EXPERIMRNT – 13 Minimax algorithm (game tree example)

AIM:

Implement minimax for a simple zero-sum game tree.

CODE:

# minimax\_example.py

def minimax(node, maximizing):

if isinstance(node,int): return node

if maximizing:

return max(minimax(child,False) for child in node)

else:

return min(minimax(child,True) for child in node)

if \_\_name\_\_=='\_\_main\_\_':

tree=[[3,5,6],[2,[0,1],4],7]

print(minimax(tree,True))

OUTPUT:

