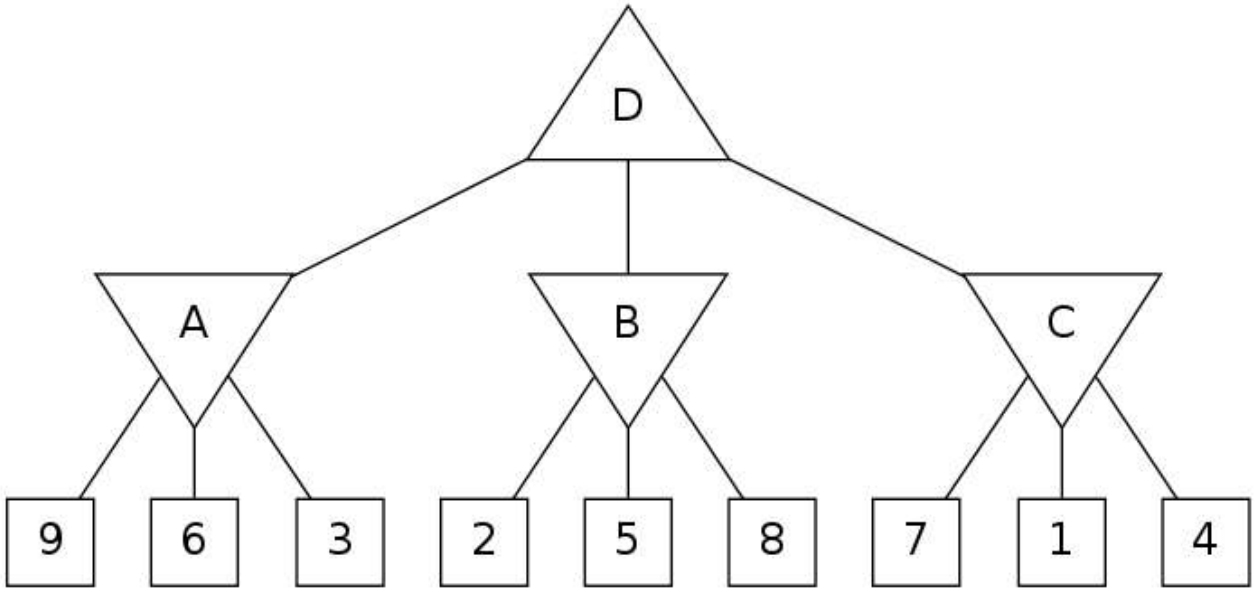
hw3_games_q1_minimax

Question 1: Minimax

0.0/4.0 points (graded)

Consider the zero-sum game tree shown below. Triangles that point up, such as at the top node (root), represent choices for the maximizing player; triangles that point down represent choices for the minimizing player. Outcome values for the maximizing player are listed for each leaf node, represented by the values in squares at the bottom of the tree. Assuming both players act optimally, carry out the minimax search algorithm. Enter the values for the letter nodes in the boxes below the tree.



A	B	C	D
3	2	1	3
Answer: 3	**Answer:** 2	**Answer:** 1	**Answer:** 3

Maximizing nodes choose the highest value from their children, and minimizing node take on the lowest value from among their children.
A chooses 3, B chooses 2, and C chooses 1.
D then chooses 3 from among A, B, and C

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Answers are displayed within the problem