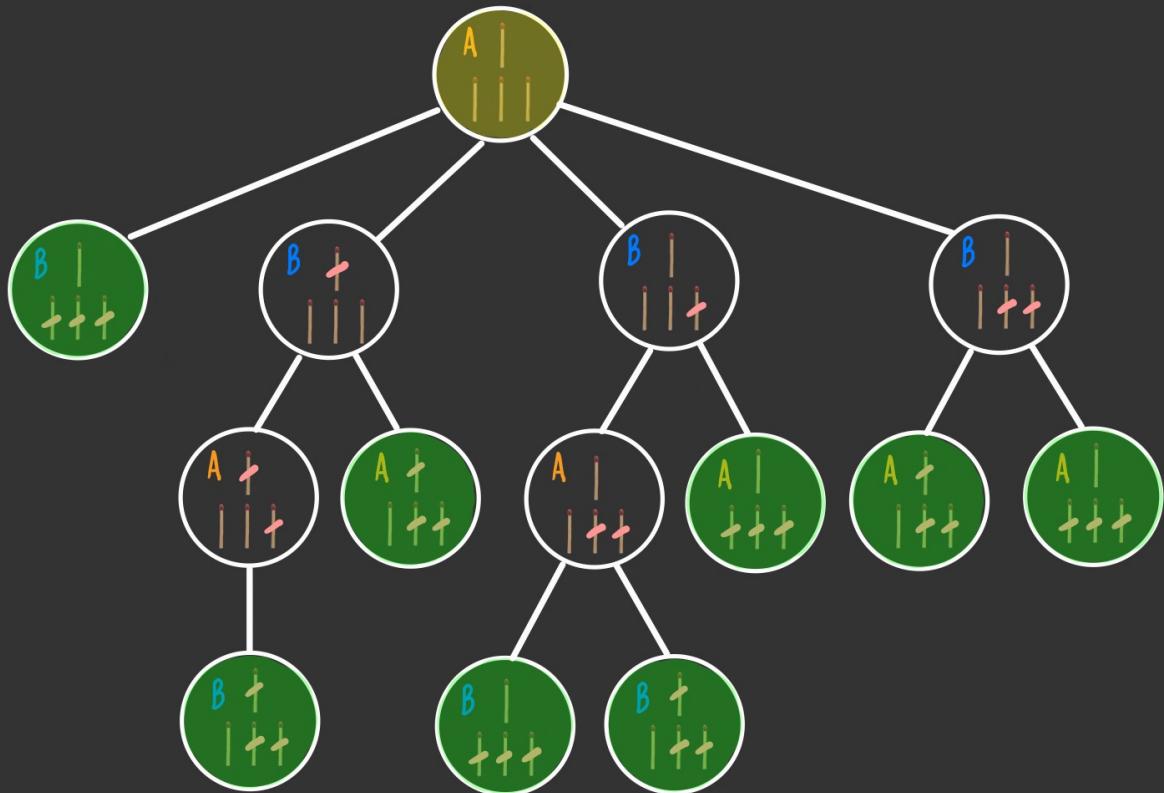


minimax

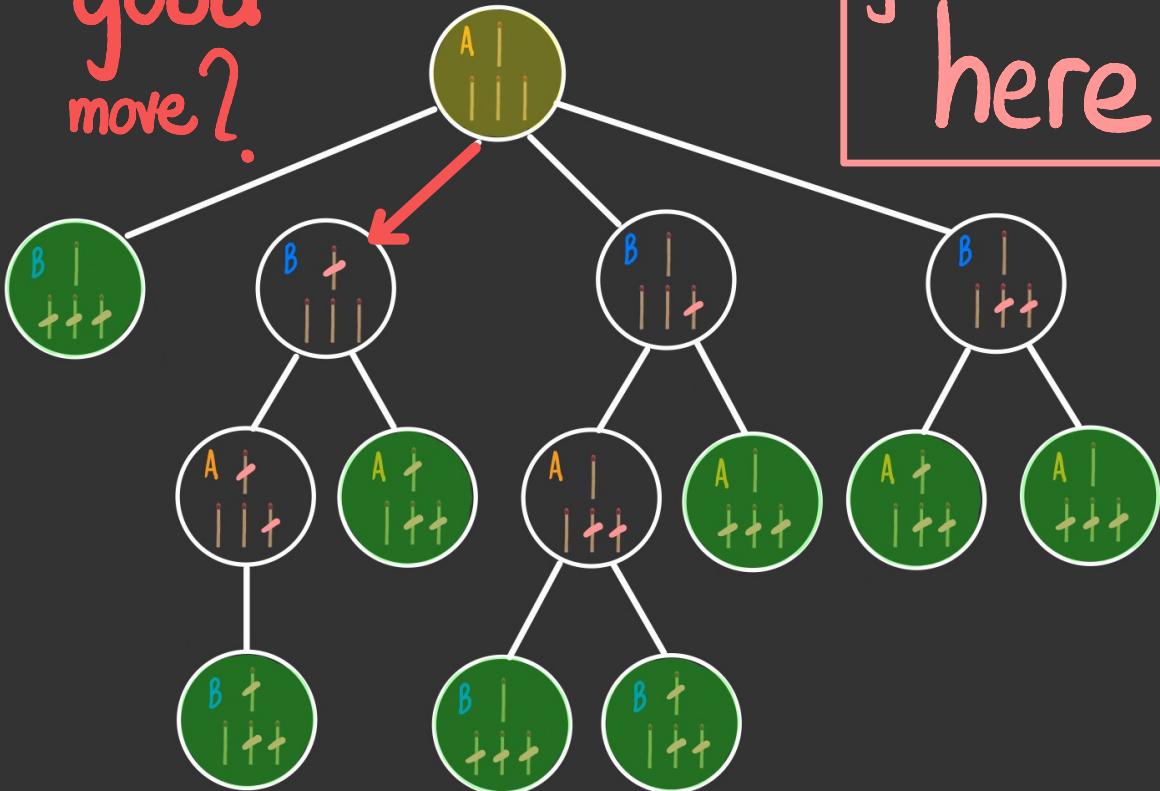
21 sept
2022

CSCI
373

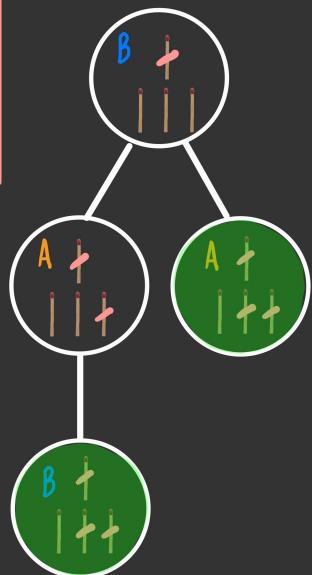


is this a
good
move?

your answer
here



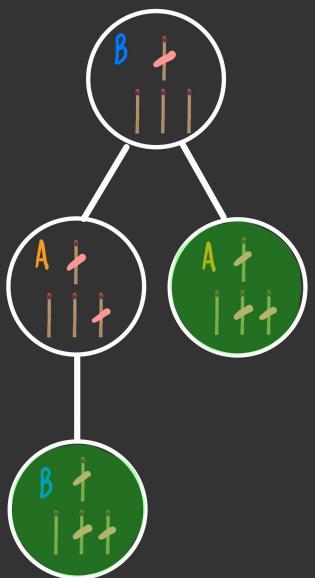
- a game with players P is a tuple (M, U) where:
- $M = (Q, \Sigma, \Delta, q_0, F)$ is a state machine where each state $q \in Q$ has the form $(p, q') \in P \times Q'$ for an auxiliary set Q' of states
 - utility function $U: F \times P \rightarrow \mathbb{R}$ which gives the value of each final state for each player



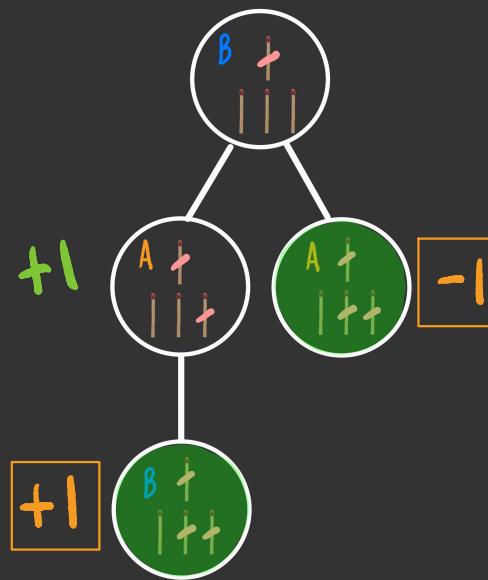
the minimax algorithm is based on the pessimistic principle that our opponent will always choose the move that is **worst for us**

how might we say this more rigorously?

