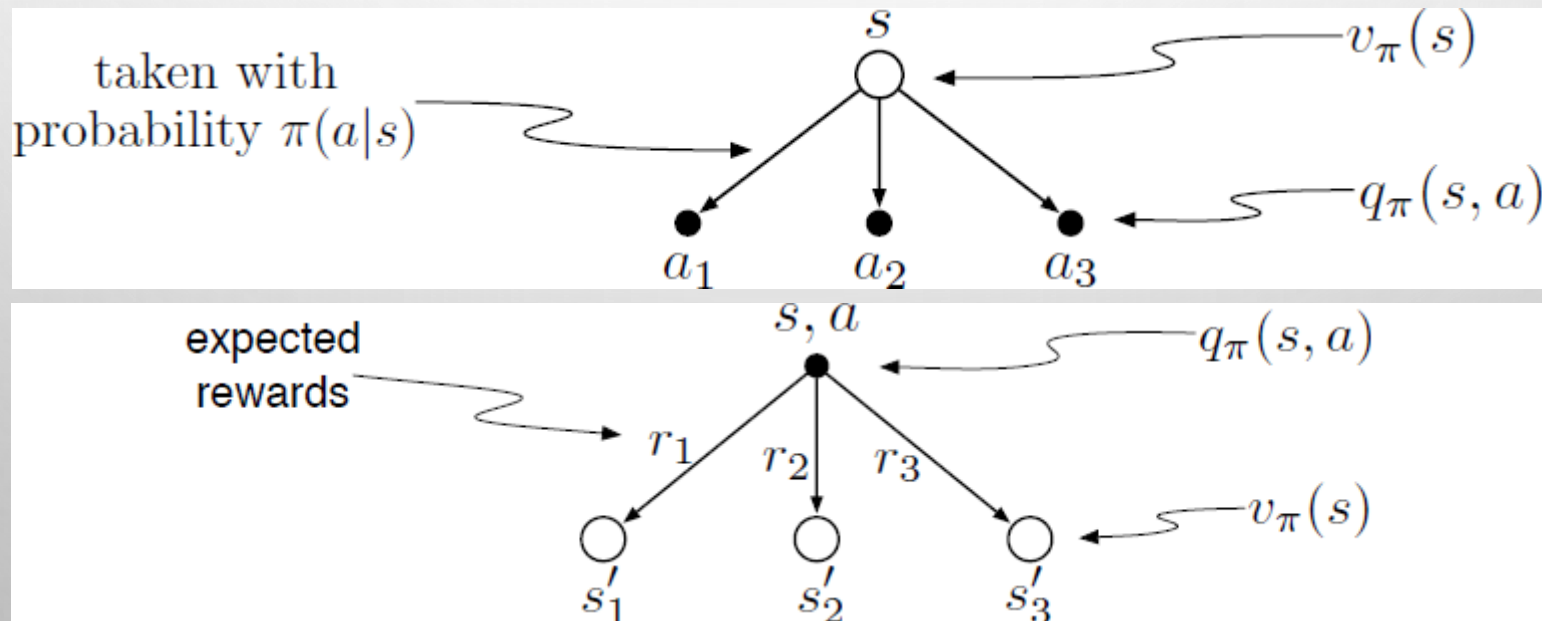# Othello

Mini Project 3 Package

Outline

- State Value & State-Action Value

- Minimax

- Alpha-Beta Pruning

- Goal & Grading Policy

