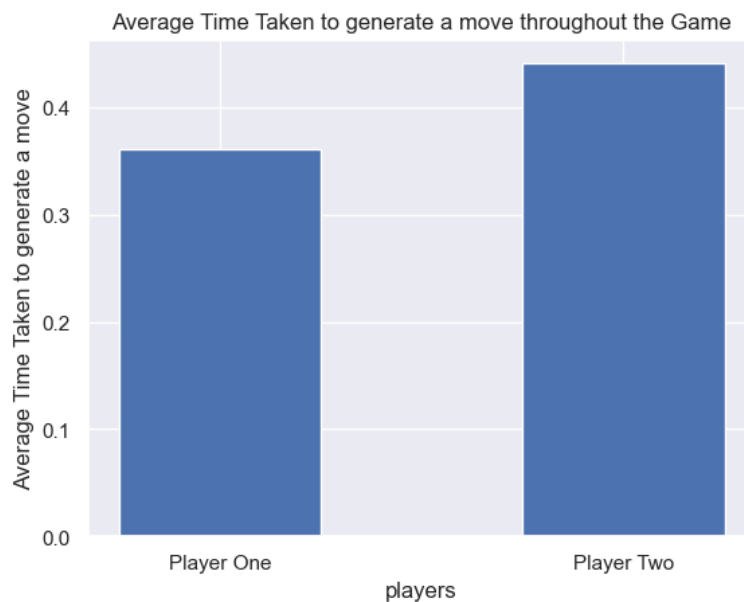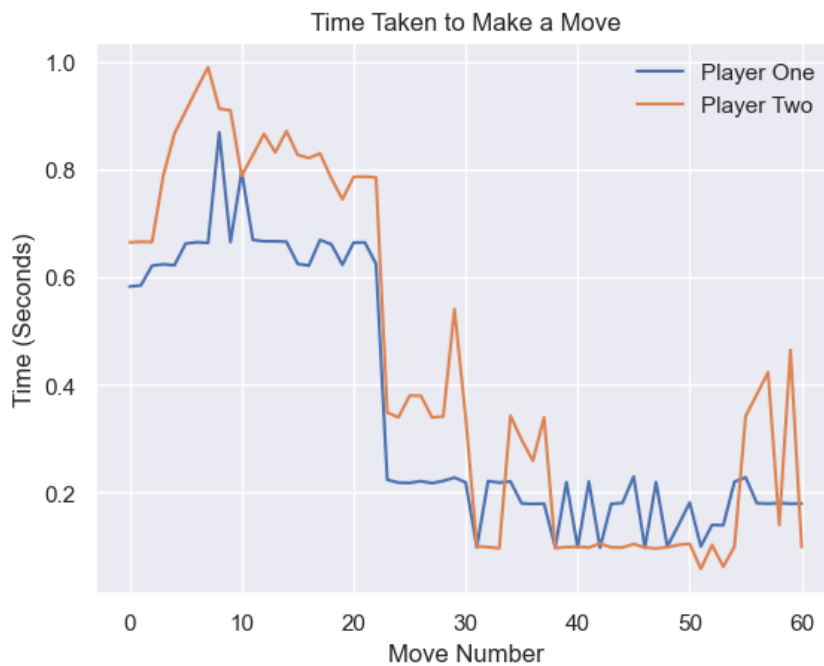# Performance Measure Report

- The graph below illustrates the time taken by each algorithm to make a move

  player one: Minimax

  player two: Alpha-Beta Pruning

- As you can see the both of them takes almost the same time throughout the game but you can see the alpha beta algorithm takes more time to generate a move

- That can be explained by the nodes graph where you can see the difference in the number of nodes expanded by each algorithm in almost the same time

