

MIN MAX ALGORITHM

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function minimax(node, depth, alpha, beta, maximizingPlayer) is

if depth ==0 or node is a terminal node then

return static evaluation of node

if MaximizingPlayer then // for Maximizer Player

 maxEva= -infinity

 for each child of node do

 eva= minimax(child, depth-1, alpha, beta, False)

 maxEva= max(maxEva, eva)

 alpha= max(alpha, maxEva)

 if beta<=alpha

break

return maxEva

else // for Minimizer player

 minEva= +infinity

 for each child of node do

 eva= minimax(child, depth-1, alpha, beta, true)

 minEva= min(minEva, eva)

 beta= min(beta, eva)

 if beta<=alpha

break

return minEva