## Artificial Intelligence Course

## Project 2

|  |  |  |
| --- | --- | --- |
| First name | Last name | Student number |
| Atte | Jauhiainen | 2433947 |
| Ville | Karsikko | 2463933 |
| Mikko | Rytilahti | 2425560 |

### Comments about the assignment (if you have)

|  |
| --- |
|  |

### Question 1:

### asdasd.

### Question 2:

### asdasd.

### Question 3:

Used the pseudo-code structure from the assignment pdf, with a function which handles using the minvalue and maxvalue functions in appropriate cases. Moves are evaluated, and then updated to a variable in the loop only if current evaluated move results in a better score than previous moves. Scores start from infinity and negative infinity, so first evaluated scores are always better than default values. Alpha-beta -pruning essentially speeds up the process by not exploring less-promising trees any further than necessary.

### Question 4: Expectimax

### Basically just modified code from q2, changing min\_val() to exp\_val().

### Question 5:

### asdasd