

## Quiz Review

Here are some review suggestions:

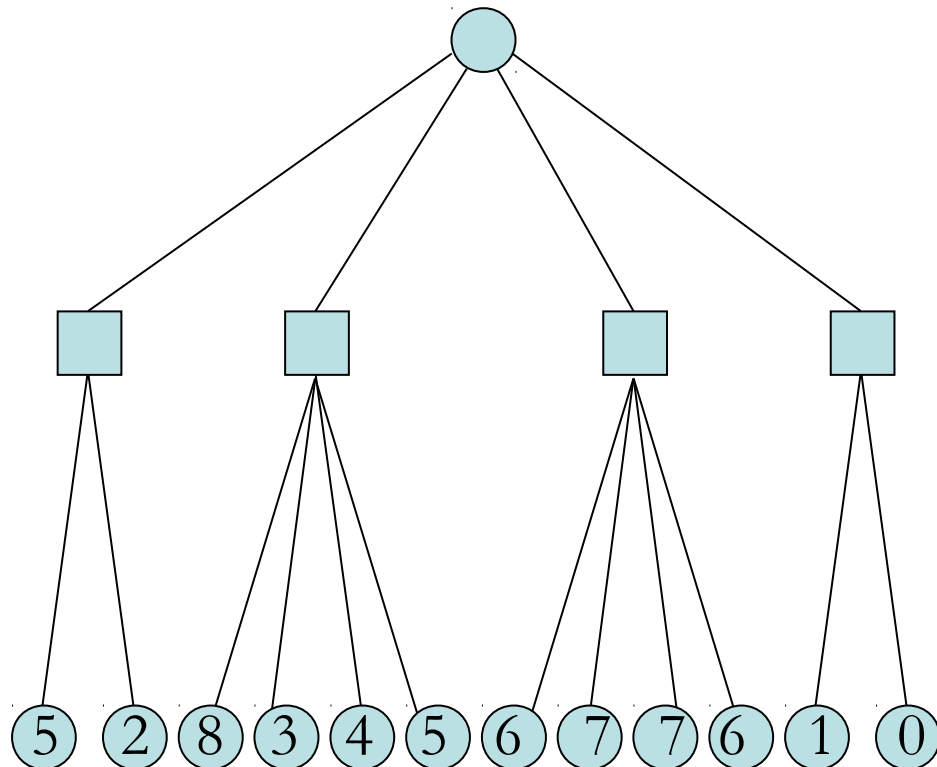
- Be able to write the pseudocode for the general Minimax Algorithm (without optimizations.)
- Understand the function and purpose of the evaluation function in Game Playing.
- Know how to fill out a Minimax search tree when given values to do so. (See example below.)
- Be able to prune a Minimax search tree using Alpha-Beta Pruning. (See example below.)
- Be ready to identify Minimax Algorithm issue mitigation techniques most commonly used to speed-up the search process.
- Understand how to fill out an Expectiminimax search tree. (See example below.)

