K.G.C.E. Page No. : Karjat - Raigad Date: Name: Monit Sonil Sorve Class BEIT RO1170: 67 Subject: 15 Lab Remark 0.08 A00

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	min max Algorithm:
	Min max algo is a recursive backtracking algo which is used in division-making algo which is used in decision - making and game theory. It provides on optional move for the player assuming that opponent is also playing optimally
0	-Min max algo uses neursion to search through the game-
	now and other is called MIN.
	- MINMAX algo is mostly used for game playing in Al
	Step 1.  [PHS take A as the initial state of the tree suppose maximical
	takes first turn (when oil which has worst-cose initial value - infinity, and minimize will take next turn which has
<u></u>	worst - case initial value = + infinity.
	$A \rightarrow Max(A)$
	B C -> Min(V)  O A E DE A G -> Max
	G DUBLE C Terminal nodes
	Step2
	First we find the utilities value for the max, its initial value is

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	is -o, so we will compare such value in terminal state
	with initial value of maxmizer and determines the
	higher nodes volves. It will find the maximum among
	all.
	for node 0: max(6,-0)=> max(6,2)=6
	tor house o: maxes,
	for node 6: max (4 -0) => max(4,-7) = 4
	10.1100 € 0
	for node F: max (-4,-10) =7 max (-4,-16) = -4
	tor hode P. mare T. wir Process
	- 1. (
	for node (1: max (-17, -00) =7 max (-17, -15) = -15
	A - Max
	A H
	B / C = Min
	X
	FAFAGI - MOR
	O D E DA DO - Mai
	6 2 4-14-16-11-15
	-Step 3:
	In the next step, its a torn for minimize, so it will
	compare all nodes value with two, and will find the 3rd
	compare all hours outlot to in for,
	lager node value.
The state of the s	Par-node B - min (6,4) = 4
	for node c - min (-4, -13) = -4

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	A STATE OF THE PROPERTY OF THE
	-A -Max
	14/c -M10
	B AC -WIU
	E F G
	(6) (4) (-15) - Max
5	6 2 4 -7 (-4 1-16 -+7) -15
	-Step 4:
	Now its a turn for maximizer and it will again chanse
	the maximum of all nodes values and find the max value
	for the root node
	TALES AND THE STATE OF THE STAT
	For 100 node A: mar (4-4) = 4
	/4\ -A
	-Mar
	W S FW C -MID
	0/6
	(6) (4) (13) -Man
	Hence, It was the complete workflow of the minmax
	algorithm with two player game.