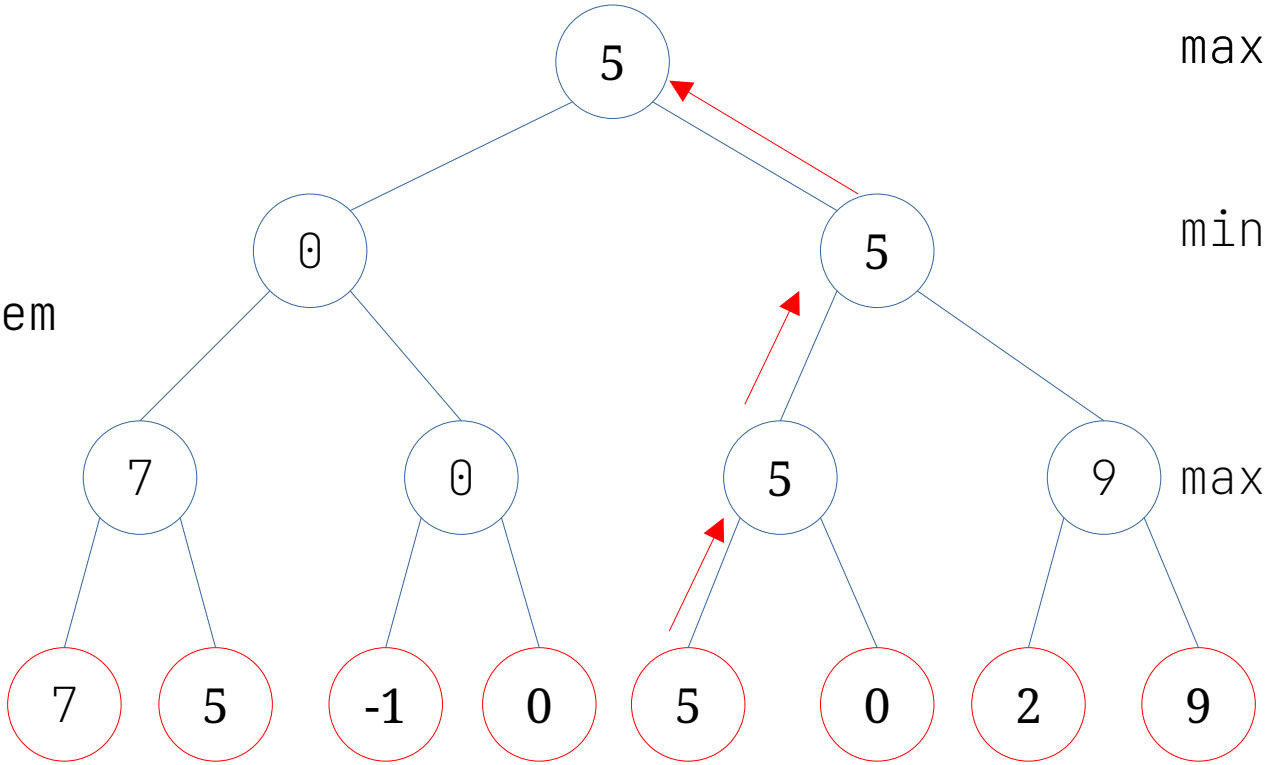
Chess Engine

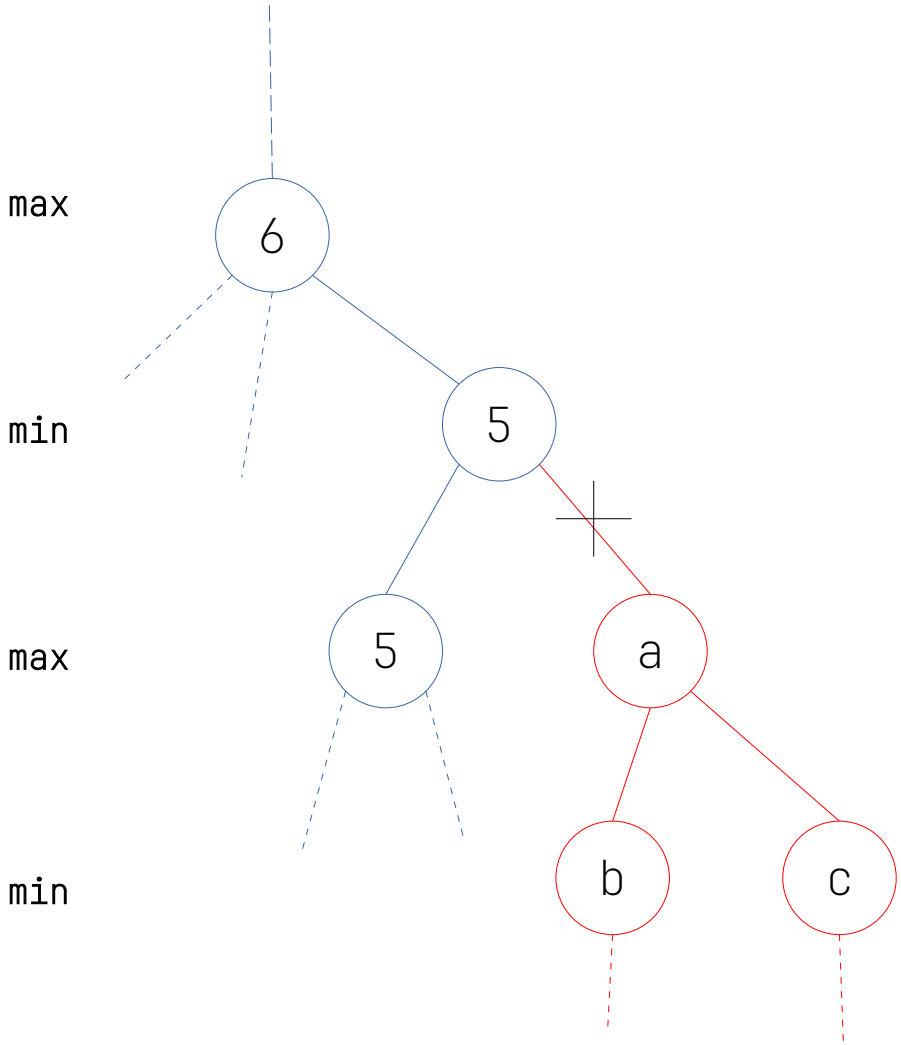
Implementing the concept of Game Theory

Principle Behind the Chess Engines

- An **adversial** seach problem
- MiniMax algorithm
- Search space $\mathbf{b}^{d}$

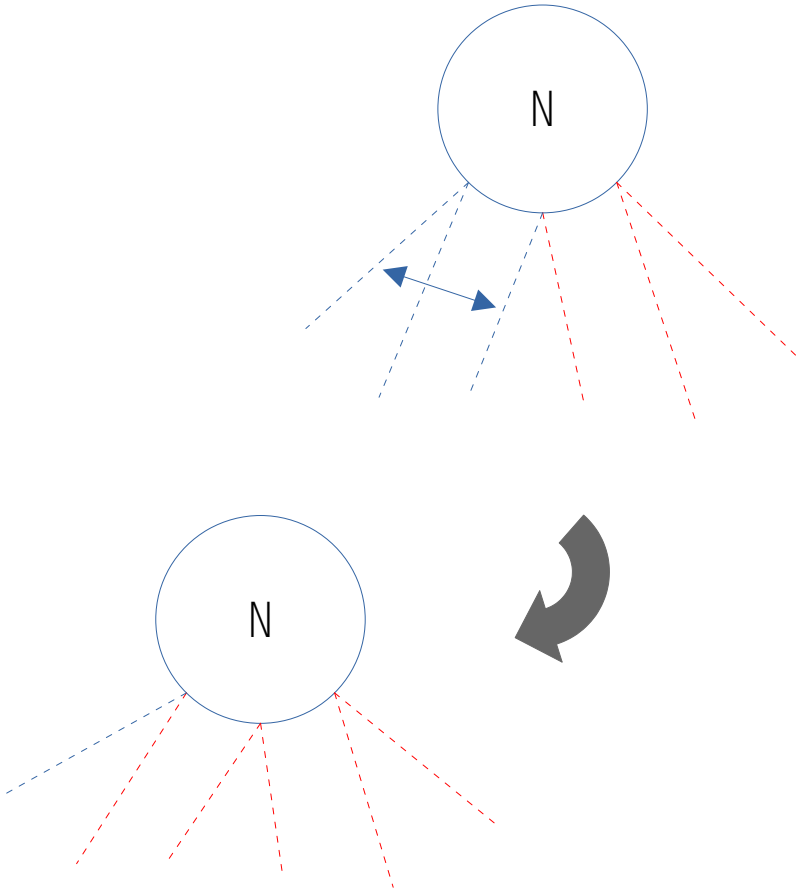


How can we **reduce** search space ?



- Alpha Beta **Pruning**
- New time for search space: $O(b^{d/2})$
- We will see this practically!

What **effort** did I put ?



- Ordering branches **increases pruning depths**
- Significant difference on **high depths**
- No of **branches**/moves **α Time**

Enough Thoery! Now **Fun** Part **Begins.**