

Minimax Documentation

The minimax function is a recursive algorithm used to find the optimal move in a game by evaluating the board's state. It terminates when the depth is 0 or the game is over, returning an evaluation of the board.

For each player, it tries all legal moves, pushes each move onto the board, calls minimax recursively for the other player, and updates the best move and evaluation found, while pruning branches where α is greater than or equal to β . α - β pruning allows minimax to optimize the search process by ignoring branches that will not affect the final decision.