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THE TRANSPORT OF THE TR	ICENGOLINGS
All Alexander	
Min - Max Algorithm:	
Min may algorithm:	
Min-max algorithm	is a
Securities as back backling algo which	is used
in decision making and gonge the	aru.
ein decision making and gonce theo  It fromides an optimal mane for a	He Hayer
11 the other wife also	172.11.
11. 1	July 19
optimally.	
- Min max algo uses secursion to se	arch through
the game-tree.	
- In this also two player play the	o gang
one in called MAX and other is	called MIN
- In this algo two players play the one is called MAX and other is - Min-Max algo is mostly used for g	arris Mariles
in A1.	ame praying
- Step 1:	
the tree Cubbon maximized the initial	state of
the tree. Suppose maximizes takes first (when or) which has worst - care initial	turn
( when or) which has worst - care inition	-1 100/110
= - intinity, and minimizes usil to	1 . 1
= - infinity, and minimizes will too twen which has worst- case i'nitral	ce next
1:11	nalue =
+infinity.	

**K.G.C.E.** Karjat - Raigad Page No. :

Date:

-> Maximizer → Node A -> Allumizer -> Max/mirer -16 -17 6 Torneral note Terminal value First we find the utilities value for the marsinizes, its initial value in -00, so we will compare each value terminal state with Initial value of miximizes and determines the nates nodes values - It will find For node D: max  $(6, -\infty) \Rightarrow \max(6, 2) = 6$ node E: max (4, -0) For node F: mase (-4, -00) => mare (-4, -16) for node G: mare (-17, -10) => max (-17,-15) = -15

K.G.C.E. Page No.: Karjat - Raigad Date: - Maximizer - Mounteer -> C →B - Max/mizer >4 6 Taminal mode For node B - Min (6,4)=4 For node C - Min (-4,-15)=-4  $\Rightarrow A$ - Maximizer 34 - Haximizer

K.G.C.E. Date: Karjat - Raigad 8tcb 4: Now its a turn for marximizes and it will again choose the marximum of all nodes values and find the marximum value for For node A: mare (4,-4) = 4 - Maximizer DE **D**P -15 Hence, it was the complete workflow of the minman algorithm with two player game.

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