## MIN MAX ALGORITHM

**PROGRAM:**

```
import math
def minimax(curDepth, nodeIndex, maxTurn, scores, targetDepth):
if curDepth == targetDepth:
return scores[nodeIndex]
if maxTurn:
return max(minimax(curDepth + 1, nodeIndex * 2, False, scores, targetDepth),
minimax(curDepth + 1, nodeIndex * 2 + 1, False, scores, targetDepth))
else:
return min(minimax(curDepth + 1, nodeIndex * 2, True, scores, targetDepth),
minimax(curDepth + 1, nodeIndex * 2 + 1, True, scores, targetDepth))
scores = [3, 5, 2, 9, 12, 5, 23, 23]
treeDepth = math.log(len(scores), 2)
print(&amp;quot;The optimal value is:&amp;quot;, end=&amp;quot; &amp;quot;)
print(minimax(0, 0, True, scores, treeDepth))
```

**OUTPUT:**

```
The optimal value is:  12
```