## Examples

Minimax Tree

MAX

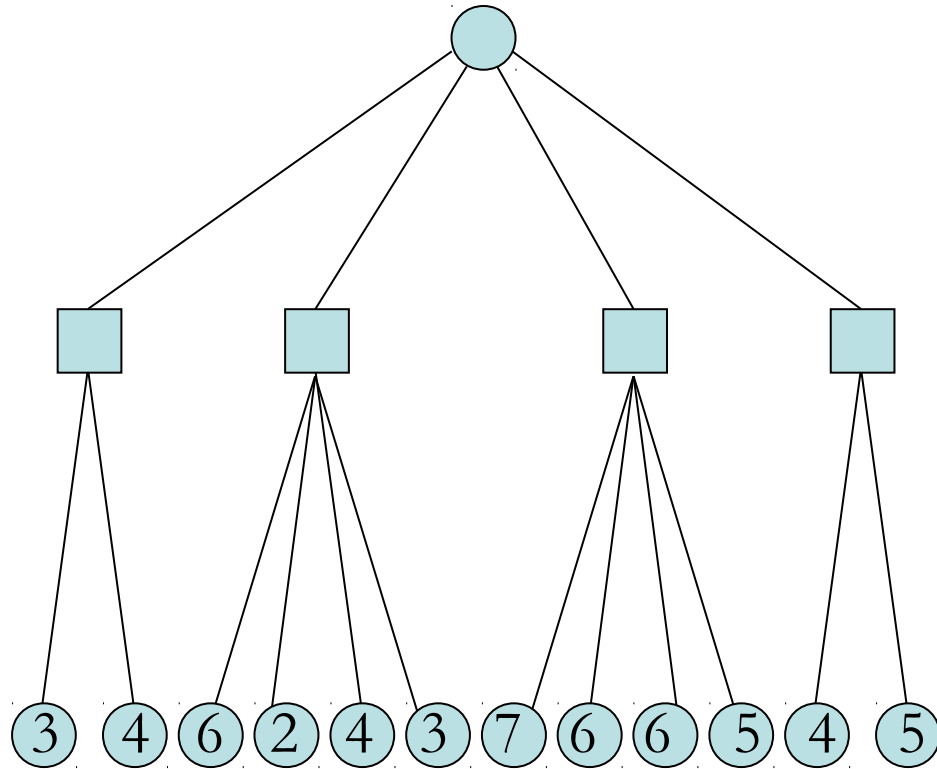
MIN



Alpha-Beta Pruning

MAX

MIN



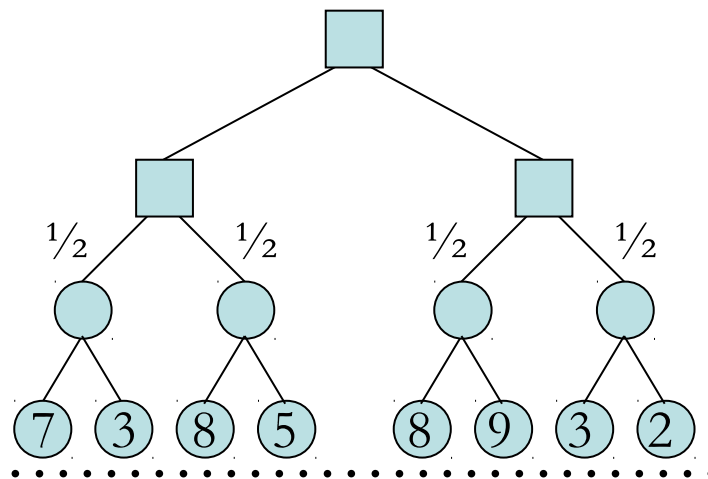
Expectiminimax Tree

Expectimax

Rand. Event

Expectimin

Term. State