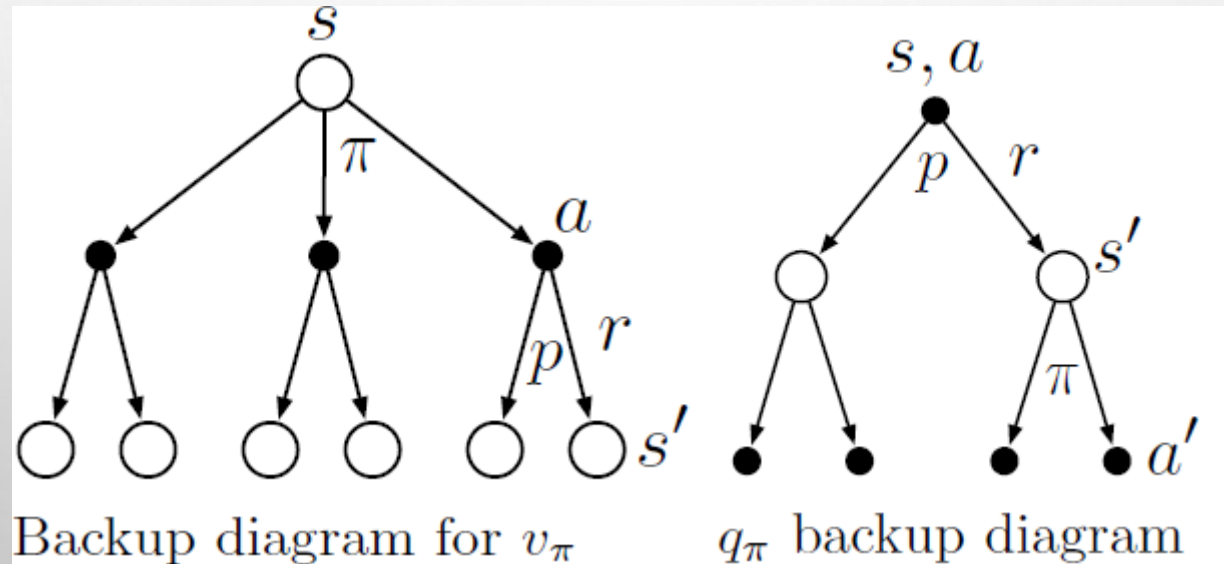# State Value & State-Action Value

$V(s)$: How good is the current board in my point of view

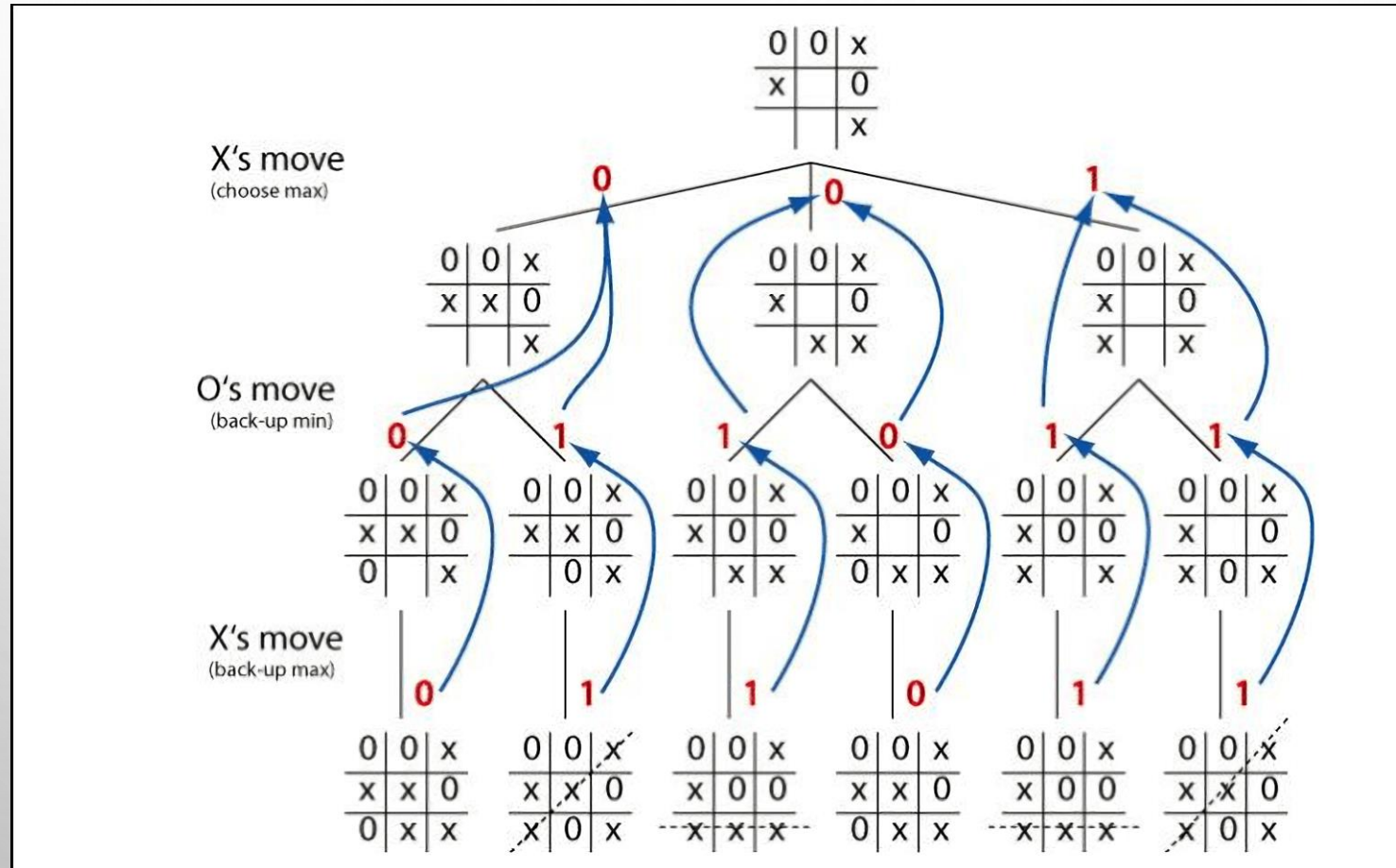$Q(s,a)$: How good is a certain action on the current board
