Minimax algorithm

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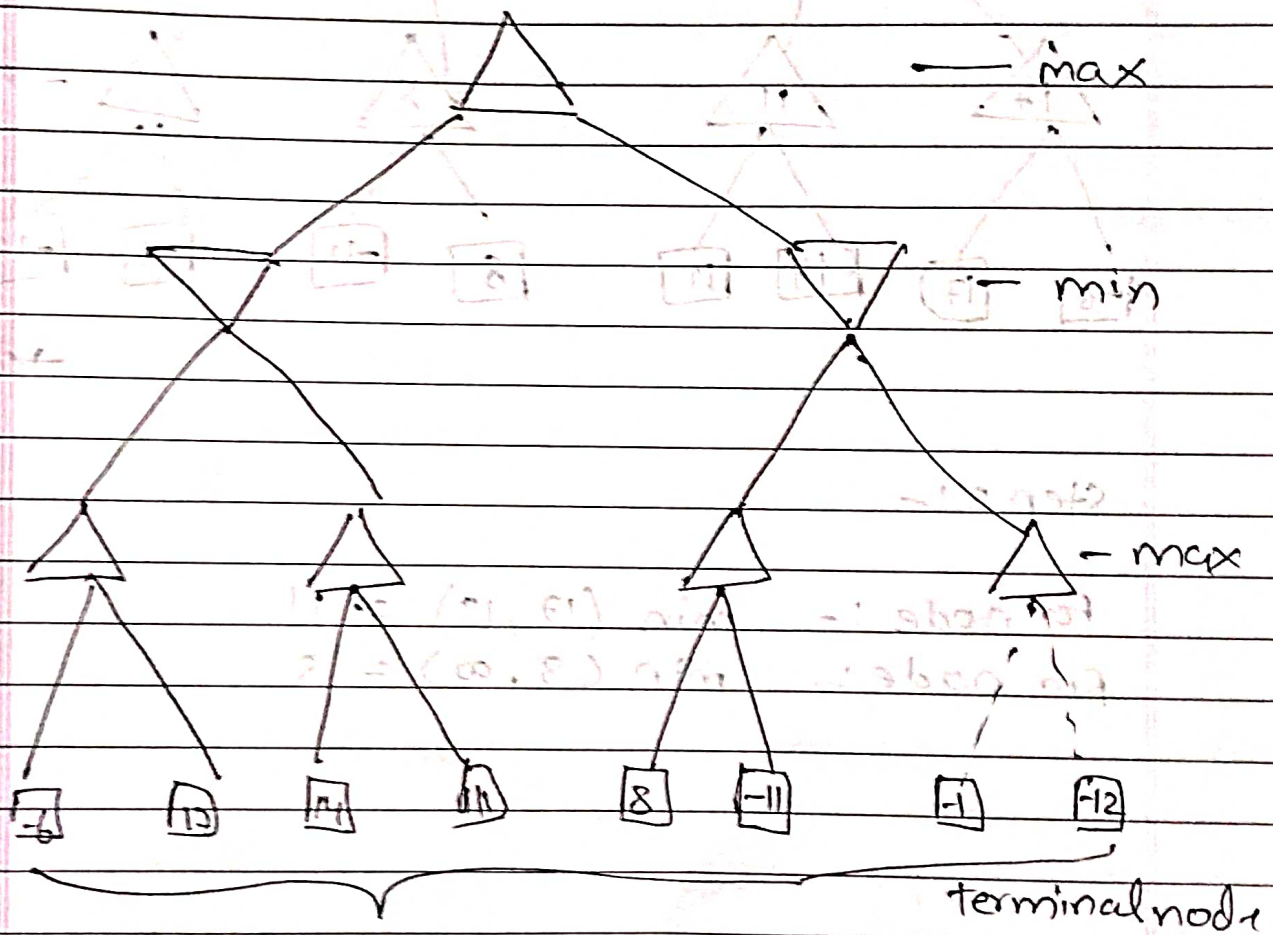
Mini max Algorithm:-

