

Game Playing

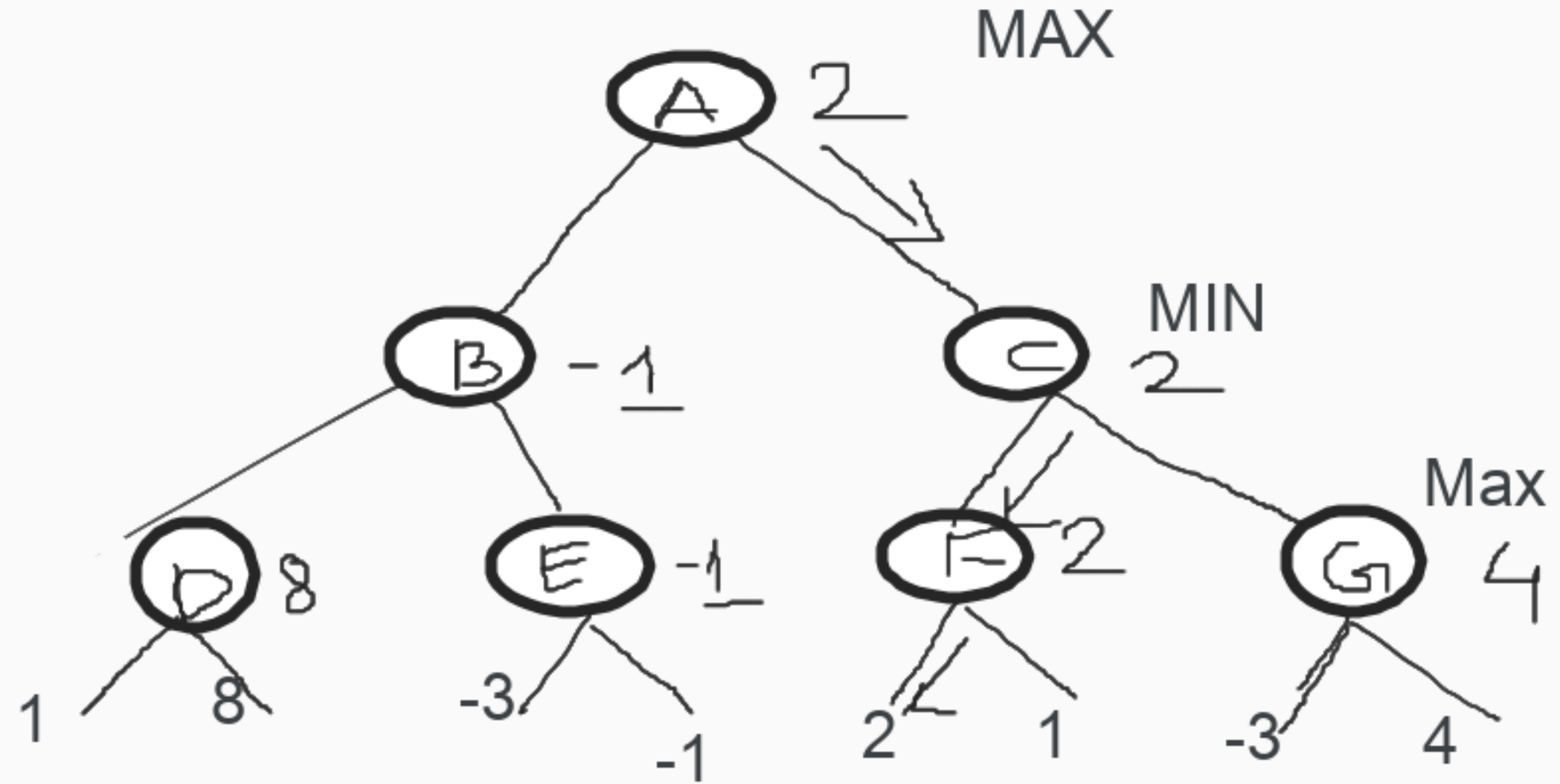
Minimax Algorithm

Backtracking Algorithm

Max player try to maximize its utility

Min player try to minimize the utility

$O(b^d)$ Time complexity



Alpha Beta Pruning

α
Max

β
MIN