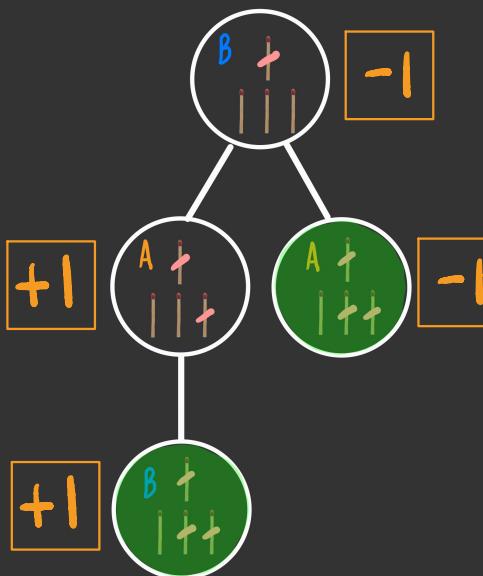
the minimax algorithm
is based on the
pessimistic principle
that our opponent
will always choose
the move that gives
us the lowest utility

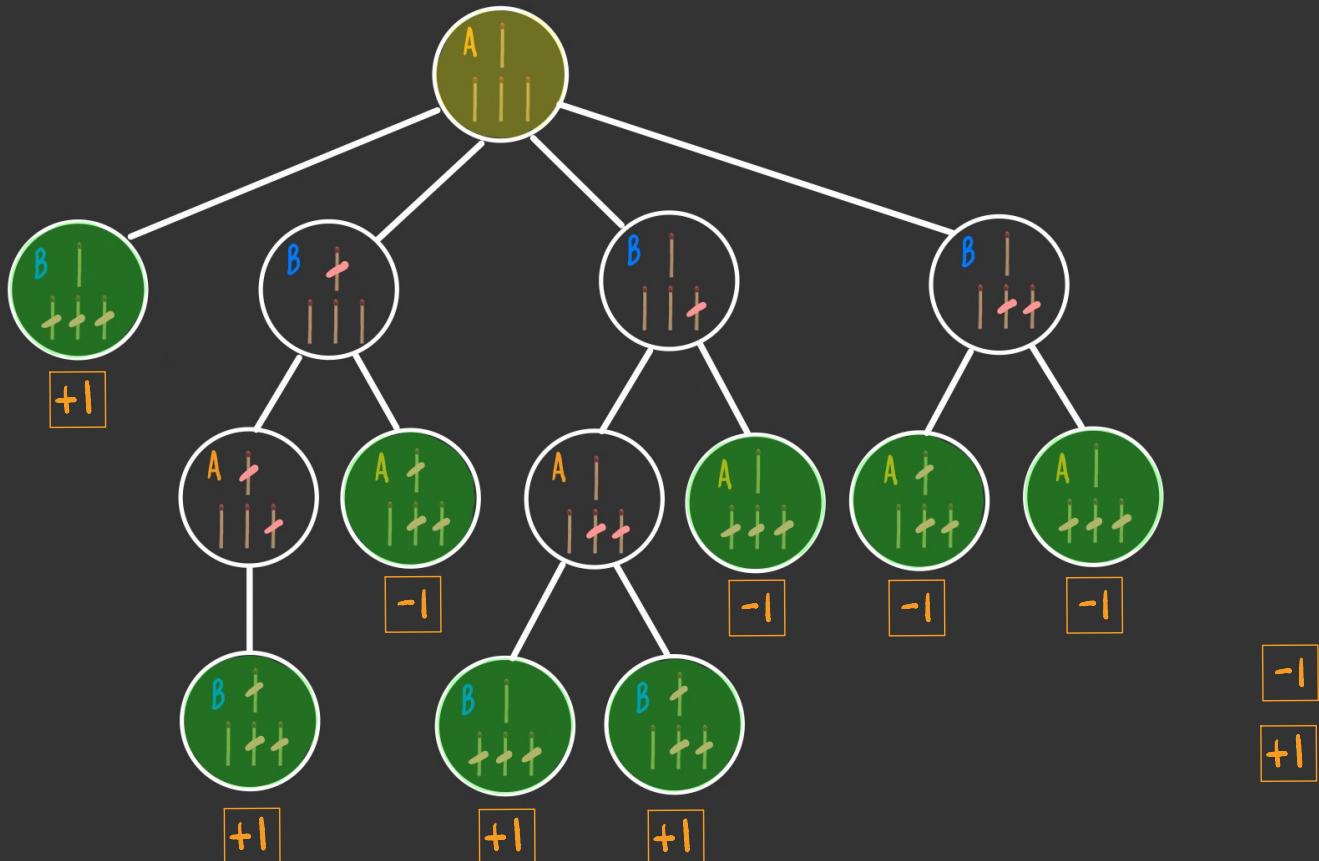


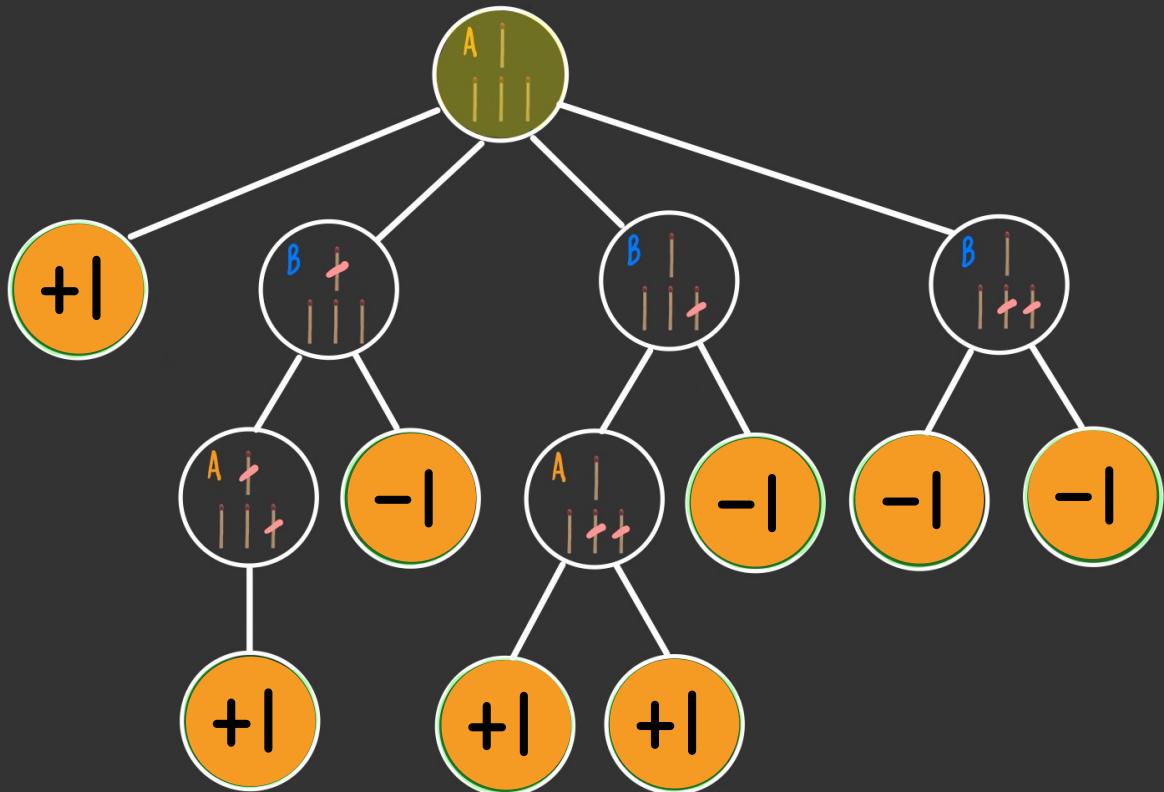
the minimax algorithm
