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## Min-Max Algorithm:-

### Min max algorithm:-

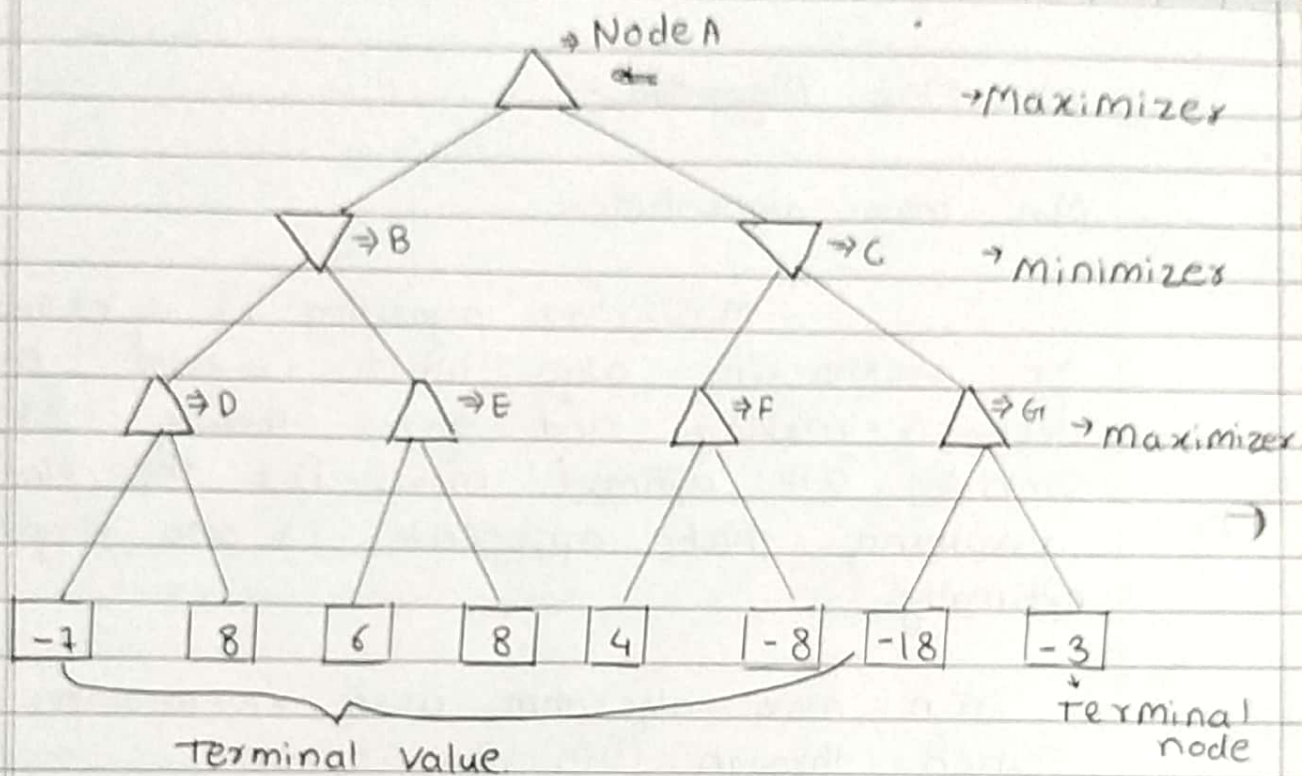
Min-max algorithm is a recursive or backtracking algo. which is used in decision-making and game theory. It provides an optimal move for the player assuming that opponent is also playing optimally.

- Min max algorithm uses recursion to search through the game-tree.
- In this algorithm two players play the game one is called Max and other is called MIN.
- Min-max algorithm is mostly used for game playing in AI.

### Step 1:-

Lets take A is the initial state of the tree. Suppose maximizer takes first turn (when  $o \neq$ ) which has worst-case initial value =  $-\infty$ , and Minimizer will take next turn which has worst-case initial value =  $+\infty$ .





