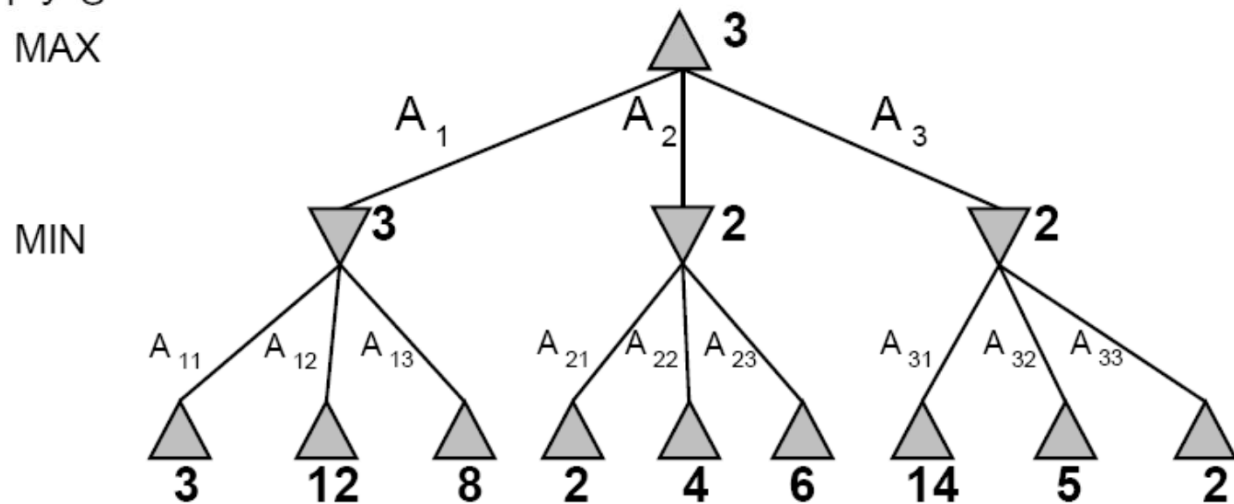


# Minimax

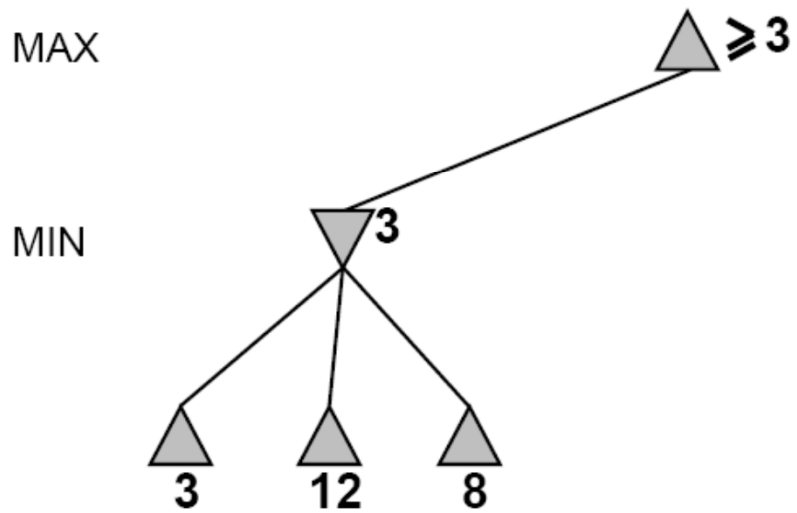
Perfect play for deterministic, perfect-information games

Idea: choose move to position with highest **minimax value**  
= best achievable payoff against best play

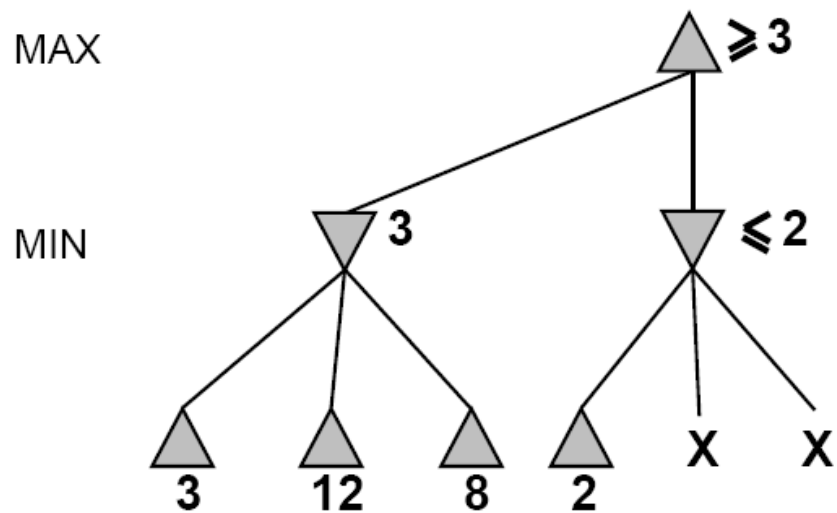
E.g., 2-ply game:



