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D.O.P.	D.O.C.	Marks	Sign

Min-Max Algorithm:-

Min-max algorithm:

It is a recursive or backtracking algorithm which is used in decision making & game theory. It provides an optimal move for the player assuming that opponent is also playing optimally.

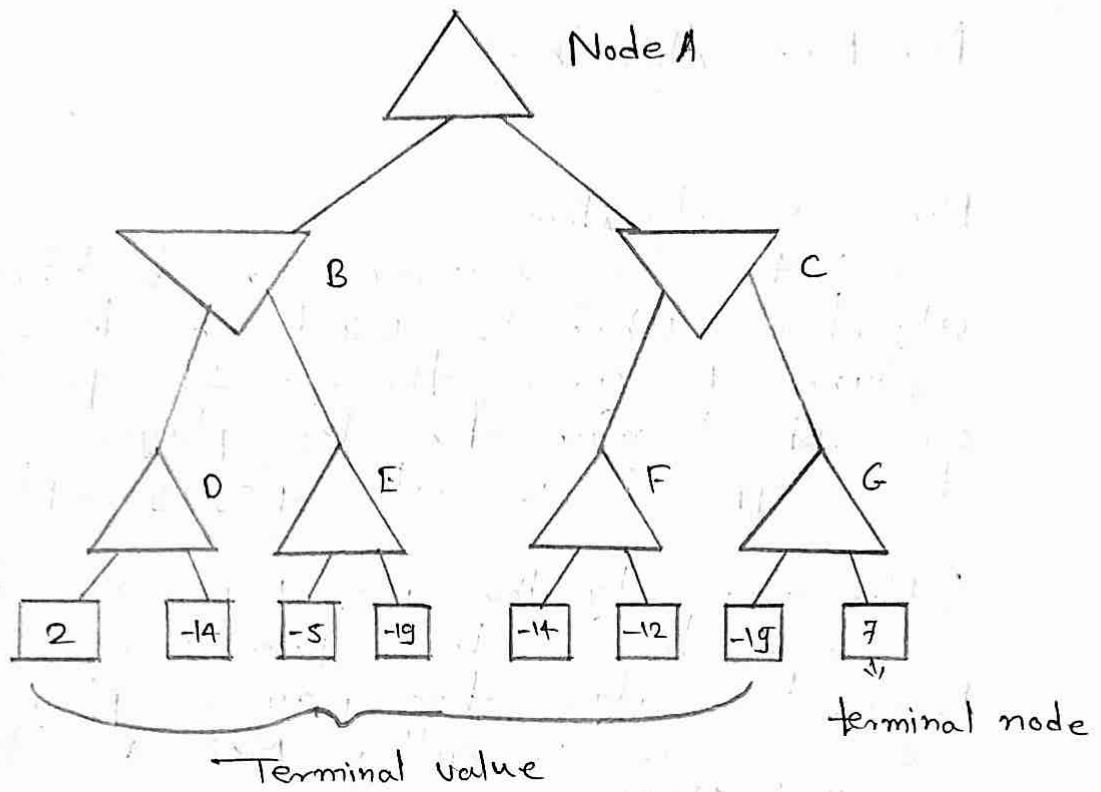
A] Min-max algorithm uses recursion to search through the game-tree

B] In this algo two players play the game, one is called MAX & other is called MIN.

C] Min-Max algorithm is mostly used for game playing in AI.

Step 1:

Lets take A is the initial state of the tree. Suppose maximizer takes first turn which has worst-case initial value: $-\infty$, & minimizer will take next turn which has worst-case initial value $= +\infty$



Step 2:

First we find the utility value for the maximizer, its initial value is $-\infty$. So we will compare each value in terminal state with initial value of maximizer & determines the higher nodes values. It will find the maximum among all.