Step 2 :-

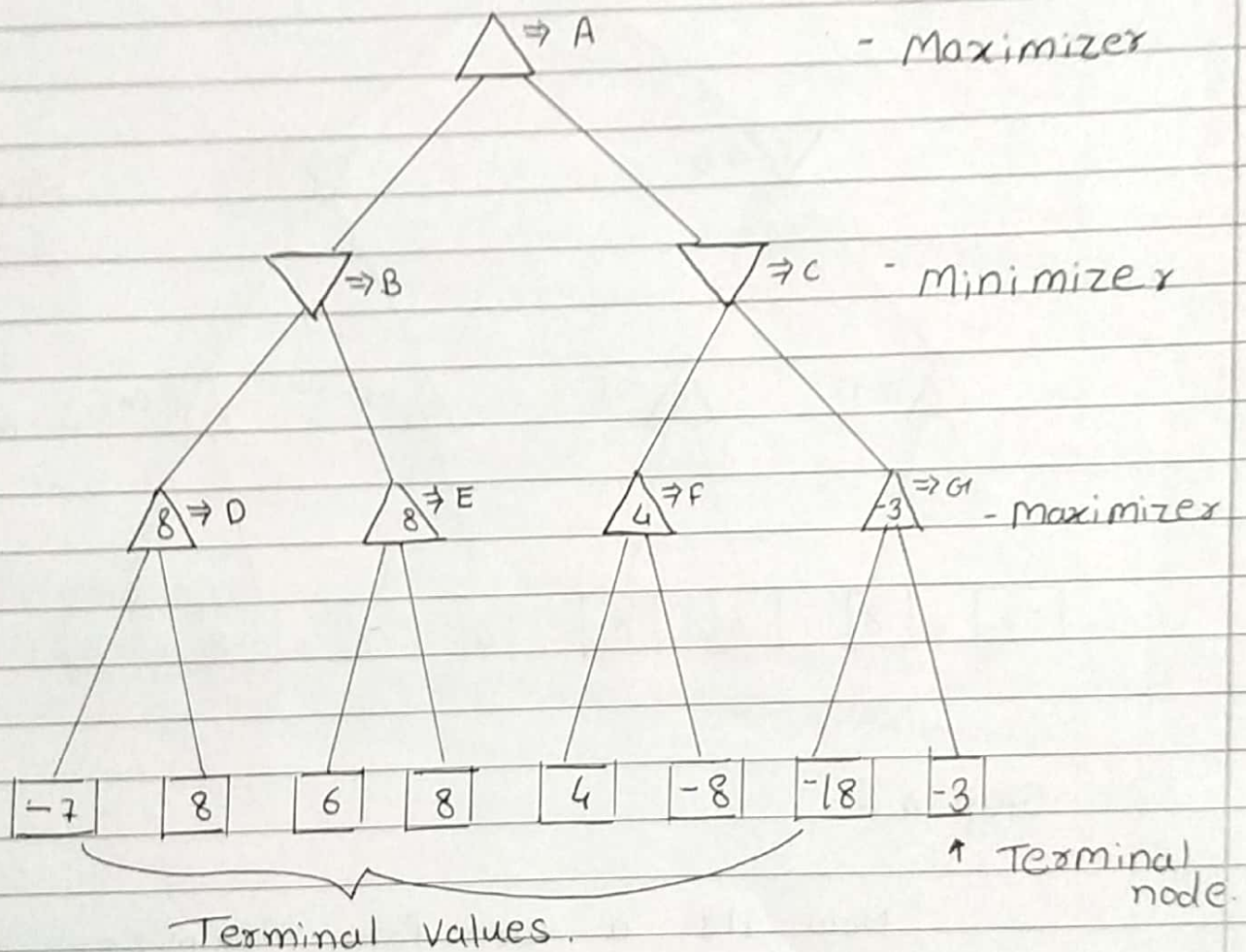
First we find the utilities value for the Maximizer, its initial value is  $-\infty$ , so we will compare each value in terminal state with initial value of Maximizer and determines the higher nodes values. It will find the maximum among all.

