

# Assignment 3: Minimax

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Artificial Intelligence, Fall 2013

## 1 Report

### 1.1 Heuristics

### 1.2 Ordering

### 1.3 Columns

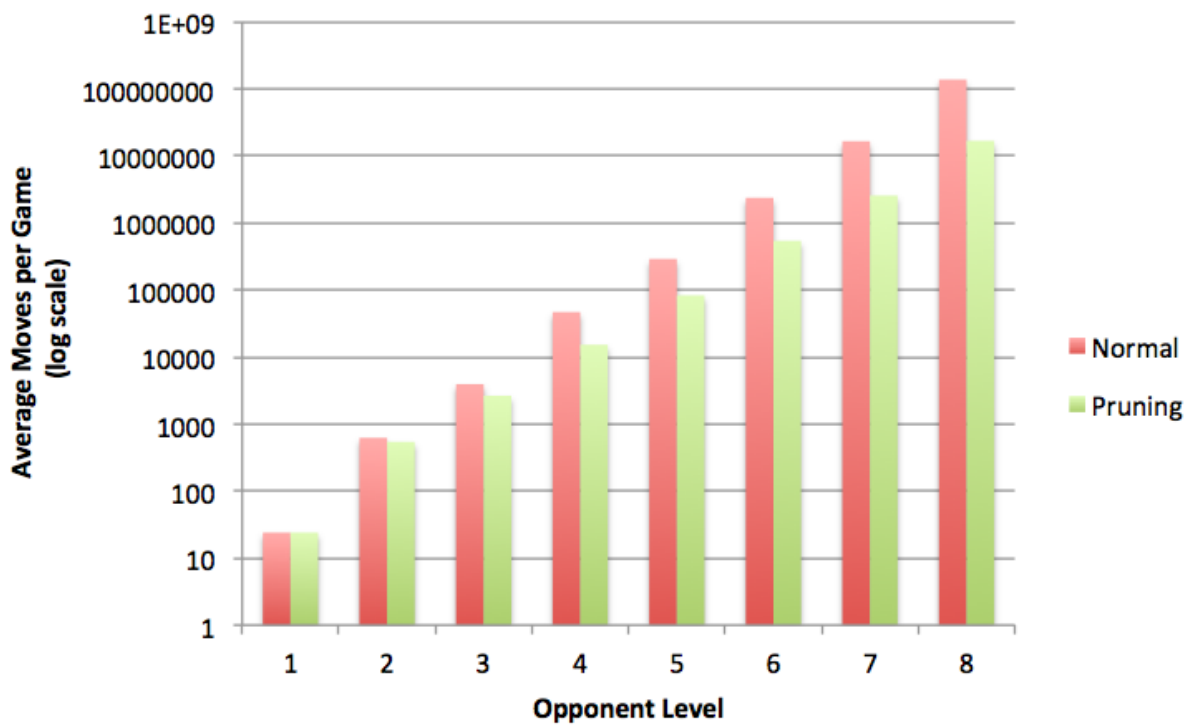


Figure 1: The average number of moves per game with pruning enabled and disabled at each of the eight opponent difficulty levels.