Time Taken to Make a Move

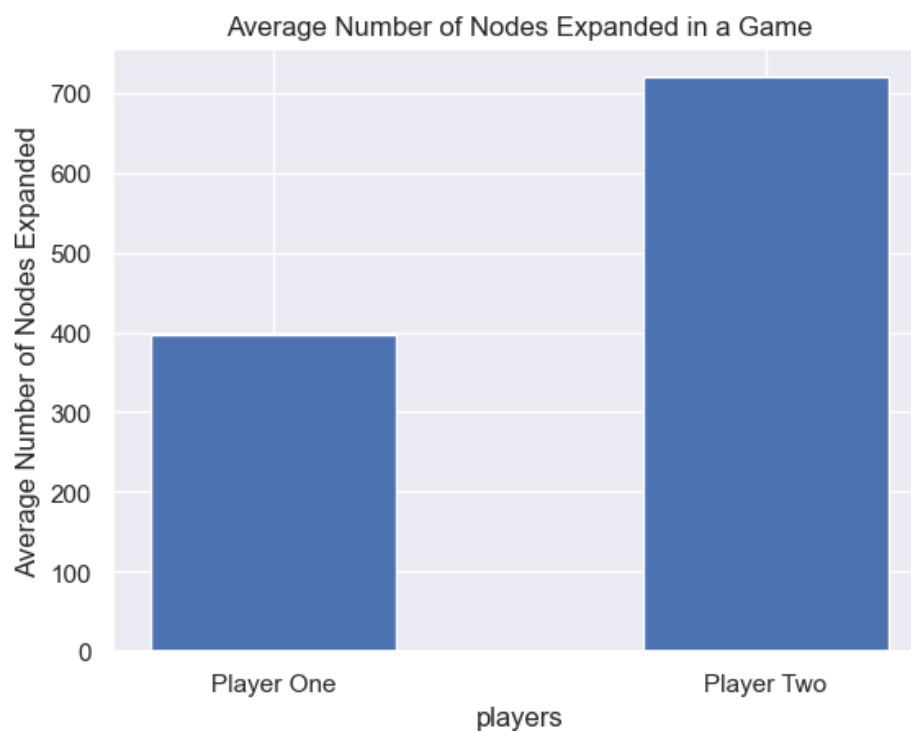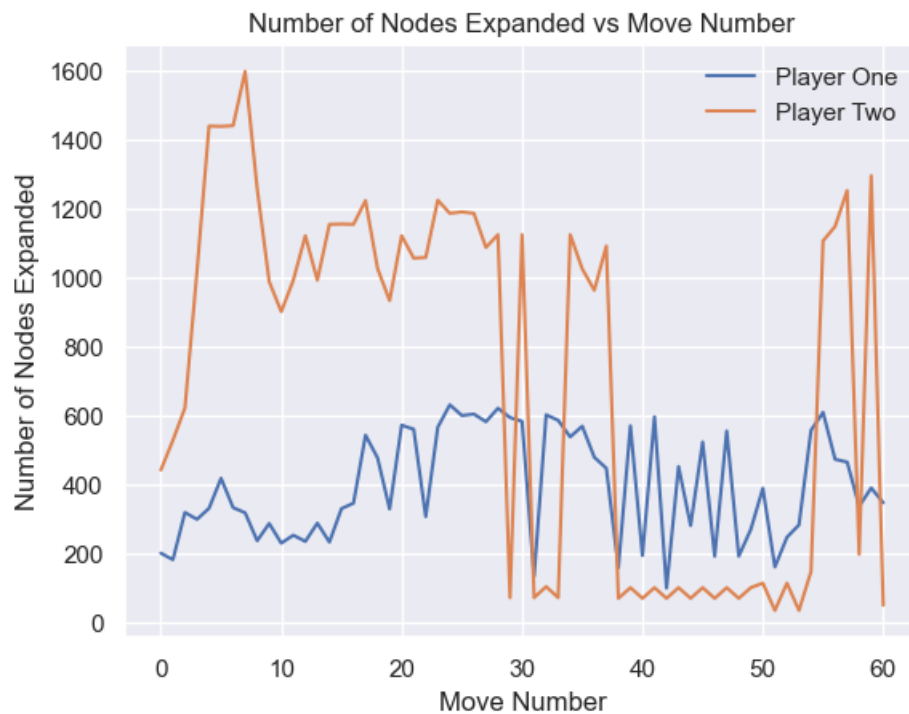Average Time Taken to generate a move throughout the Game

- The graph below illustrates the number of nodes expanded by each algorithm to make a move

player one: Minimax

player two: Alpha-Beta Pruning

- As expected, the alpha beta pruning could visit a lot more game states than minimax in almost the same time in each move

Note: You can find full code that was used to generate the plots in 'report.ipynb'