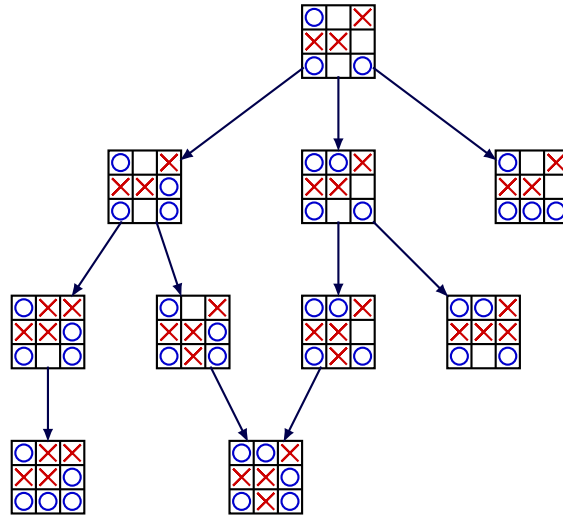
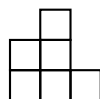
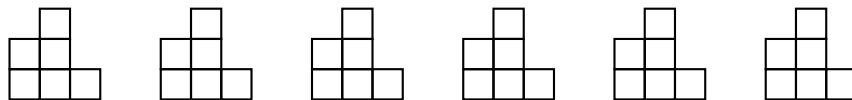
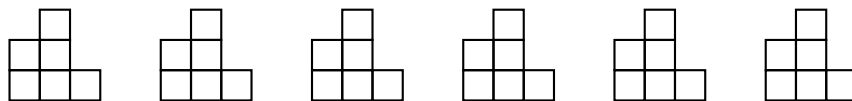
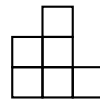


Jeux

Exercice 1.3 :



Exercice 1.4



Exercice 2.1 :

```

1  let rec min_max jr etat . =
2    match coups jr etat with
3    | [] -> let g = gagnant etat in
4              if g = 1 then -1 else g+1
5    | l -> let f, deb = if jr = 0 then max, ref (-1) else min, ref 1 in
6              let h successeur =
7                .
8                .
9                .
10             deb := f !deb v
11             in
12             List.iter h l;
13             !deb

```

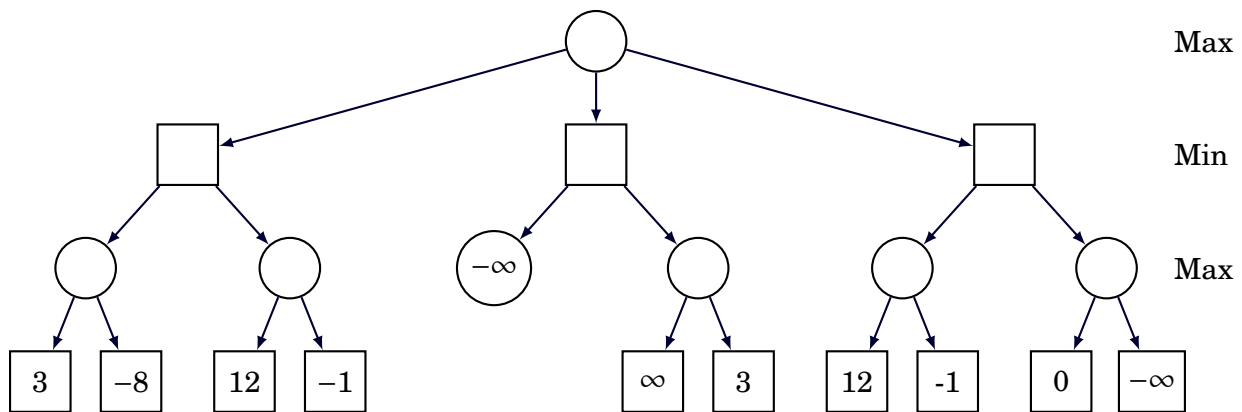
Exercice 2.2 :

```

1 let heuristique etat =
2   match etat.(1).(1) with
3   | '0' -> 50
4   | 'X' -> -50
5   | _ -> 0
6
7 let rec min_max jr etat nbcoups =
8   match . with
9   | . -> let g = gagnant etat in
10        if g = 1 then -100 else 100*(g+1)
11   | .
12   | . -> let f, deb = if jr = 0 then max, ref (-100) else min, ref 100 in
13        let h successeur =
14          let v = min_max (1-jr) successeur (nbcoups-1) in
15          deb := f !deb v
16        in
17        List.iter h l;
18        !deb

```

Exercice 2.3 :



Élagage alpha-beta :

```

1 let rec min_max jr etat nbcoups alpha beta =
2   match with
3   | -> let g = gagnant etat in
4        if g = 1 then -100 else 100*(g+1)
5   |
6   | -> let deb = if jr = 0 then ref (-100) else ref 100 in
7        let h successeur =
8          if jr = 0 then begin
9            if not (!deb >= beta) then begin
10              let v = min_max (1-jr) successeur (nbcoups-1) (max !deb alpha) beta in
11              deb := max v !deb
12            end end;
13          if jr = 1 then begin
14            if not (!deb <= alpha) then begin
15              let v = min_max (1-jr) successeur (nbcoups-1) alpha (min !deb beta) in
16              deb := min v !deb
17            end end
18          in
19          List.iter h l;
20          !deb
21
22 let rec alphabeta jr etat nbcoups = min_max jr etat nbcoups (-100) 100

```