is based on the
pessimistic principle
that our opponent
will always choose
the move that gives
us the lowest utility



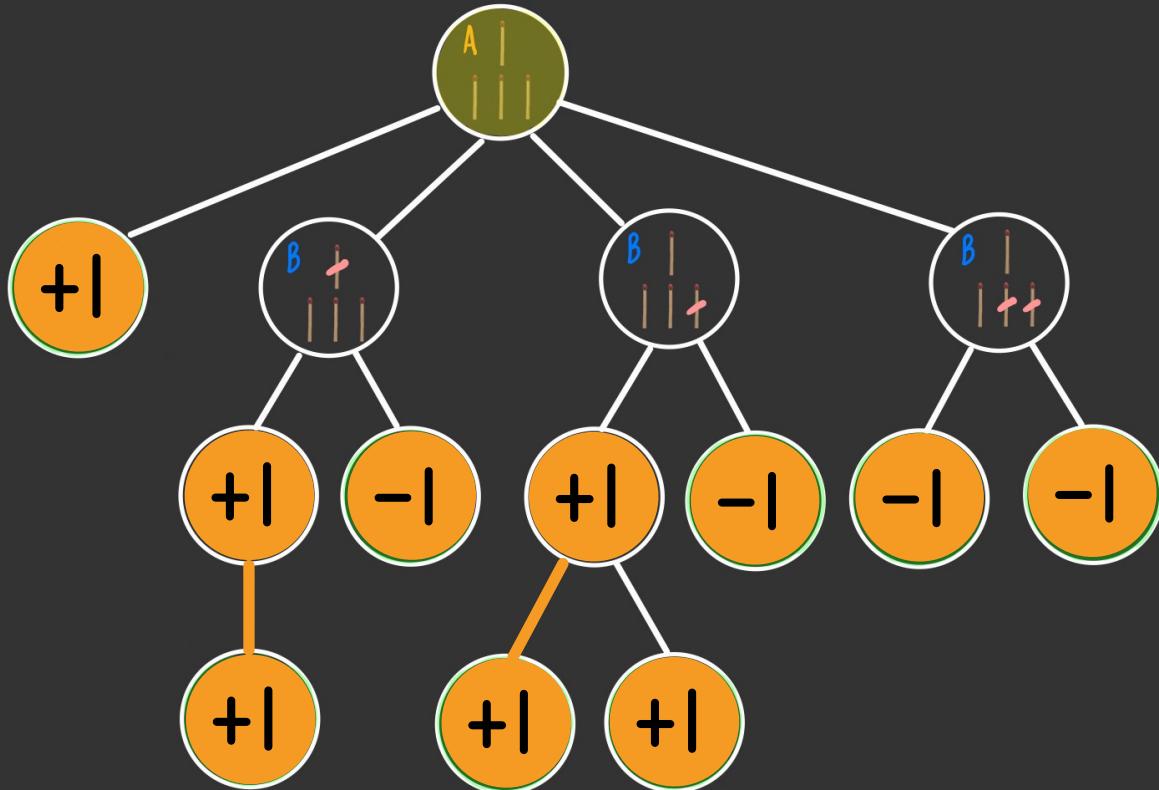
the minimax algorithm
is based on the
pessimistic principle
that our opponent
will always choose
the move that gives
us the lowest utility

