

② Min-Max Algorithm:-

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Algorithm Code:-

```
import math
```

```
def minmax (Curr Depth, node Index, maxTurn  
Score, target Depth):
```

```
    if (Curr Depth == target Depth):  
        return score [node Index]
```

```
    if (max Turn):
```

```
        return max (minmax (Curr Depth + 1,  
node Index + 2, False, score, target Depth),  
minmax (Curr Depth + 1, node Index + 2 + 1,  
False, score, target Depth))
```

```
    else:
```

```
        return min (minmax (Curr Depth + 1,  
node Index + 2, True, score, target Depth),  
minmax (Curr Depth + 1, node Index + 2 + 1,  
True, score, target Depth))
```

```
score = [3, 5, 2, 9, 12, 5, 23, 28]
```

```
tree Depth = math. log (len (score), 2)
```

```
print ("the optimal value is", end = " ")
```

```
print (minmax (0, 0, True, score, tree  
Depth))
```

⇒ Output:-

