

Princess Sumaya University for Technology The King Hussein School for Computing Sciences Data Science Department Lab 5 – Alpha-Beta Pruning

Lab Objectives

- ➤ To acquire experience using Alpha-Beta Pruning.
- > To acquire experience formulating and representing problems.

Lab Instructions

- > Create a new notebook and name it by your "ID-FirstName-LastName".
- ➤ Write your name and ID in the first cell in your notebook.
- ➤ You must upload your solutions to e-learning as ".ipynb".
- > Each lab assignment is of 10 marks.
- ➤ You are supposed to submit your solution by Wednesday (5/1/2022) at 11:59 PM.
- ➤ Be prepared to discuss your solution, if you fail to answer the questions about your solution then it will be reduced or canceled.
- ➤ All acts of cheating and/or plagiarism will be graded zero.



Lab Exercise

Develop a tic-tac-toe (X-O) game using Python. The first player (X) is a human and the second player (O) is the computer that uses an alpha-beta pruning algorithm to choose the next move. You are given a notebook and asked to implement the MiniMaxAB() function.

Sample Output:

x 0 x		· · · · · · · · · · · · · · · · · · ·	▼
			Pick a position(1-9): 6 X 0 X
X		0	0 0 x
X 0 X		x	x
0	=========	=========	=========
	x	X 0 X	x o x
Pick a position(1-9): 3 X	0	0 0	0 0 X
Pick a position(1-9): 3 x		x	x o
X	=========	=========	=========
			Pick a position(1-9): 7 X 0 X
X 0 X	0	0 0 X	0 0 x
X 0 X		x	x x o
X 0 X		=========	
x o		X 0 X	
	0	0 0 X	
		x o	
		==========	