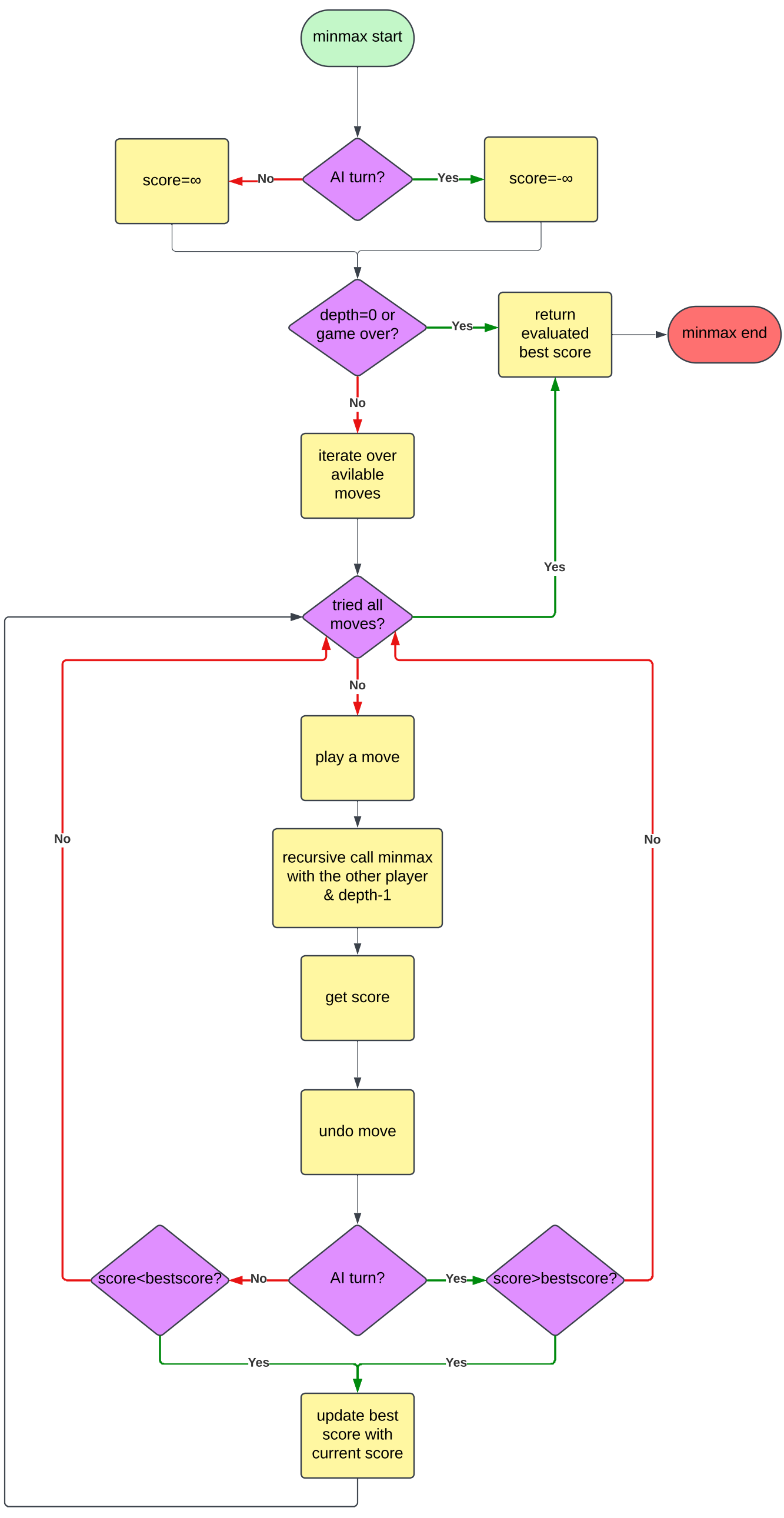
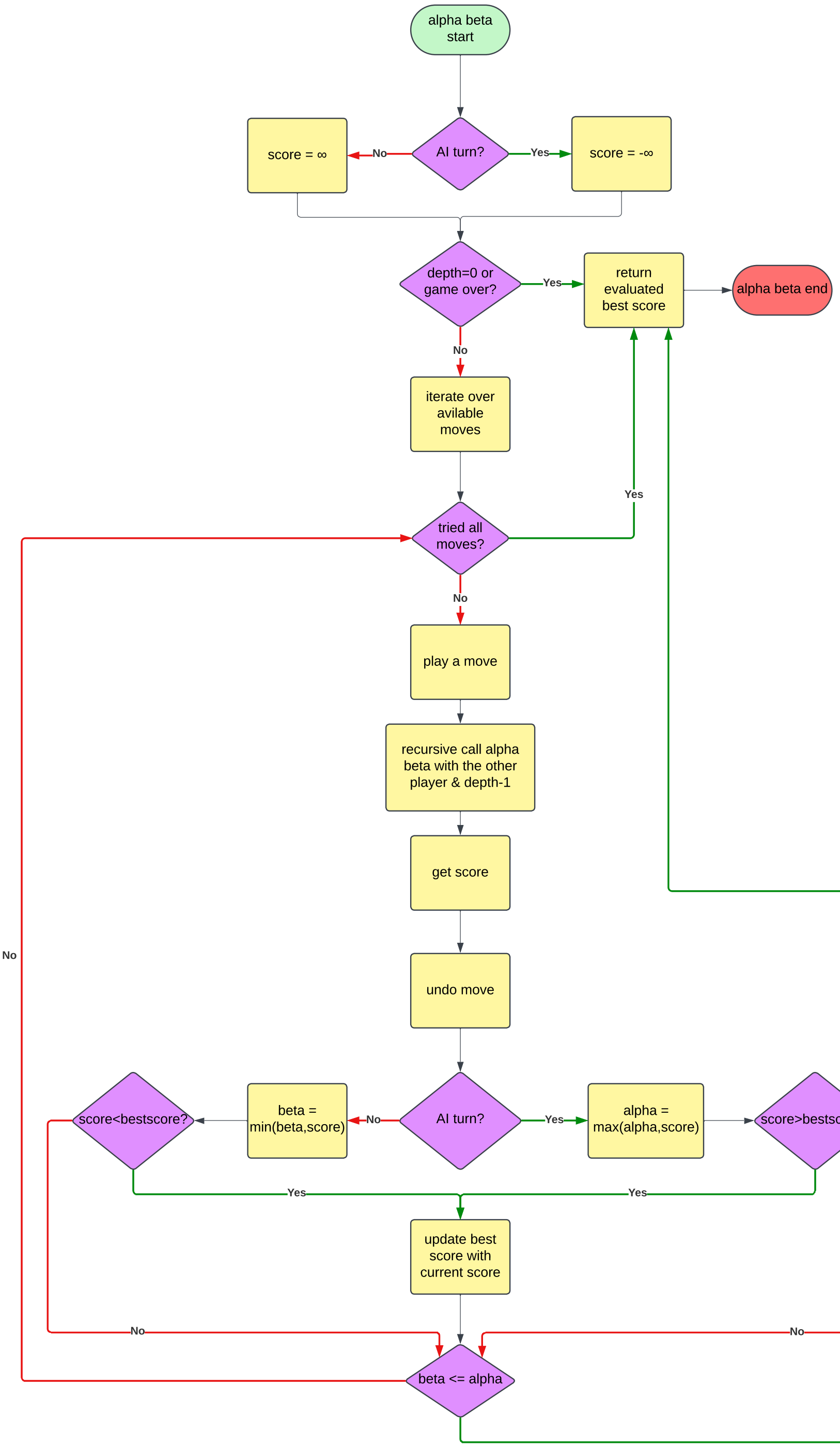