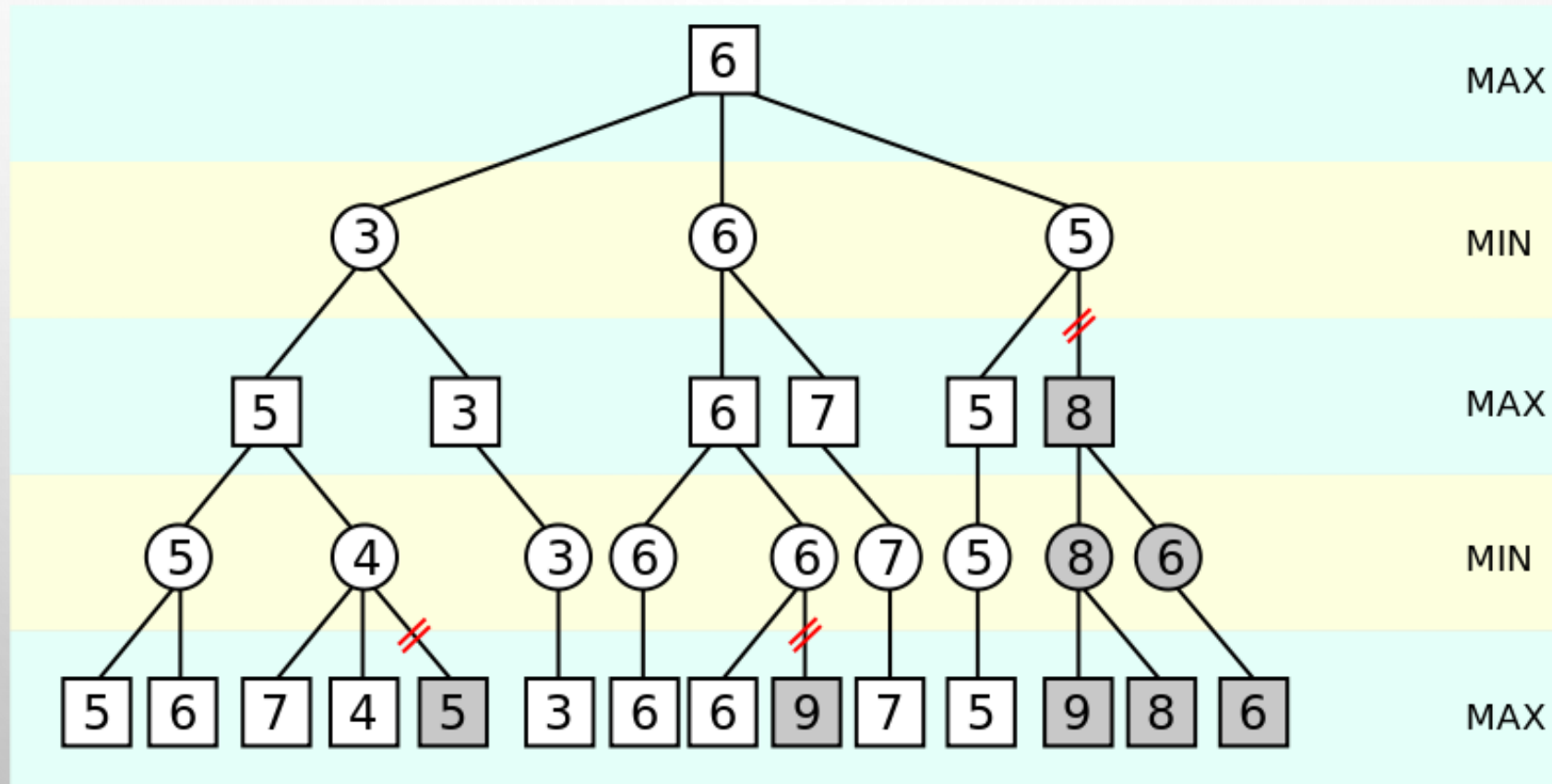
State Value & State-Action Value

The general case for all games

Backup diagram for v_π q_π backup diagram

Minimax

Alpha-Beta Pruning

Q&A

Feel free to ask any question.