$$\text{For node D: } \max(2, -\infty) \Rightarrow \max(2, -14) = 2$$

$$\text{For node E: } \max(-5, -\infty) \Rightarrow \max(-5, -19) = -5$$

$$\text{For node F: } \max(-14, \infty) \Rightarrow \max(-14, -12) = -12$$

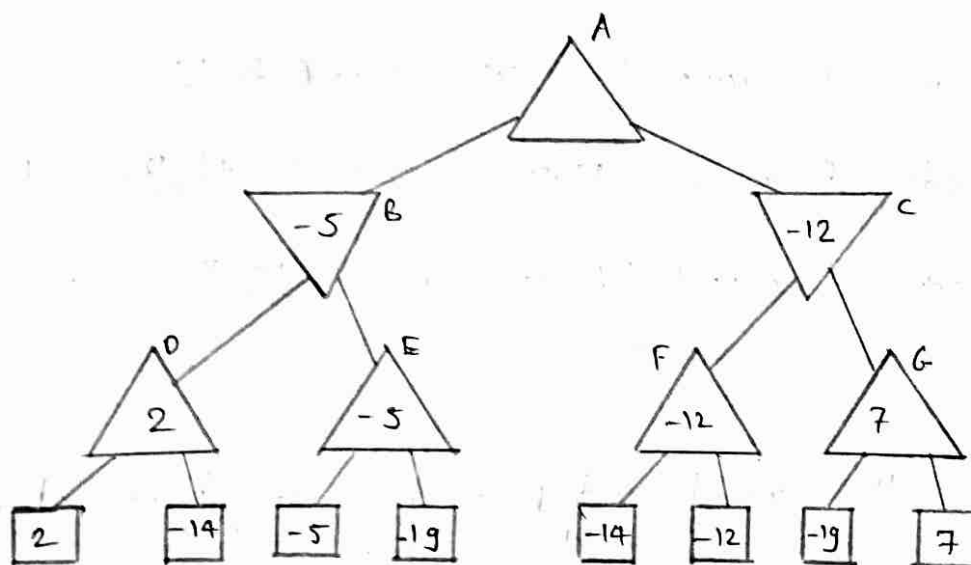
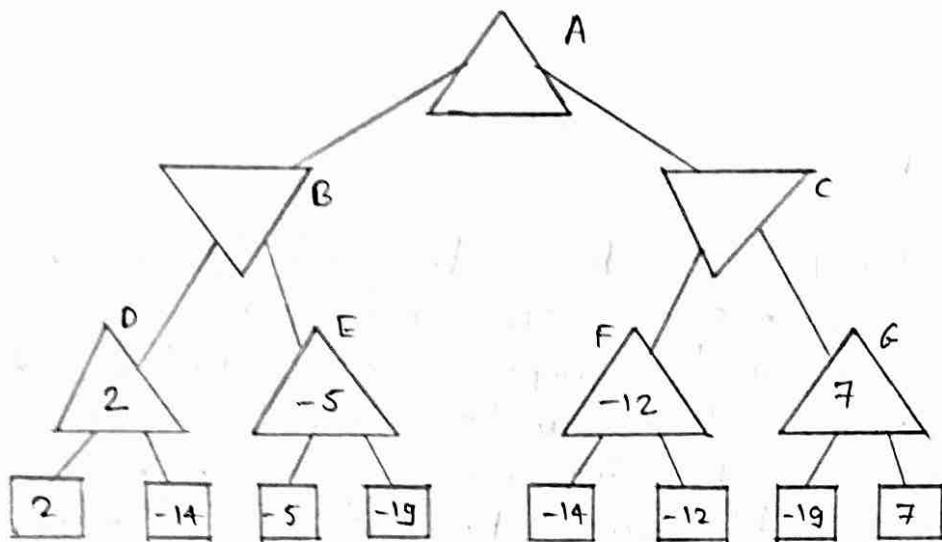
$$\text{For node G: } \max(-19, -\infty) \Rightarrow \max(-19, 7) = 7$$

Step 3:

In the next step, it's a turn for minimizer, so it will compare all nodes value with $+\infty$, & will find the third layer node value.

$$\text{For node B: } \min(2, -5) = -5$$

$$\text{For node C: } \min(-12, 7) = -12$$



Step 4:

Now its a turn for maximizer, & it will again choose the maximum of all nodes values & find the maximum value for the root node.

For node A: $\max(-5, -12) = -5$

Hence, it was the complete workflow of the minmax algorithm with two players game.