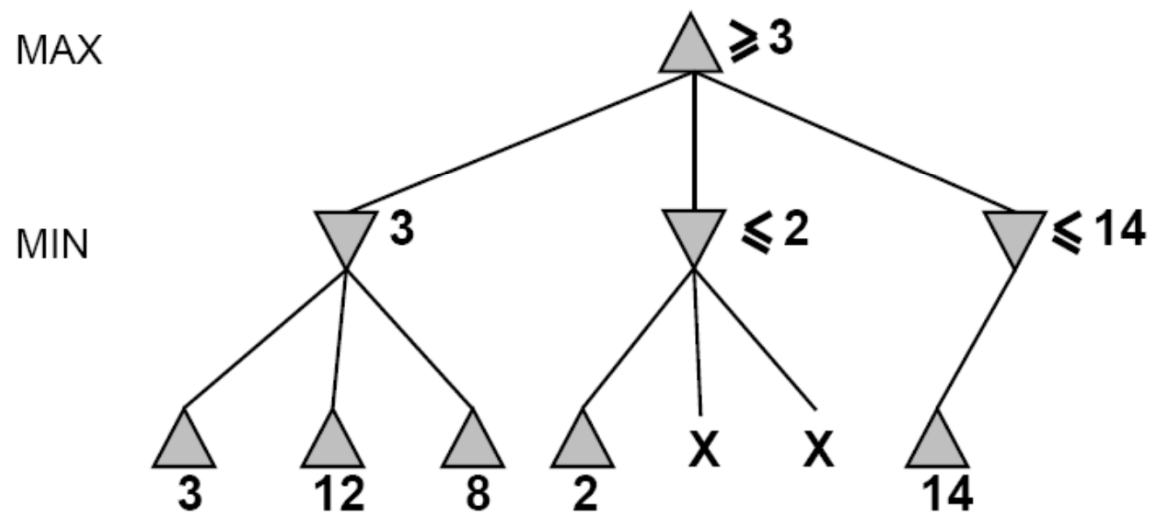
# $\alpha-\beta$ pruning example



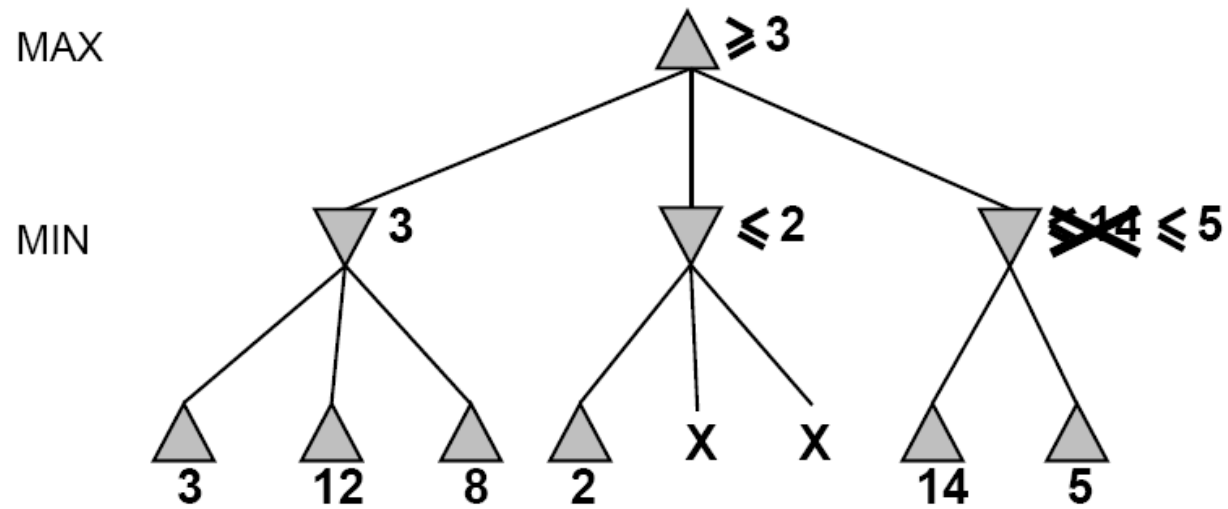
## $\alpha$ - $\beta$ pruning example



## $\alpha$ - $\beta$ pruning example



## $\alpha$ - $\beta$ pruning example



# $\alpha$ - $\beta$ pruning example