It is backtracking algorithm used for the decision making.
The Best move strategy used for the game
max will try to maximize its utility for the best move.
min will try to minimize its utility for the worst move.

example:-



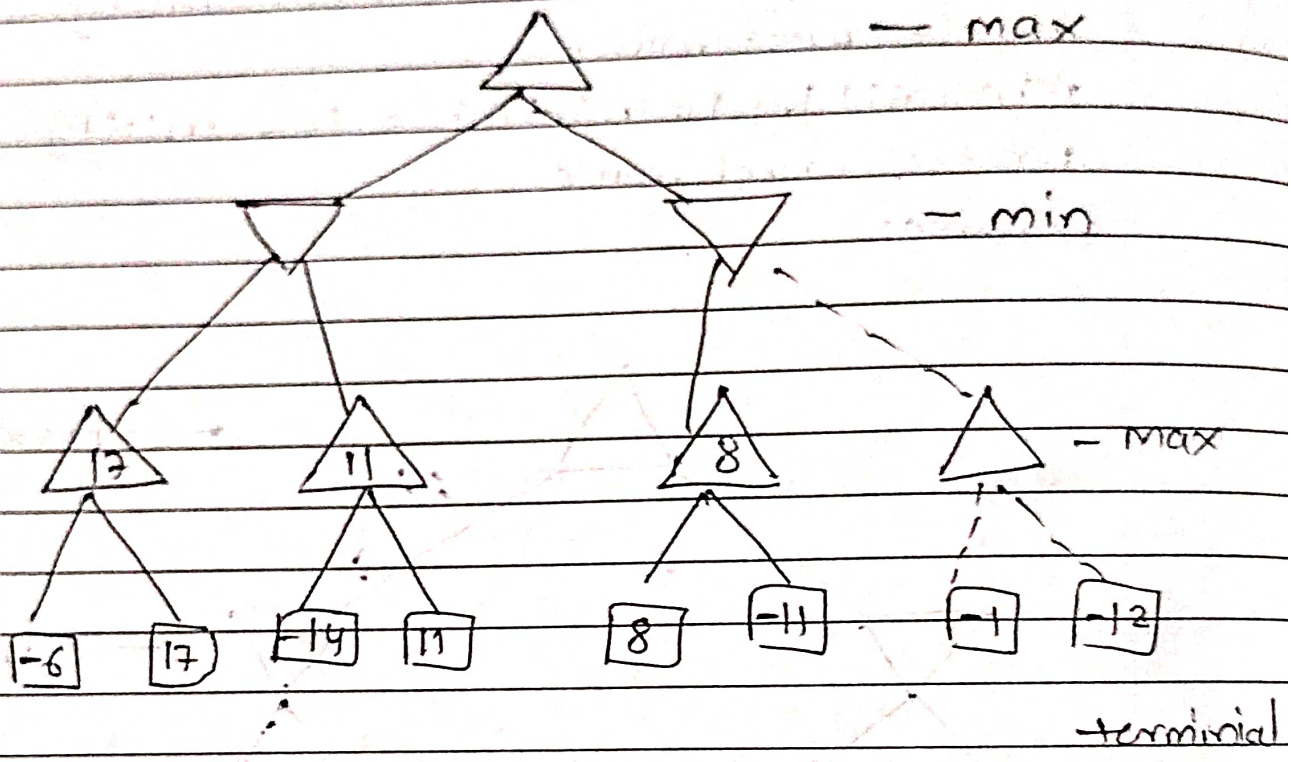