For node D :  $\max(-7, -\infty) \Rightarrow (-7, 8) = 8$

For node E :  $\max(6, -\infty) \Rightarrow (6, 8) = 8$

For node F :  $\max(4, -\infty) \Rightarrow (4, -8) = 4$

for node G:  $\max(-18, -3) \Rightarrow (-18, -3) = -3$



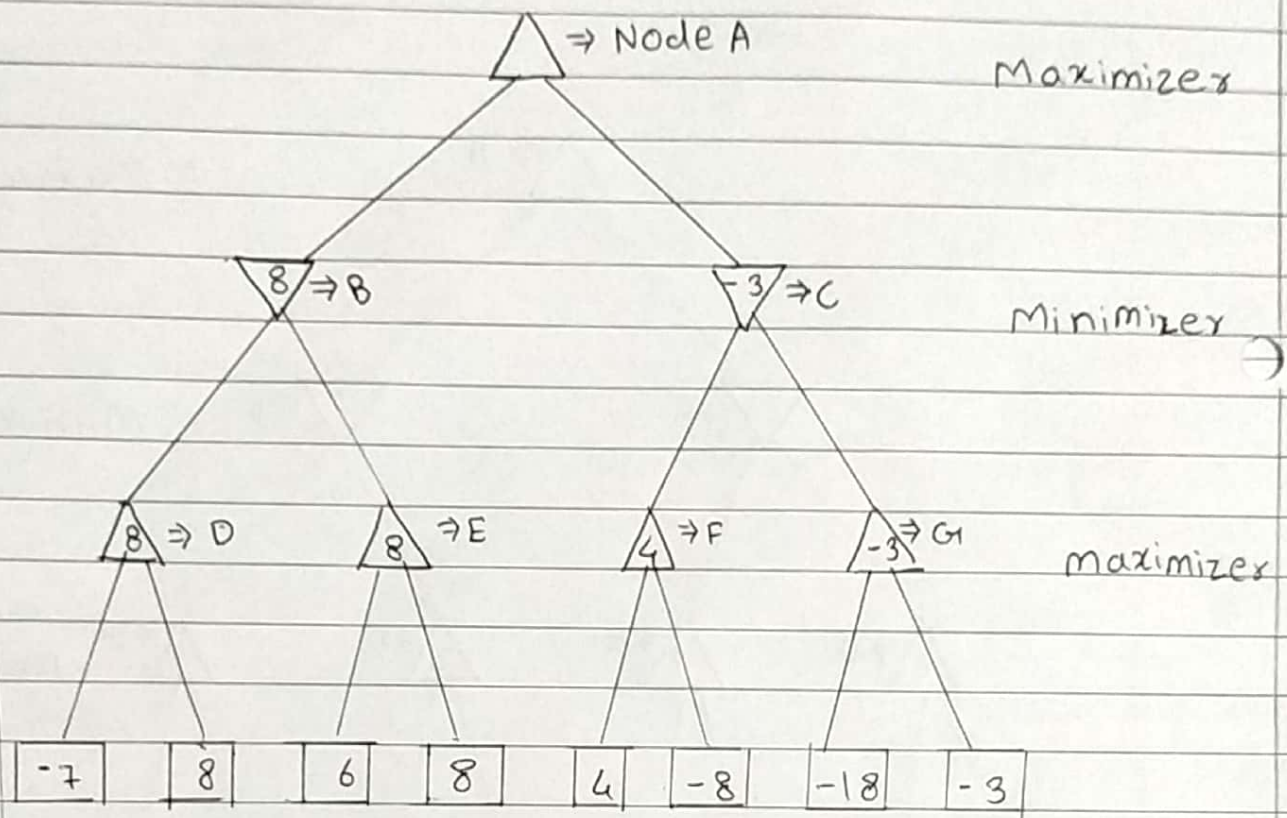
Step 3 :-

In the next step, it's a turn for minimizer. So it will compare all nodes value with two, and will find the Third layer node value.