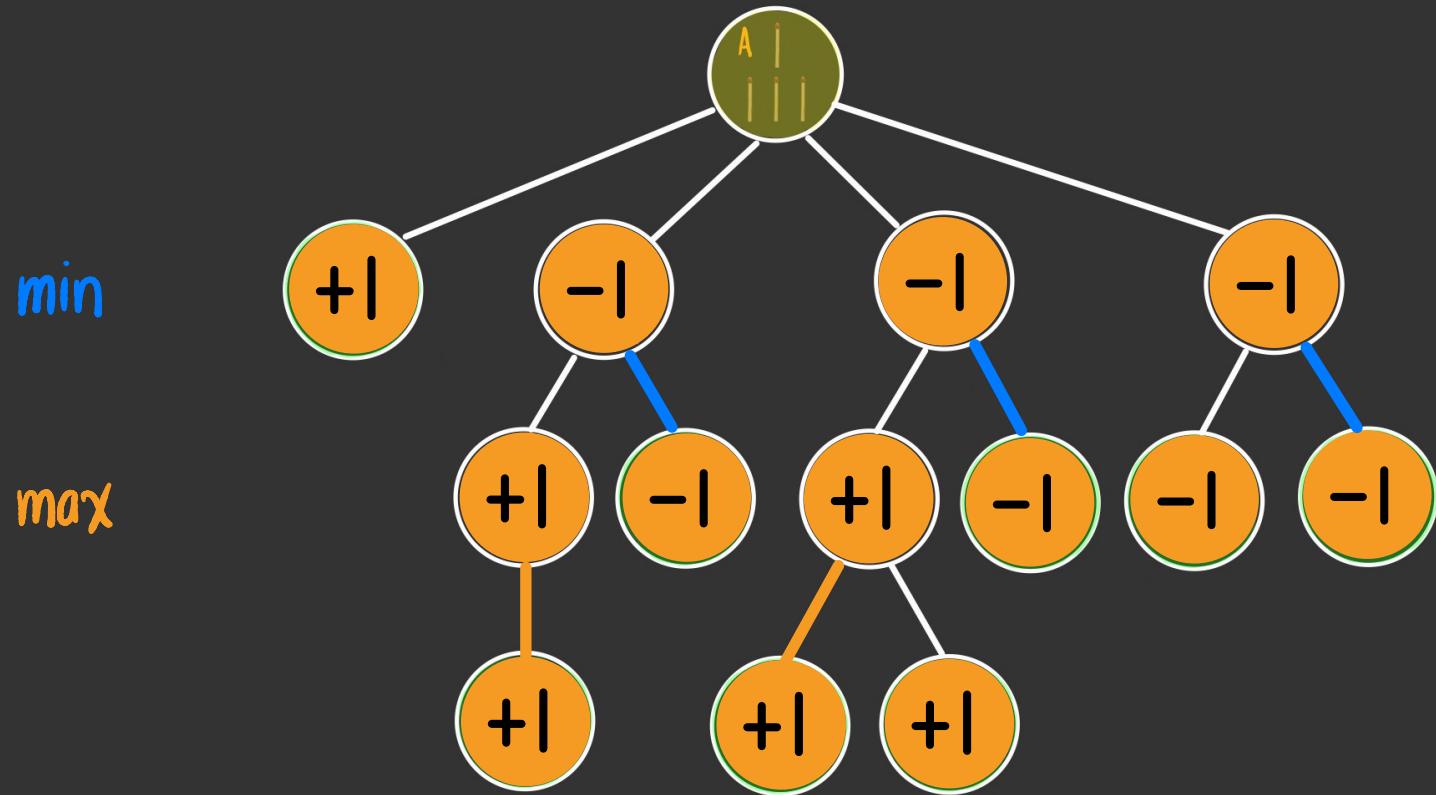






Maximizing the number of green sticks

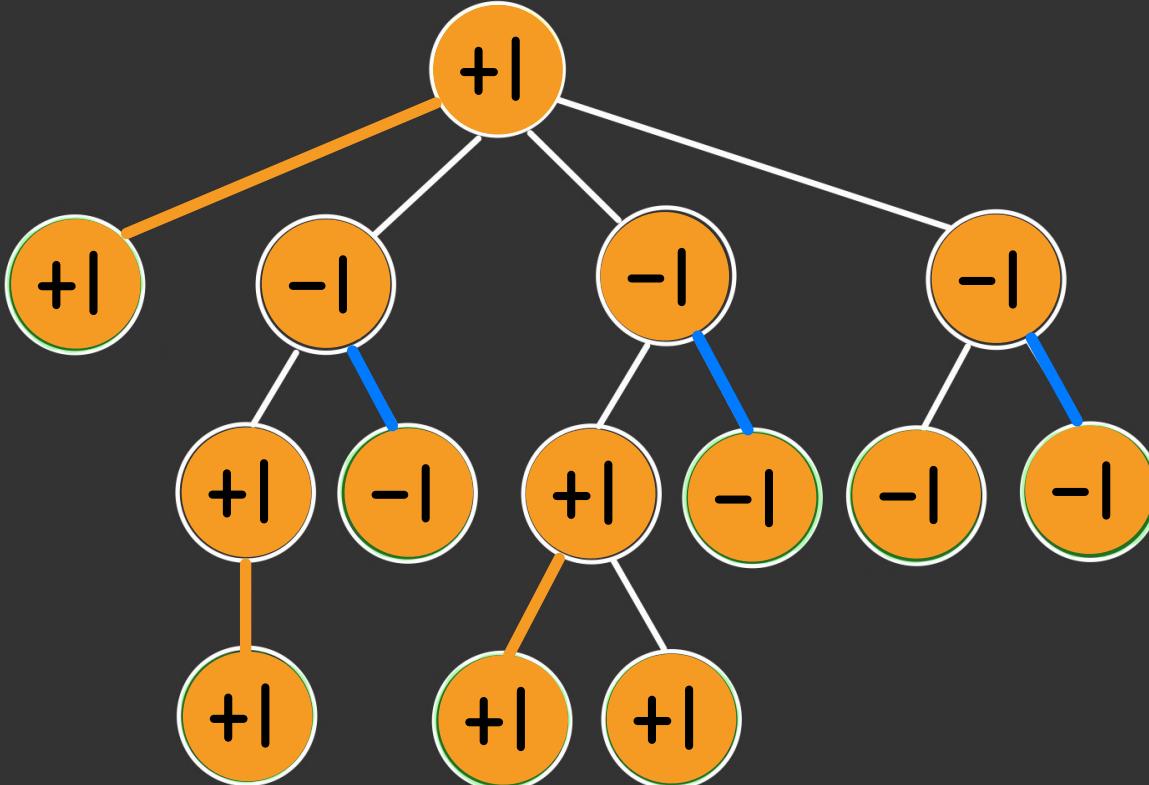




max

min

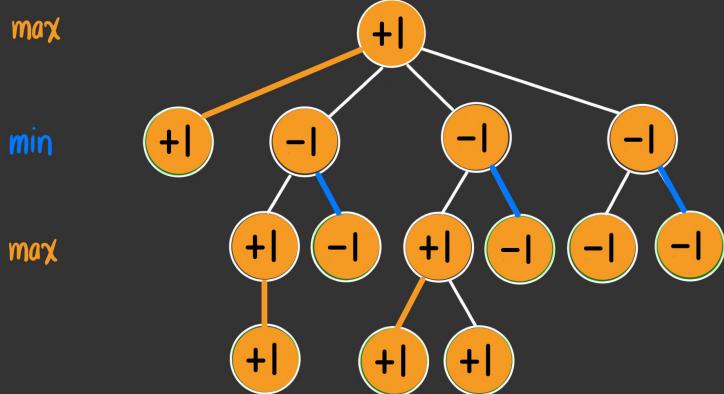
max



player whose utility we're interested in

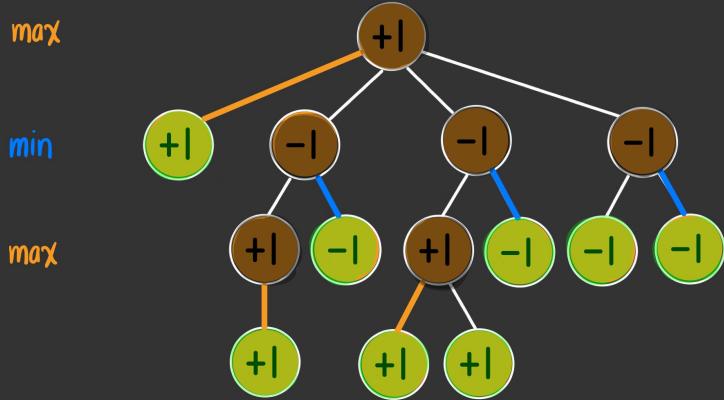
$\minimax(q, p)$

$$= \begin{cases} U(q, p) & \text{if } q \in F \\ \max_{q'} \left\{ \minimax(q', p) \mid \langle q, \sigma, q' \rangle \in \Delta \right\} & \text{if } q \notin F \text{ and } p(q) = p \\ \min_{q'} \left\{ \minimax(q', p) \mid \langle q, \sigma, q' \rangle \in \Delta \right\} & \text{if } q \notin F \text{ and } p(q) \neq p \end{cases}$$



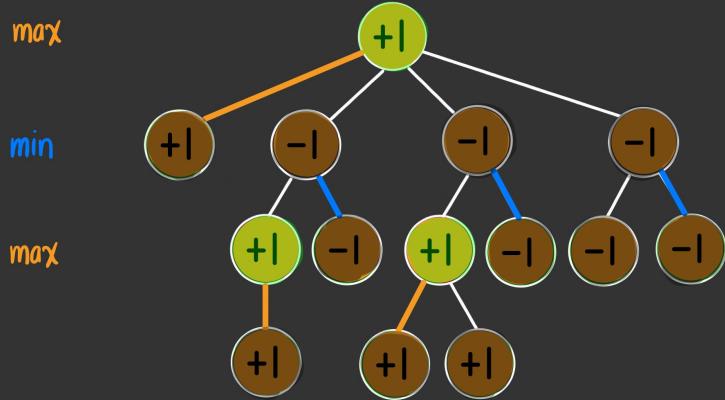
$\text{minimax}(q, p)$

$$= \begin{cases} U(q, p) & \text{if } q \in F \\ \max_{q'} \left\{ \min_{\sigma} \max_{q'} \left\{ \text{minimax}(q', p) \mid \langle q, \sigma, q' \rangle \in \Delta \right\} \right\} & \text{if } q \notin F \text{ and } p(q) = p \\ \max_{q'} \left\{ \min_{\sigma} \max_{q'} \left\{ \text{minimax}(q', p) \mid \langle q, \sigma, q' \rangle \in \Delta \right\} \right\} & \text{if } q \notin F \text{ and } p(q) \neq p \end{cases}$$



$\text{minimax}(q, p)$

$$= \begin{cases} \cup(q, p) & \text{if } q \in F \\ \max_{q'} \left\{ \text{minimax}(q', p) \mid \langle q, \sigma, q' \rangle \in \Delta \right\} & \text{if } q \notin F \text{ and } p(q) = p \\ \min_{q'} \left\{ \text{minimax}(q', p) \mid \langle q, \sigma, q' \rangle \in \Delta \right\} & \text{if } q \notin F \text{ and } p(q) \neq p \end{cases}$$