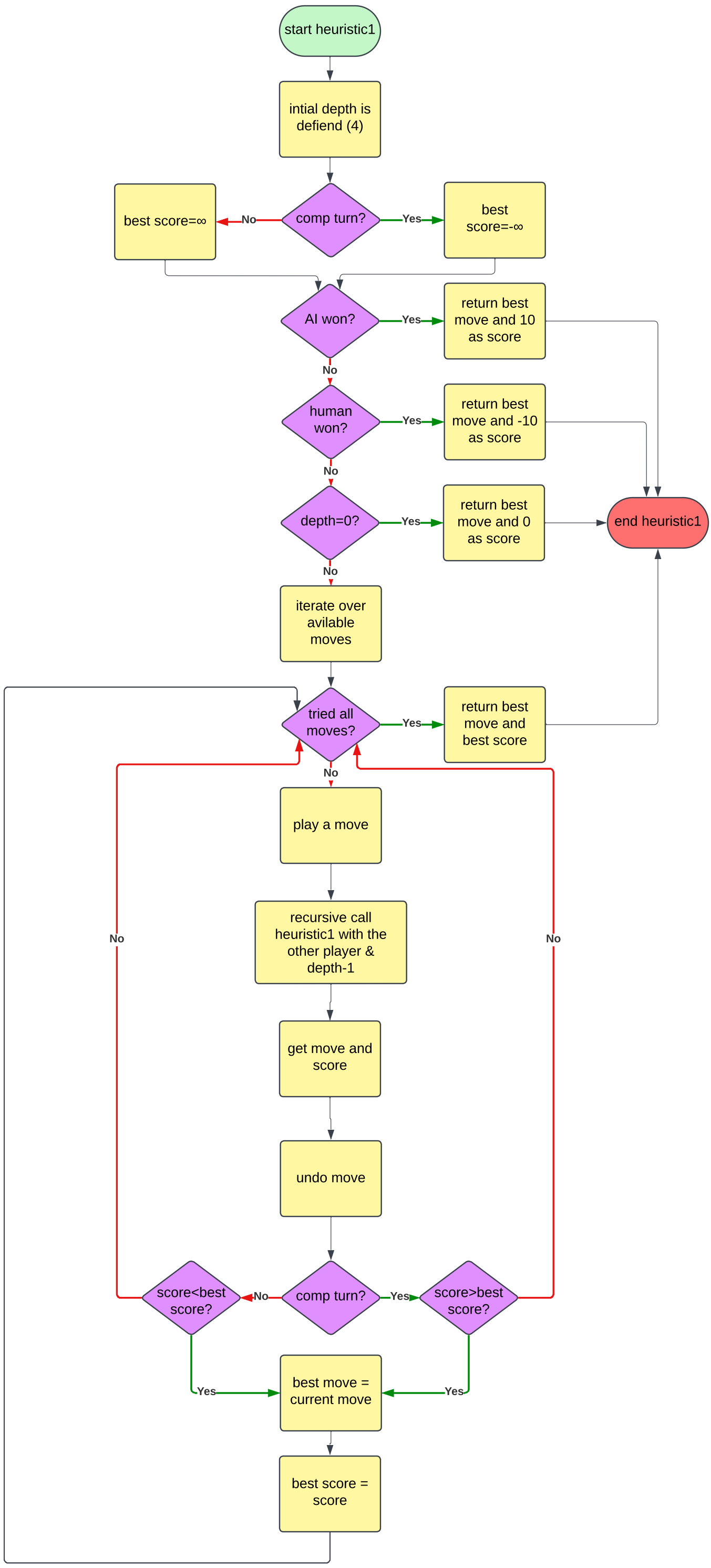
minmax


minmax start
AI turn?
No
score=∞
Yes
score=-∞
depth=0 or game over?
Yes
return evaluated best score
minmax end
No
iterate over avilable moves
tried all moves?