For node B :  $\min(8, 8) = 8$

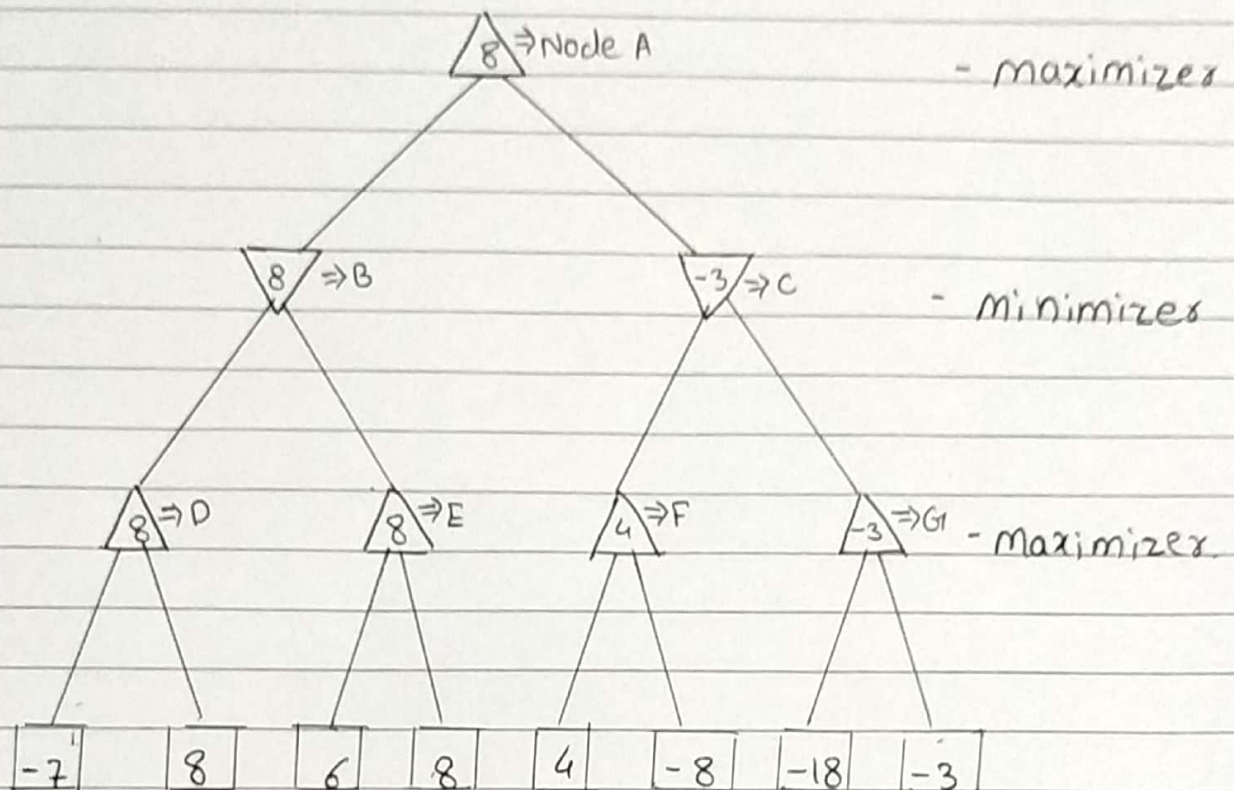
For node C :  $\min(4, -3) = -3$



Step 4 :-

Now its a turn for Maximizer, and it will again choose the maximum of all nodes values and Find the maximum value for the root node.

For node A :  $\max(8, -3) = 8$



Hence it was the complete workflow of the Minmax algorithm with two player game.