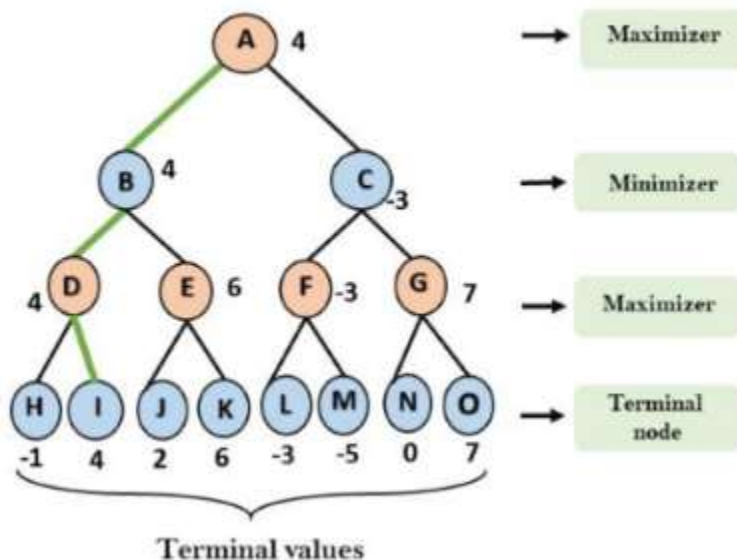
EX.NO:4

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Reg.no:220701003

MINIMAX ALGORITHM

- A simple example can be used to explain how the minimax algorithm works. We've included an example of a game-tree below, which represents a two-player game.
- There are two players in this scenario, one named Maximizer and the other named Minimizer.
- Maximizer will strive for the highest possible score, while Minimizer will strive for the lowest possible score.
- Because this algorithm uses DFS, we must go all the way through the leaves to reach the terminal nodes in this game-tree.
- The terminal values are given at the terminal node, so we'll compare them and retrace the tree till we reach the original state.



CODE:

```
def minimax(depth, nodeIndex, isMaximizingPlayer, scores, targetDepth):

    if depth == targetDepth:
        return scores[nodeIndex]

    if isMaximizingPlayer:
        return max(minimax(depth + 1, nodeIndex * 2, False, scores,
targetDepth),
                    minimax(depth + 1, nodeIndex * 2 + 1, False, scores,
targetDepth))
    else:

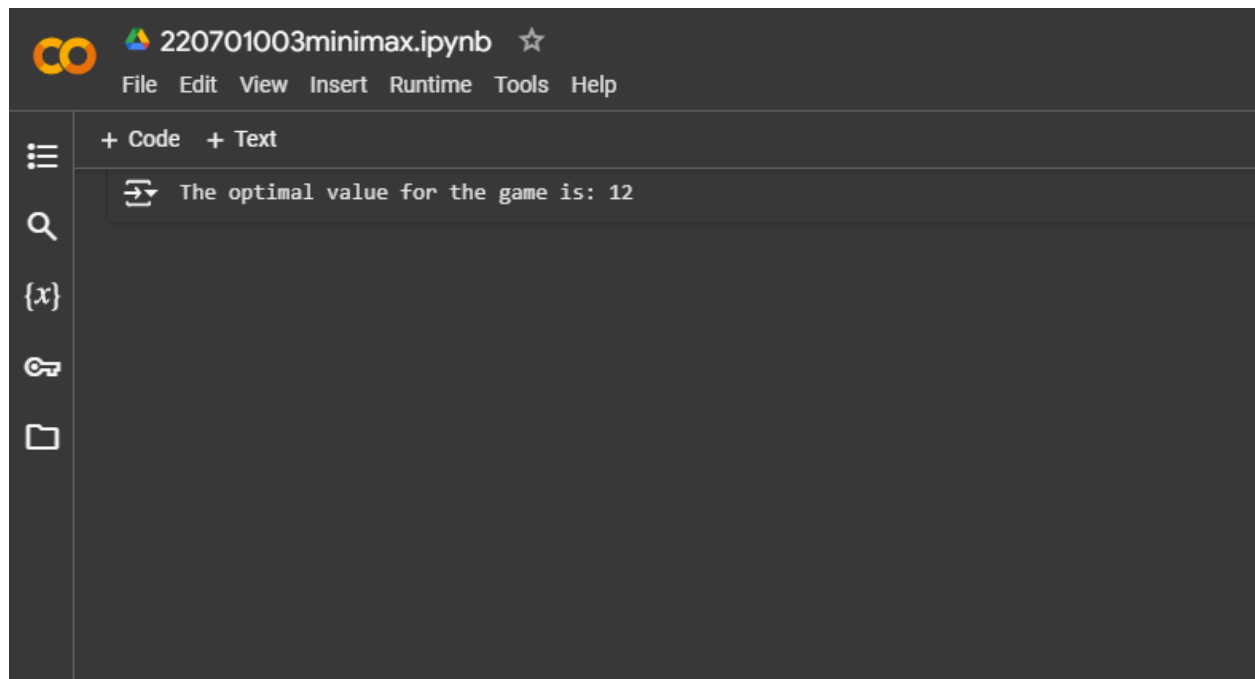
        return min(minimax(depth + 1, nodeIndex * 2, True, scores,
targetDepth),
                    minimax(depth + 1, nodeIndex * 2 + 1, True, scores,
targetDepth))

if __name__ == "__main__":
    scores = [3, 5, 2, 9, 12, 5, 23, 23]

    targetDepth = 3

    optimalValue = minimax(0, 0, True, scores, targetDepth)
    print("The optimal value for the game is:", optimalValue)
```

OUTPUT:



The screenshot shows a Jupyter Notebook window titled "220701003minimax.ipynb". The interface includes a menu bar with "File", "Edit", "View", "Insert", "Runtime", "Tools", and "Help". On the left, there is a sidebar with icons for a list, search, a variable $\{x\}$, a key, and a folder. The main area displays a code cell with the output: "The optimal value for the game is: 12".

Result:

Thus the above program is executed successfully