

Le Développement d'un programme joueur

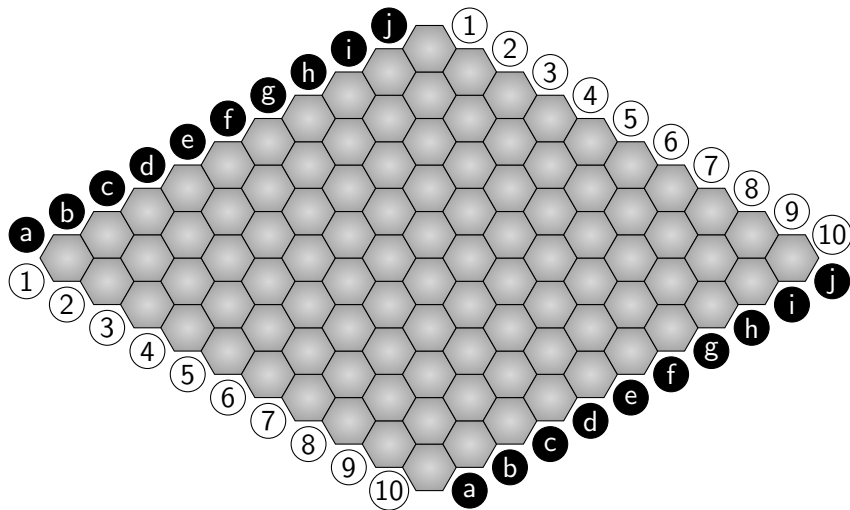
T.I.P.E 2014

Plan

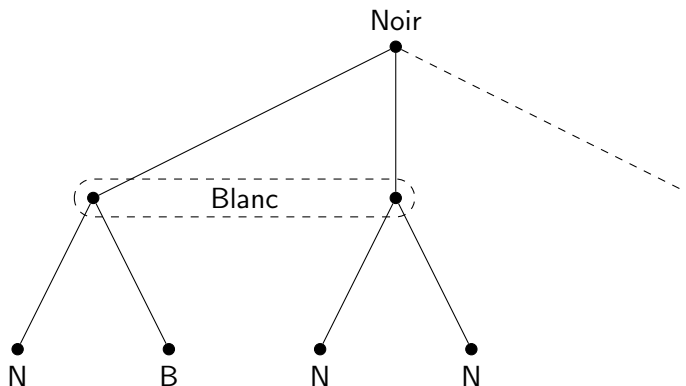
Introduction

Aproche simple

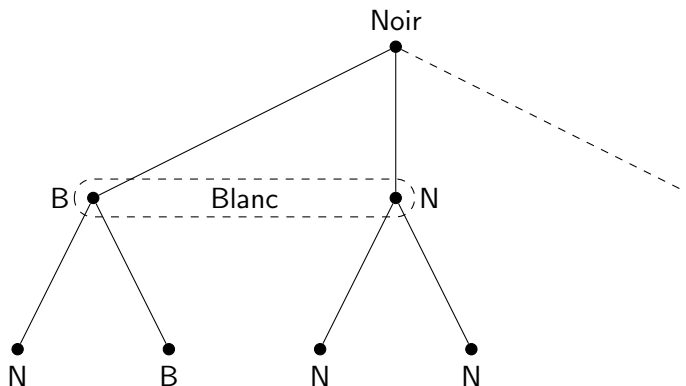
Hex



Présentation de l'algorithme Minimax



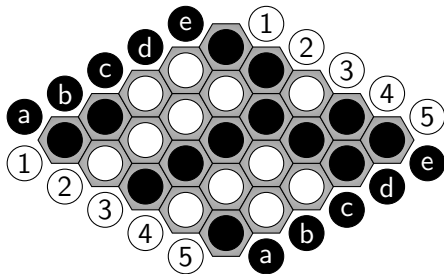
Présentation de l'algorithme Minimax



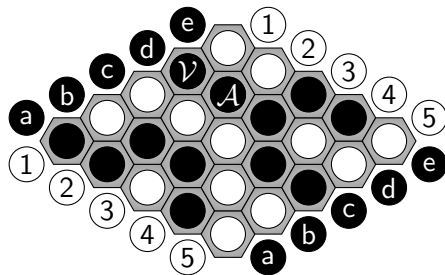
Complexité

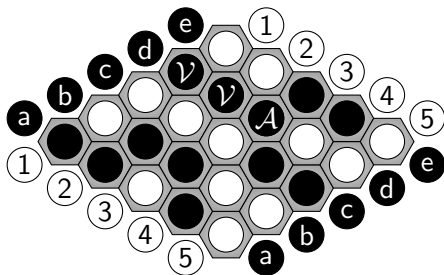
- ▶ winner
- ▶ getWinningPlay

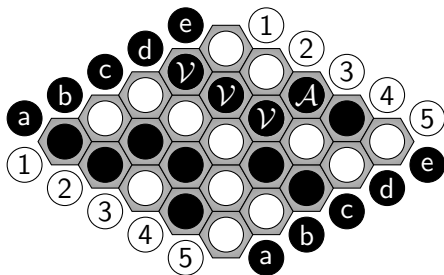
winner

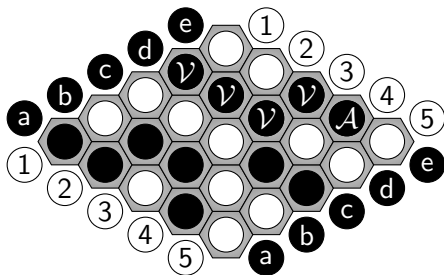


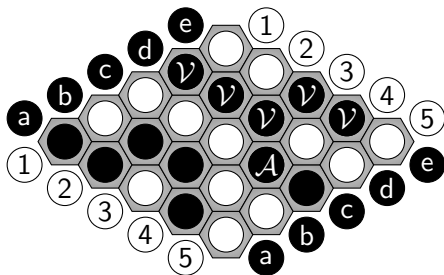
Implémentation

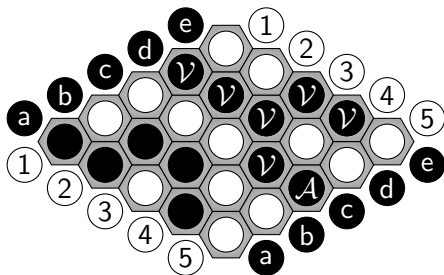


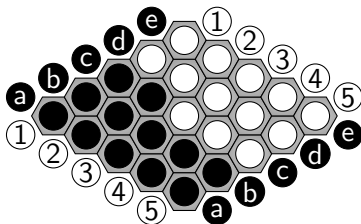












- Complexité d'un parcours

$$P(n) = \sum_{k=1}^{\left\lceil \frac{n^2}{2} \right\rceil} k$$

$$\Rightarrow P(n) = O\left(\left\lceil \frac{n^2}{2} \right\rceil^2\right)$$

$$\Rightarrow P(n) = O(n^4)$$

- Complexité de winner

$$W(n) = nP(n) = O(n^5)$$