step 2:-

for node max (-6, 17) = 17

for node max (-14, 11) = 11

for node max (8, -11) = 8

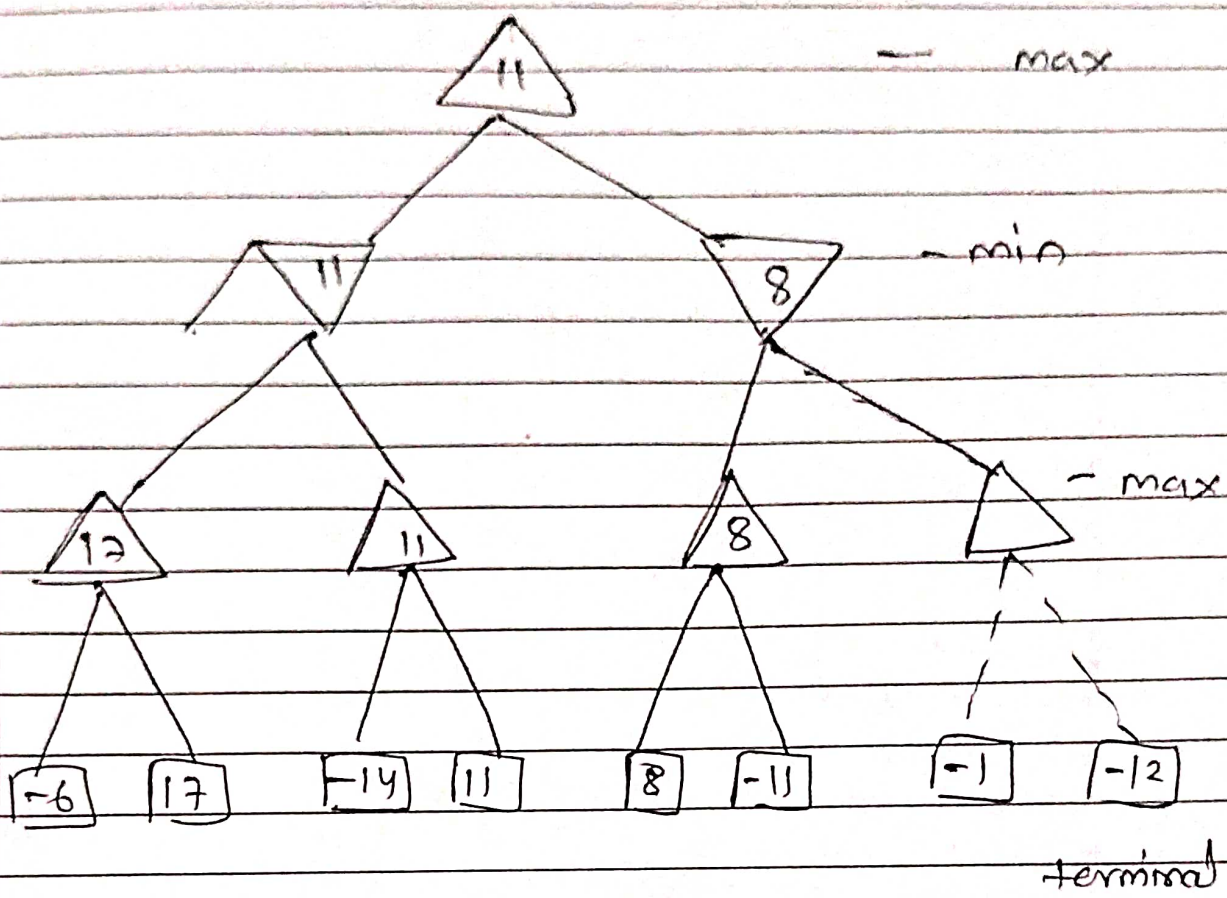
for node max (-1, -12) = -1

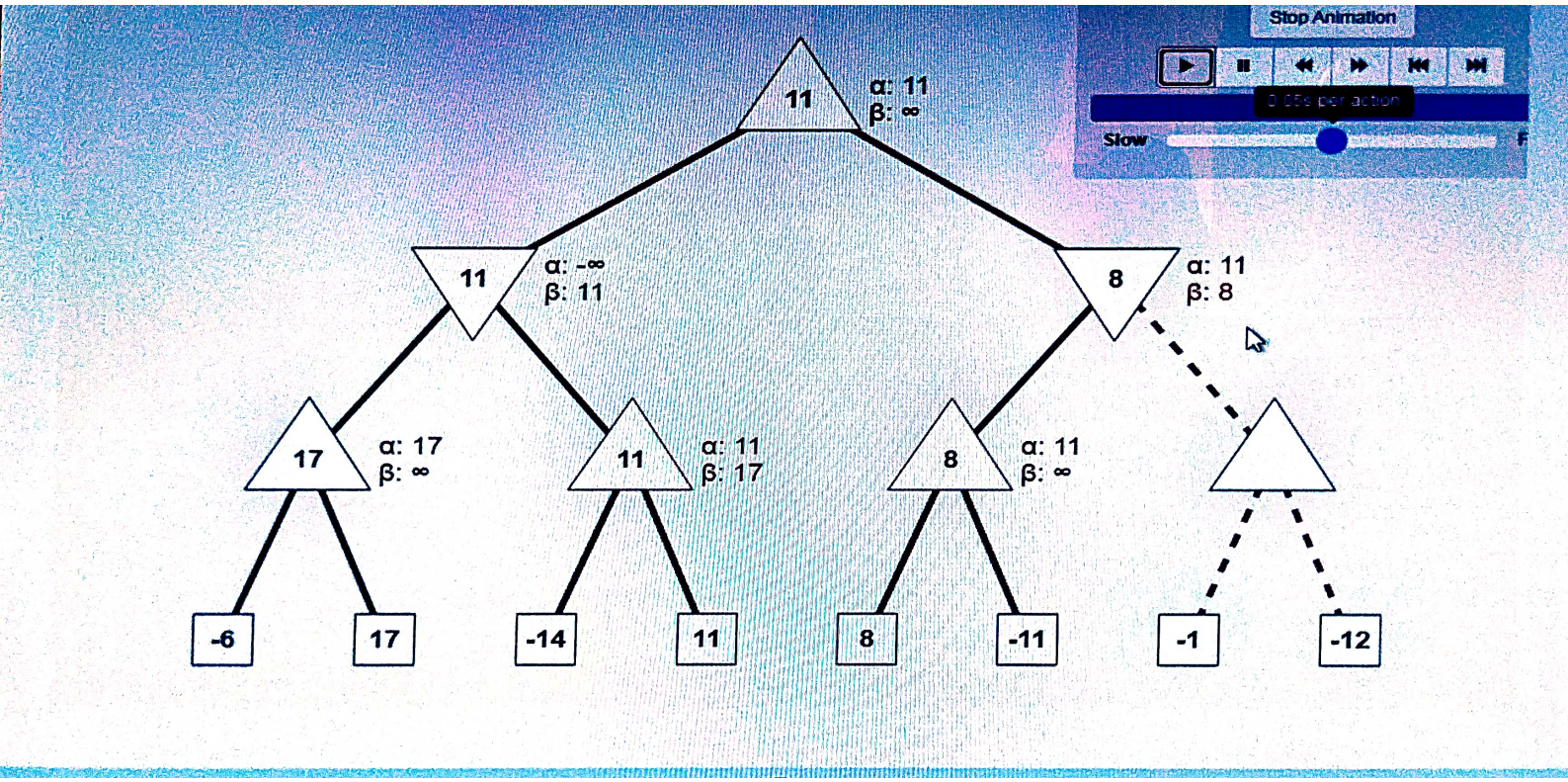


Step 2:-

For node :- min (17, 17) = 11

For node :- min (8, ∞) = 8


11
max
11
8
min
12
11
8
max
-6
17
-14
11
8
-11
-1
-12
terminal


Stop Animation
0.65s per action
Slow
11
α: 11
β: ∞
11
α: -∞
β: 11
8
α: 11
β: 8
17
α: 17
β: ∞
11
α: 11
β: 17
8
α: 11
β: ∞
-6
17
-14
11
8
-11
-1
-12