LAB-09

Date 17/10/24
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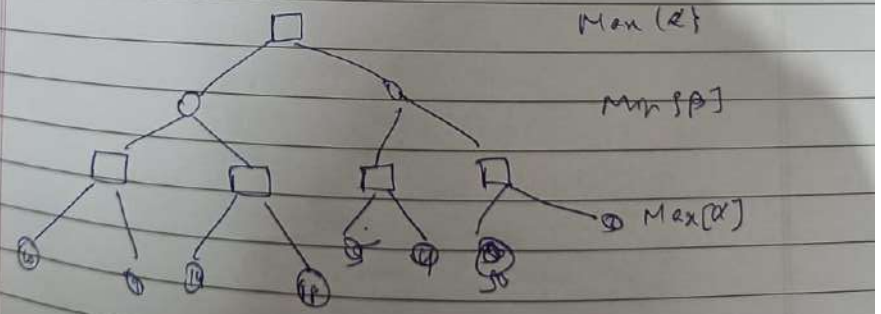
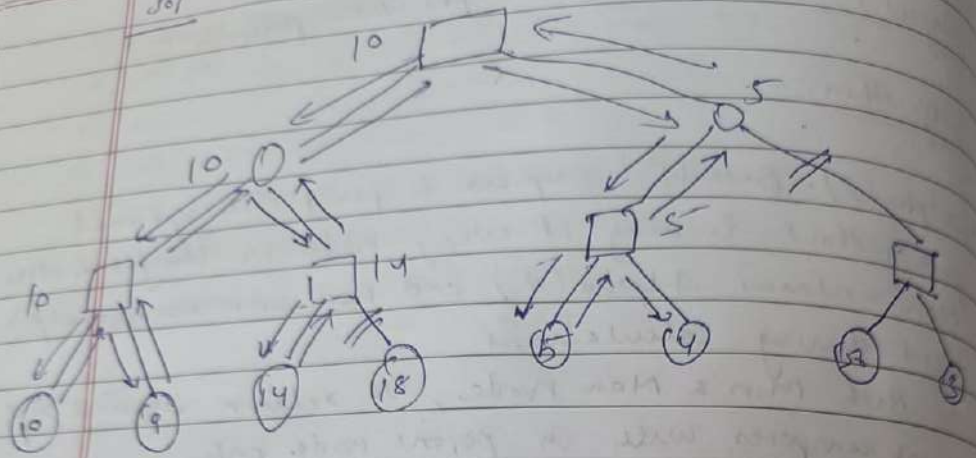
Project title :- Implement Alpha-Beta pruning

Algorithm :-

- Alpha (α) - Beta (β) proposes to find the optimal path without looking at every node in the game tree
- Max contains Alpha (α) and Min contains Beta (β) bound during calculations
- In Both Min & Max node, we return when α ≥ β which compares with its parent node only.
- Both minimax & Alpha (α) - Beta (β) cutoff give same path
- Alpha (α) - Beta (β) gives the optimal solution as it takes less time to get the value for root node.

Problem.

Apply alph-Beta to find root node & path to root node (MAX node). Identify the paths which are pruned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