Yes
No
play a move
recursive call minmax with the other player & depth-1
get score
undo move
AI turn?
No
score<bestscore?
Yes
score>bestscore?
Yes
Yes
update best score with current score
No
No

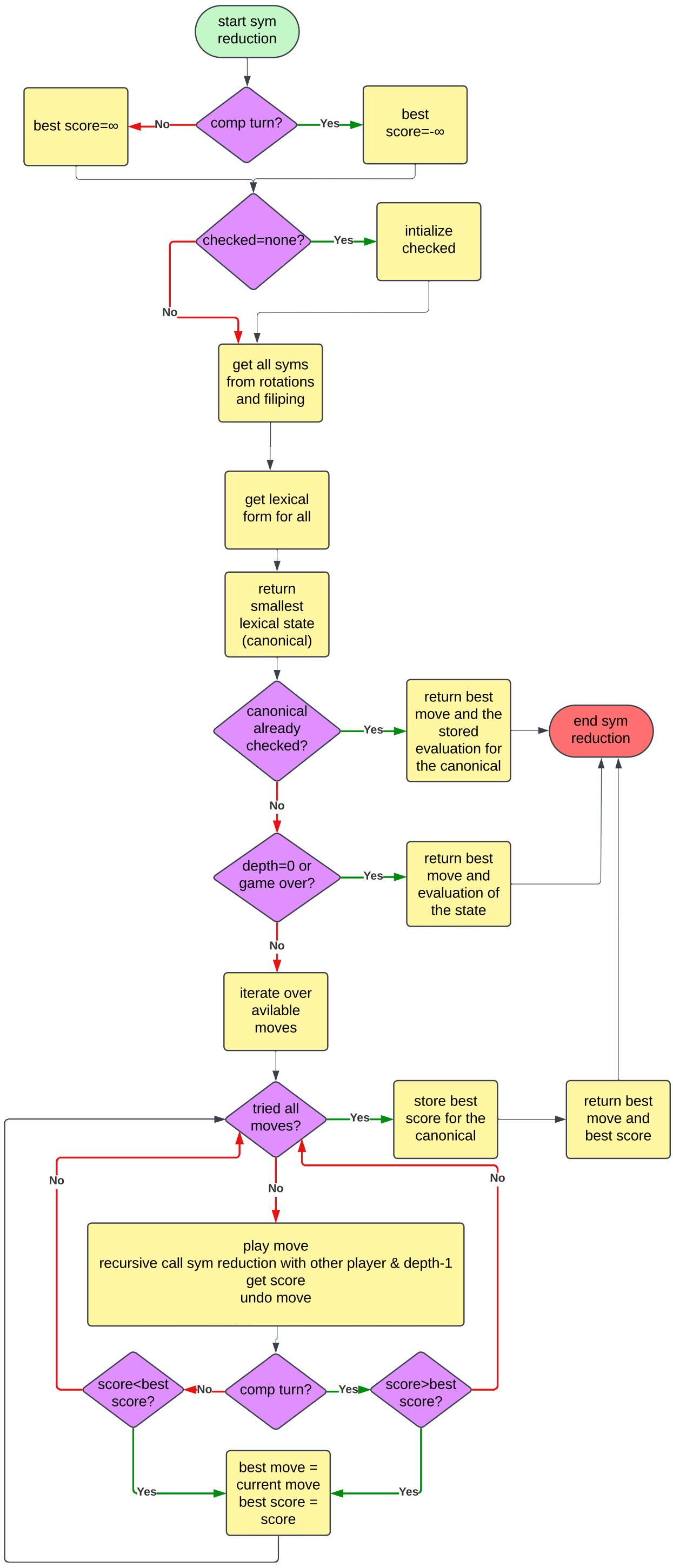
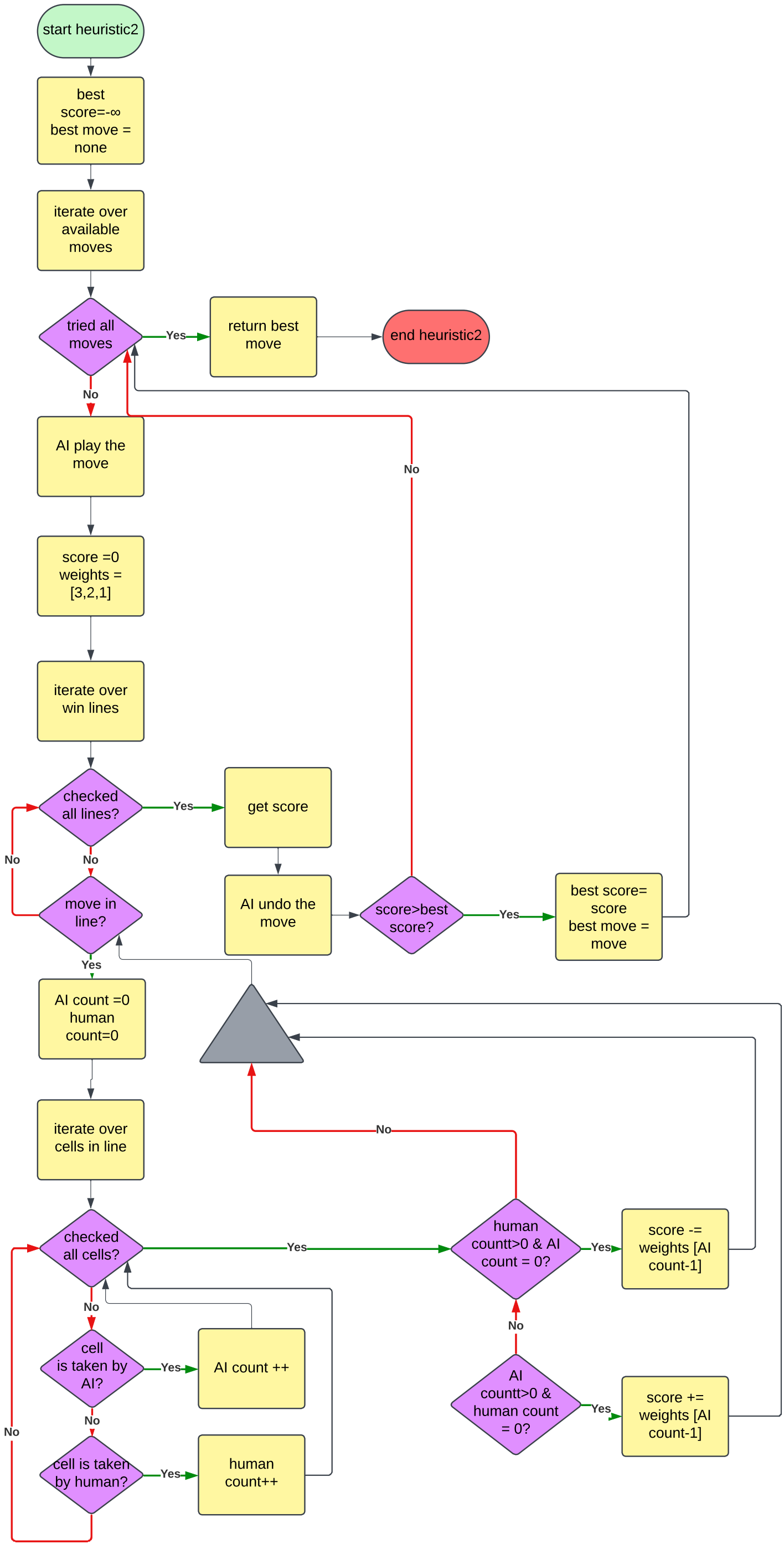
alpha beta pruning



heuristic1 with limited depth



minmax with sym reduction



heuristic2 with number of possible winning lines