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MP2 Report

I implemented the code for this mp in the minimax function. This algorithm runs recursively with a depth of 3 and it also does alpha-beta pruning that is implemented inside the minimax. An example of when alpha pruning occurs is when we are not the maxPlayer and the alpha value is greater than the minimum beta value. An example of when beta pruning occurs is when we are the maxPlayer and the maximum alpha found in the recursion for the depth is greater than the beta value. The alpha value is taken by a max of alpha and the node values and the beta value is taken by a min function of beta and the node value. The evaluation that I perform is very simple and it just takes the difference between the two scores and this is called when we reach the end of our depth at 0 to estimate the rest of the path that we are not traversing. On average a game versus player one is won by 29-7 and the time it takes to make each move is approximately 1 second except for the first move which takes about 3-4 seconds which is also due because the board needs to load.