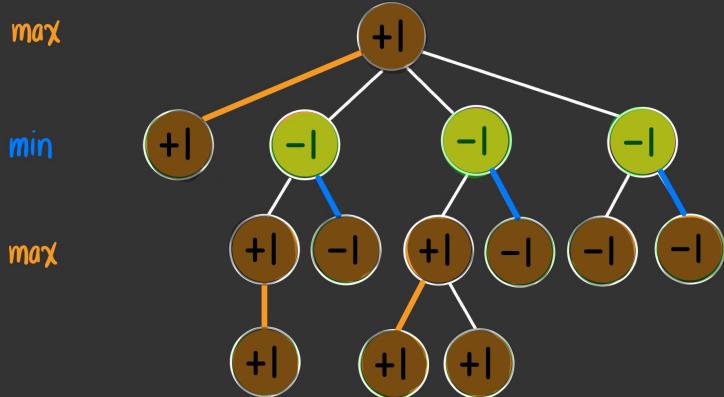


player whose turn it is in state q

player whose utility we're interested in

$\text{minimax}(q, p)$

$$= \begin{cases} U(q, p) & \text{if } q \in F \\ \max_{q'} \left\{ \text{minimax}(q', p) \mid \langle q, \sigma, q' \rangle \in \Delta \right\} & \text{if } q \notin F \text{ and } p(q) = p \\ \min_{q'} \left\{ \text{minimax}(q', p) \mid \langle q, \sigma, q' \rangle \in \Delta \right\} & \text{if } q \notin F \text{ and } p(q) \neq p \end{cases}$$



max



min



max



+ |

- |

+ |

- |

+ |

+ |

- |

+ |

- |

- |

- |

max



min



max



+|

-|

+|

-|

+|

+|

+|

-|

+|

-|

-|

-|



max



min



max

+|

+|

+|

+|

+|

-|

-|

+|

-|

+|

-|

+|

+|

-|

-|

-|



max



min

+|

+|

-|

max

+|

+|

+|

+|

+|

-|

-|

+|

-|

+|

-|

+|

+|

-|

-|

-|



max

+|

min

+|

+|

-|

max

+|

+|

+|

+|

+|

-|

-|

+|

-|

+|

-|

+|

+|

+|

-|

+|

-|

-|



max



min



max



+

-

+

-

+

+

+

-

+

-

-

-

-

$\text{minimax}(q, p)$

$$= \begin{cases} U(q, p) & \text{if } q \in F \\ \max_{q'} \left\{ \text{minimax}(q', p) \mid \langle q, \sigma, q' \rangle \in \Delta \right\} & \text{if } q \notin F \text{ and } p(q) = p \\ \min_{q'} \left\{ \text{minimax}(q', p) \mid \langle q, \sigma, q' \rangle \in \Delta \right\} & \text{if } q \notin F \text{ and } p(q) \neq p \end{cases}$$

or, as pseudocode:

MINIMAX($q, p, (m, u)$):

- ▶ if $q \in F$: return $U(q, p)$
- ▶ children = $\left\{ \text{minimax}(q', p, (m, u)) \mid \langle q, \sigma, q' \rangle \in \Delta(m) \right\}$
- ▶ return $\max(\text{children})$ if $p(q) = p$ else $\min(\text{children})$

$\text{minimax}(q, p)$

$$= \begin{cases} U(q, p) & \text{if } q \in F \\ \max_{q'} \left\{ \text{minimax}(q', p) \mid \langle q, \sigma, q' \rangle \in \Delta \right\} & \text{if } q \notin F \text{ and } p(q) = p \\ \min_{q'} \left\{ \text{minimax}(q', p) \mid \langle q, \sigma, q' \rangle \in \Delta \right\} & \text{if } q \notin F \text{ and } p(q) \neq p \end{cases}$$

or, as pseudocode:

MINIMAX($q, p, (m, U)$):

- ▶ if $q \in F$: return $U(q, p)$
- ▶ children = $\left\{ \text{minimax}(q', p, (m, U)) \mid \langle q, \sigma, q' \rangle \in \Delta(m) \right\}$
- ▶ return $\max(\text{children})$ if $p(q) = p$ else $\min(\text{children})$

what is
this?

$\text{minimax}(q, p)$

$$= \begin{cases} U(q, p) & \text{if } q \in F \\ \max_{q'} \left\{ \text{minimax}(q', p) \mid \langle q, \sigma, q' \rangle \in \Delta \right\} & \text{if } q \notin F \text{ and } p(q) = p \\ \min_{q'} \left\{ \text{minimax}(q', p) \mid \langle q, \sigma, q' \rangle \in \Delta \right\} & \text{if } q \notin F \text{ and } p(q) \neq p \end{cases}$$

or, as pseudocode:

MINIMAX($q, p, (m, U)$):

- ▶ if $q \in F$: return $U(q, p)$
- ▶ children = $\left\{ \text{minimax}(q', p, (m, U)) \mid \langle q, \sigma, q' \rangle \in \Delta(m) \right\}$
- ▶ return $\max(\text{children})$ if $p(q) = p$ else $\min(\text{children})$

a game with players P is a tuple (M, U) where:

- $M = (Q, \Sigma, \Delta, q_0, F)$ is a state machine where each state $q \in Q$ has the form $(p, q') \in P \times Q'$ for an auxiliary set Q' of states
- utility function $U: F \times P \rightarrow \mathbb{R}$ which gives the value of each final state for each player