Where What When Why Who How

AI final project

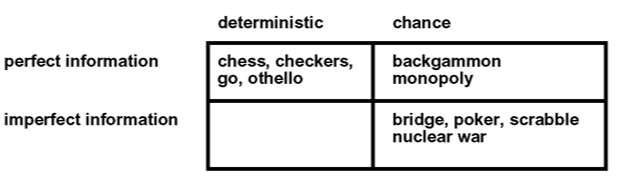
Othello

Games With Perfect Information

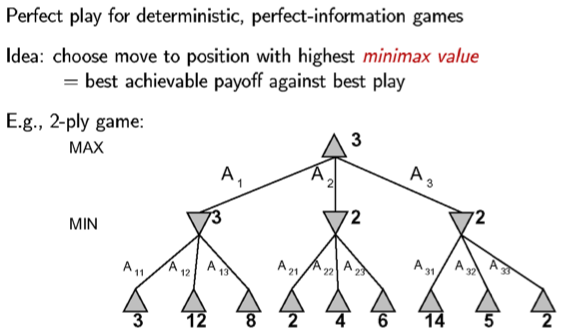
Alternating move, complete information, …=> 2-player games

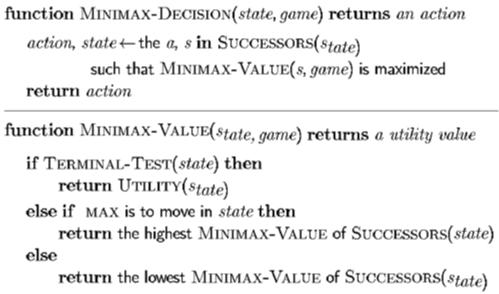
Use Minimax Algorithm, α-β pruning, ... to find optimal moves

Game Types:

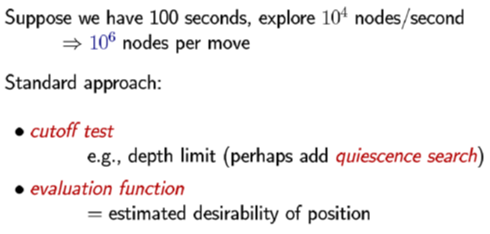


Minimax Algorithm

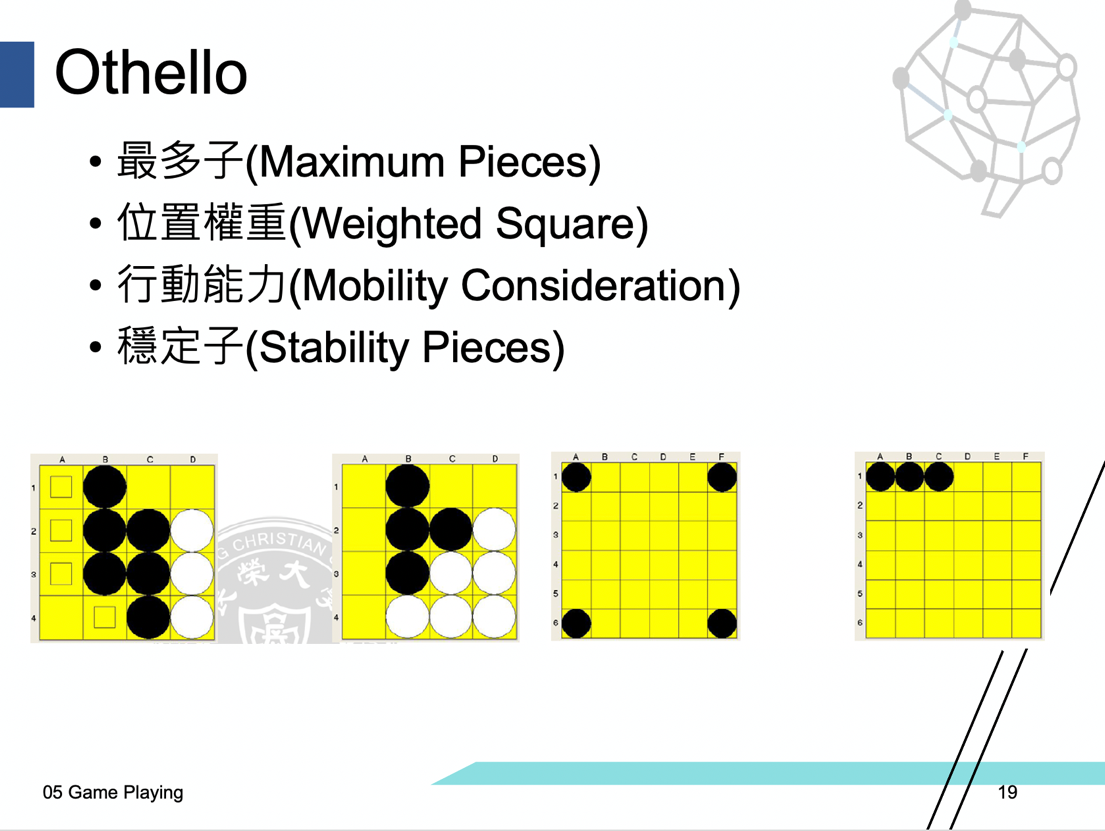


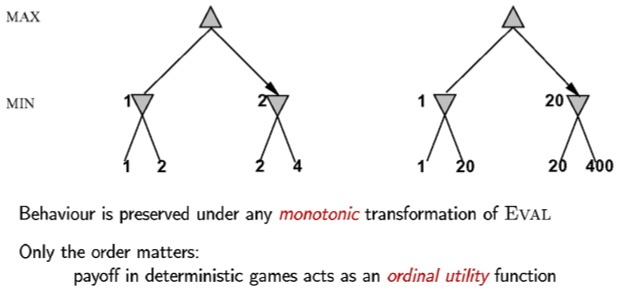


Resource Limits



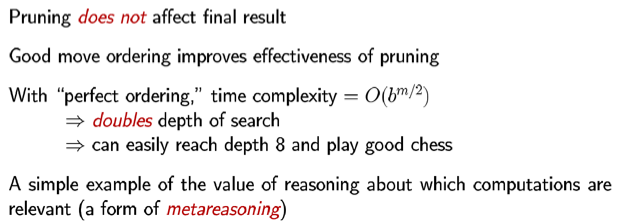
Evaluation functions





α-β pruning

Properties



Why it’s called α-β pruning

