Artificial Intelligence for Robotics

Assignment: 10

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Answer:1

MinMax Vs Apha-beta
During MinMax then number of turns depends on the depth level. As depth level increases then number of turns can be less. but the time select best move by the computer player increases. because it has to search more number of game board states. accordingly it has to choose the move with high utility.

where as Alpha-beta is same as minimax but when comes to expanding possible next possible moves. it will not expand all states, so efficiency of searching will increase. and even if depth is increased . it will take less time and space comparatively MinMax.