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In [1]: import math

def minimax (depth,index,isMaxPlayer,values,maxDepth):
    if depth == maxDepth:
        return values[index]
    if isMaxPlayer:
        left= minimax(depth+1,index*2,False,values,maxDepth)
        right=minimax(depth+1,index*2+1,False,values,maxDepth)
        return max(left,right)

    else:
        left= minimax(depth+1,index*2,True,values,maxDepth)
        right=minimax(depth+1,index*2+1,True,values,maxDepth)
        return max(left,right)

values=[3,6,7,3,5,9,2,9,5]

maxDepth = int(math.log(len(values),2))
print("The optimal value is:",minimax(0,0,True,values,maxDepth))
```

The optimal value is: 9

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In [ ]:
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