Minimax Quiz Questions

Team Chairun

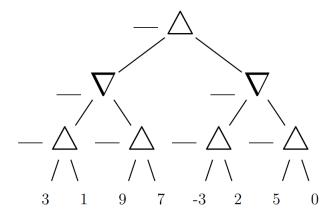
November 29, 2020

1. Suppose we have the following payoff matrix for A in a zero-sum game where A moves first:

| | B Cooperates | B Defects |
|--------------|--------------|-----------|
| A Cooperates | -1 | 4 |
| A Defects | 2 | 2 |

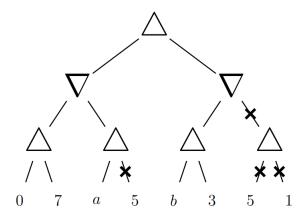
Assuming both players play optimally, what is A's optimal strategy and payoff?

- 2. What is the purpose of using a heuristic in minimax?
- 3. Suppose a game where each player takes 2 turns in a row. How would the minimax algorithm change?
- 4. In the Tactics Solver, there are some situations where the engine is unable to find the solution without a very high depth, regardless of the depth of quiescence search. What kind of situations might cause this?
- 5. Why would iterative deepening be used instead of breadth-first search?
- 6. Why can't we just search at a fixed depth until our alotted time runs out instead of using iterative deepening?
- 7. Fill in the node values calculated by minimax in the tree below and cross out branches pruned by alpha-beta pruning. Δ are maximizing and ∇ are minimizing.



From CS 61B Fall 2016 Midterm 2

8. Fill in values for a and b so that the crossed out branches shown below would be pruned by alpha-beta pruning.



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- 9. Suppose you have the functions findMax and findMin as written in the slides. You wish to find the best move for a game, but for some reason the heuristic you have gives payoffs which are flipped. How do you find the best move for the player which normally would be maximizing?
- 10. In chess, there are positions which are referred to as "sharp," where the position is volatile and the evaluation can change very drastically depending on the moves played. Would alpha-beta pruning run more quickly in a "sharp" position or a non-"sharp" position relative to conventional minimax with no pruning?
- 11. Suppose a game with a branching factor of 7. How many states do we search if we begin a minimax search with no pruning of depth 3?
- 12. Explain possible drawbacks to the following heuristic for Connect-4: (Reds in a row)—(Blacks in a row)