

Othello Minimax Algorithm

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Homework 2
June 4, 2021

Purpose

Implement a minimax algorithm for the board game Othello.

Python and Pip requirements

- Python 3
- numpy

How to run

Available commands:

```
python othello.py < clearBestMove.txt
```

```
python othello.py < clearBestCounterMove.txt
```

```
python othello.py < arbitraryBoard5.txt
```

```
python othello.py < arbitraryBoard8.txt
```

```
python othello.py < board1.txt
```

```
python othello.py < endgame.txt
```

How to run interactive mode vs AI

```
python othello.py  
play
```

Outputs for all game files

```
python othello.py < clearBestMove.txt  
2  
Time taken: 0.001 seconds
```

```
python othello.py < clearBestCounterMove.txt  
-3  
Time taken: 0.003 seconds
```

```
python othello.py < arbitraryBoard5.txt  
1  
Time taken: 0.302 seconds
```

```
python othello.py < arbitraryBoard8.txt  
-6  
Time taken: 15.626 seconds
```

```
python othello.py < board1.txt  
5  
Time taken: 4.24 seconds
```

```
python othello.py < endgame.txt  
100  
Time taken: 0.153 seconds
```