Adversarial Search in Context Game: Mini-Max

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24 Oct 2019, 1:45 - 2:45 PM, LT-1

Adversarial search is known for its usefulness in calculating the best move in two-player games where all the info is available, such as chess or tic-tac-toe.

Minimax is a kind of backtracking algorithm that is used in decision making and game theory to find the optimal move for a player, assuming that your opponent also plays optimally.

It is a procedure used for minimizing the possible loss while maximizing the potential gain.

Applications :

2 Player Games such as :

1. Tic Tac Toe (X vs O)
2. Pacman (Player vs Ghosts)
3. Chess

In the GIF attached, the search tree is for only two possible moves in chess. Black nodes are where black makes a move and white nodes are where white makes a move.

Click on this link to watch the GIF.