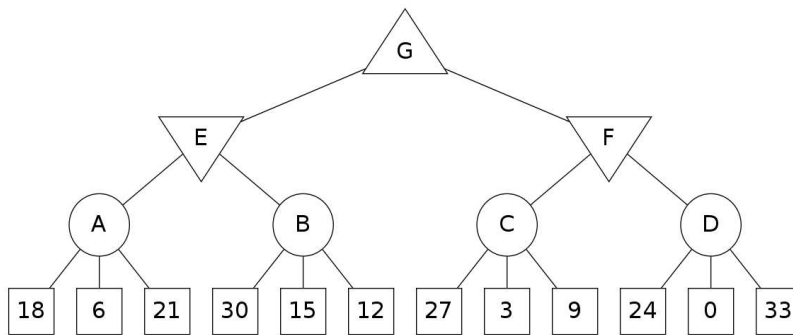# hw3_games_q2_expectiminimax
Question 2: Expectiminimax

0.0/7.0 points (graded)

Consider the game tree shown below. As in the previous problem, triangles that point up, such as the top node (root), represent choices for the maximizing player; triangles that point down represent choices for the minimizing player. The circular nodes represent chance nodes in which each of the possible actions may be taken with equal probability. The square nodes at the bottom represent leaf nodes. Assuming both players act optimally, carry out the expectiminimax search algorithm. Enter the values for the letter nodes in the boxes below the tree.

A	B	C	D	E	F
15	19	13	19	15	13
Answer: 15	Answer: 19	Answer: 13	Answer: 19	Answer: 15	Answer: 13

The value for each circular node is equal to the expectation of the values of its children, which is found by adding up each of the child values and dividing by the number of children.
E and F take the minimums from their respective children.
G takes 15, the max of E and F

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ⓘ Answers are displayed within the problem