

CS512 LABORATORY – WEEK 10 – Winter 2010

Prof. Kerstin Voigt

This lab will be in support of your last programming assignment (see posting on blackboard).

Having a workable representation of the game tree is a key ingredient in making mini-max (or “maxi-min”) reasoning manageable. On your own, or with the instructor’s help, design, implement and test a game tree representation for the tree in Nilsson on p. 216.

Along with designing your representation, decide how your program will need to work with your structure, e.g., what aspects you will want to be able to access and/or modify. Implement these presumably useful helper functions.

Once you are satisfied with your game-tree representation, you may start on working on your programming assignment.

Note: Good understanding of mini-max will help with the upcoming take-home exercise (which will not involve programming).