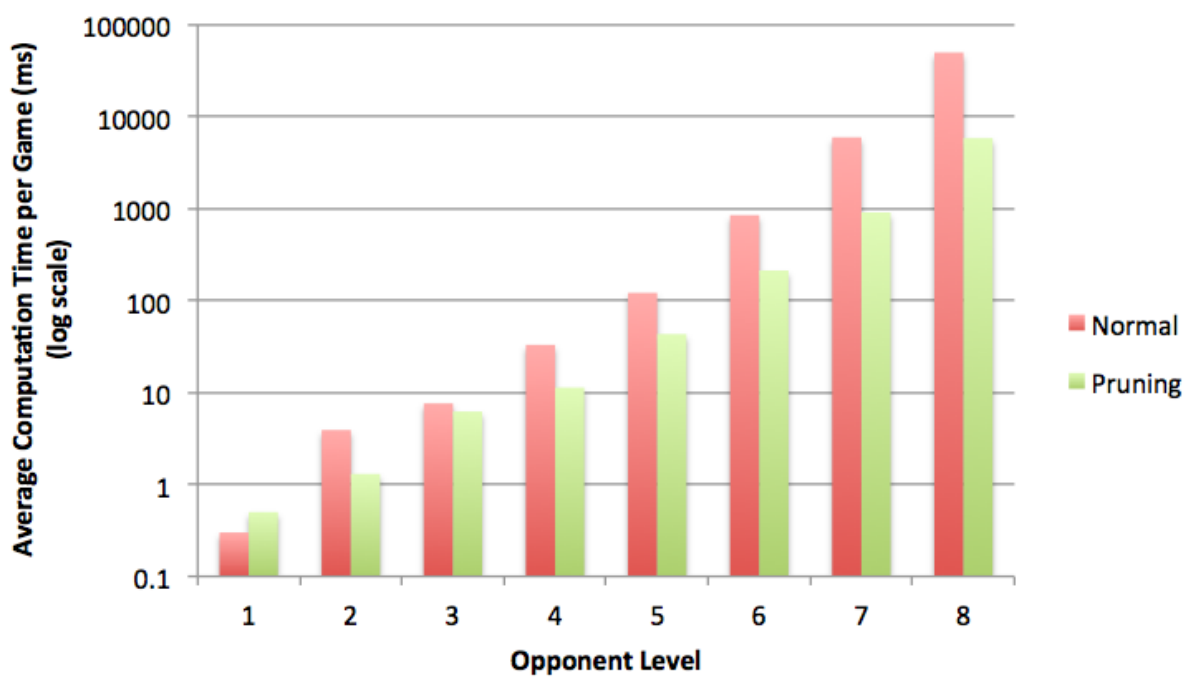


Figure 2: The average time spent exploring moves for the AI player per game with pruning enabled and disabled at each of the eight opponent difficulty levels.

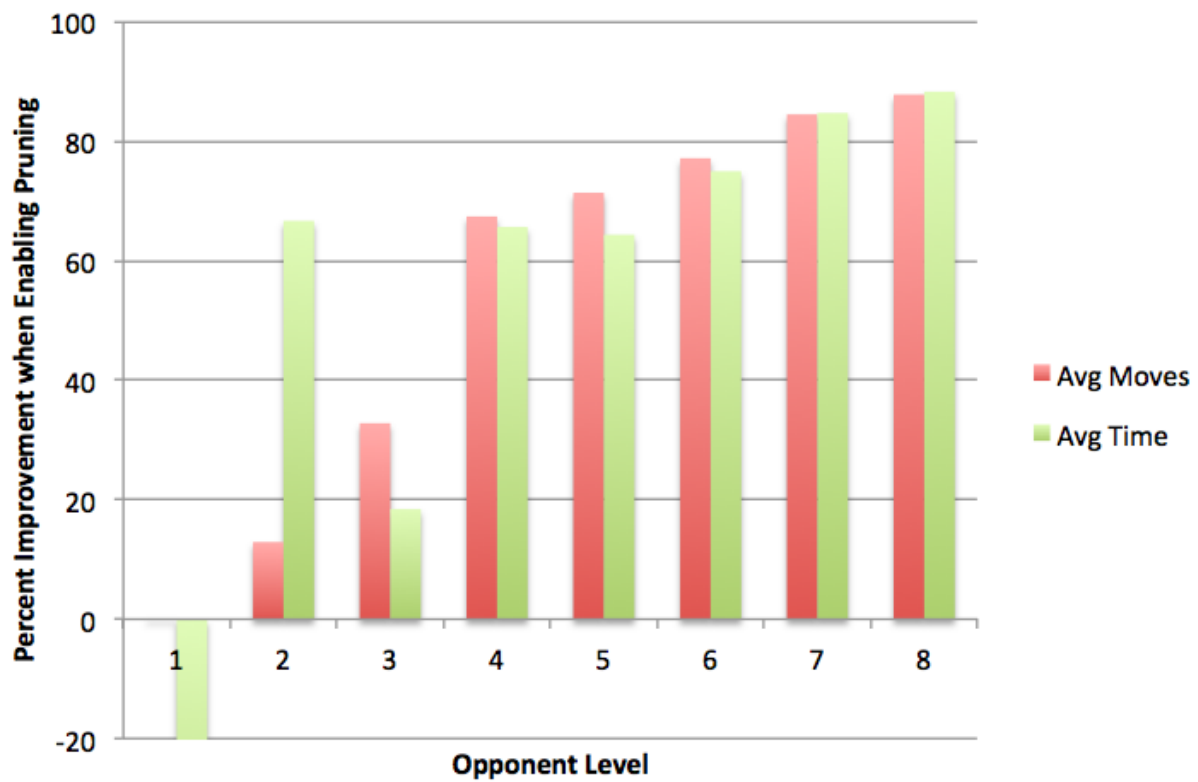


Figure 3: The effects on both the average number of moves and the average time when pruning is enabled, as compared to games at the same level with pruning disabled.