Algorithm

Minimax — used in decision theory, and games
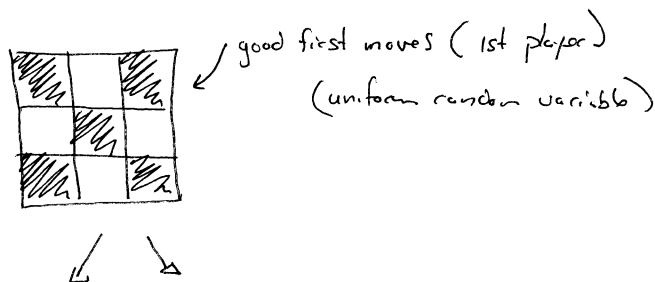
often used in two player games

algorithm stores data in tree => tuple in python (nested) => use dict   location: score

1	2	3
4	5	6
7	8	9

9! = 362880   possible games

7! = 5040   => make a special case for first move

good first moves (1st player)
(uniform random variable)

if first move   if first move is center
is corner   any corner is
next move   safe move
should be
center   (one selection)

(uniform random variable)

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data structures => solutions
                    minimax => tuple/dictionary } game   { functions => create solutions graph
                    move => int   state   next move
                    done => bool   class   test for win
                    state => list ——> state?   get state
                                       class: over
                                       engineering??

1	2	3
4	5	6
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} positions   'X', 'O', '-' values