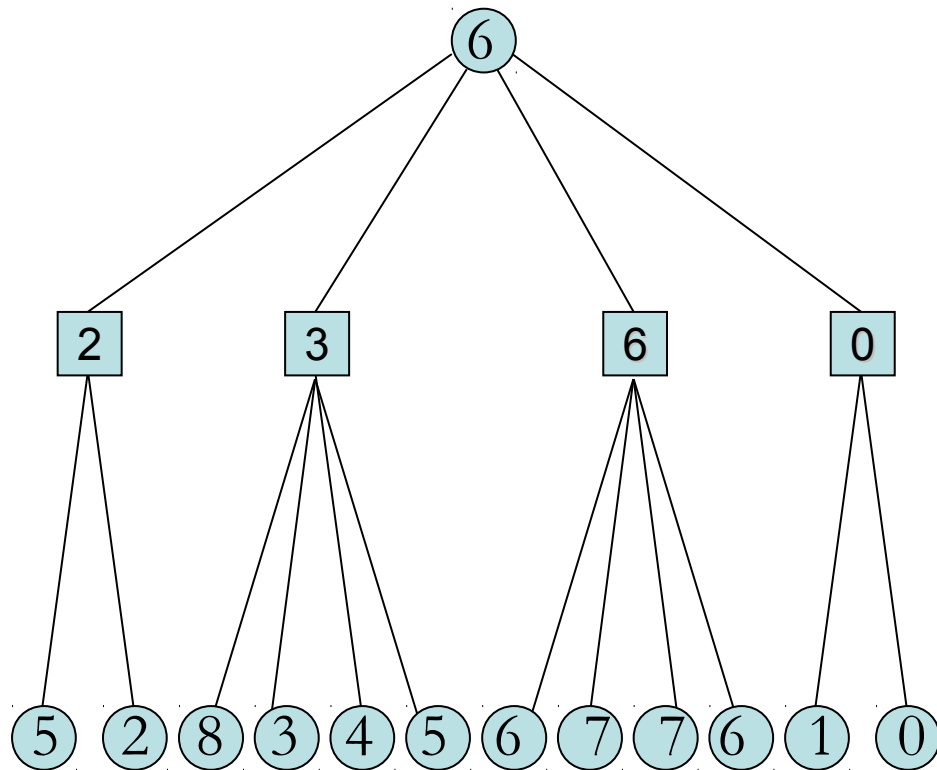


## Solutions

Minimax Tree

MAX

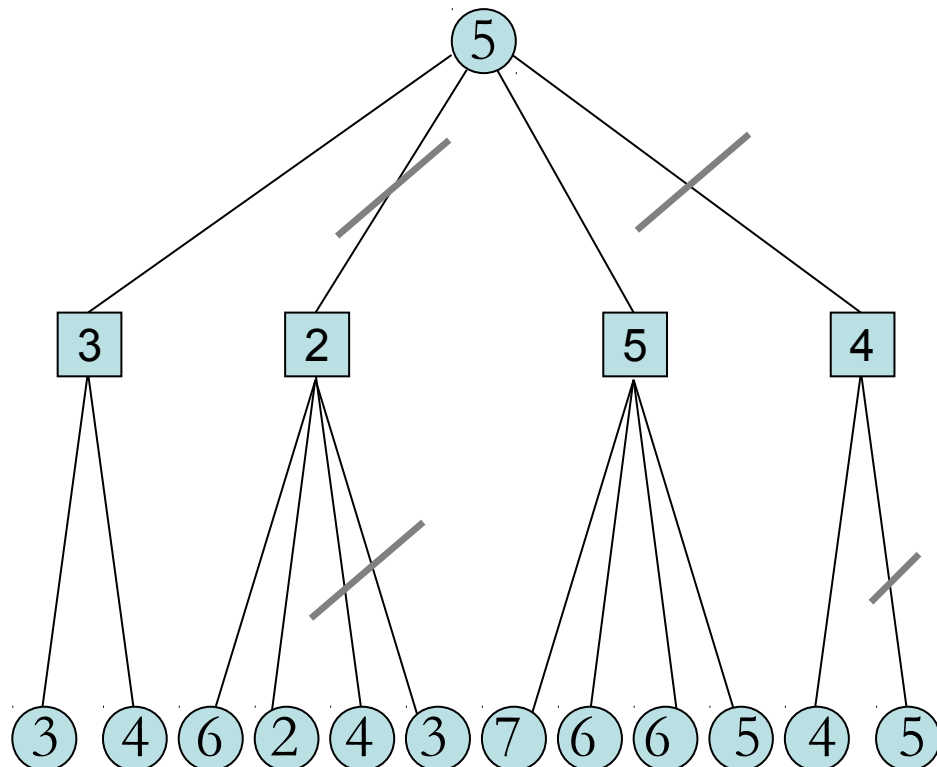
MIN



Alpha-Beta Pruning

MAX

MIN



# Alpha-Beta Pruning

Expectimax

Rand. Event

Expectimin

Term. State

