

Personal Notes:

https://docs.google.com/document/d/1OIBBKqghHQsyVZnmvrchrAcddlsJINFs4L_itvPwWog/edit

TechWithTim:

<https://www.youtube.com/watch?v=vnd3RfeG3NM&list=PLzMcbGfZo4-lkJr3sqpikNyVzbNZLRiT3>

javatpoint: <https://www.javatpoint.com/mini-max-algorithm-in-ai>

Wikipedia: <https://en.wikipedia.org/wiki/Minimax>

SOS

Marissa Eppes (Medium):

<https://towardsdatascience.com/how-a-chess-playing-computer-thinks-about-its-next-move-8f028bd0e7b1>

Dorian Lazar (Medium):

<https://towardsdatascience.com/understanding-the-minimax-algorithm-726582e4f2c6>

Aden Haussman:

<https://towardsdatascience.com/build-an-unbeatable-board-game-ai-68719308a17>

Vinay:

<https://vinaypaspula.substack.com/p/artificial-intelligence-in-checkers-5a763efe1cf6>

<https://vinaypaspula.substack.com/p/the-minimax-algorithm-in-artificial-intelligence-a6f0f108cc38>

Real Python: <https://realpython.com/python-minimax-nim/>

MIT: <https://www.youtube.com/watch?v=STjW3eH0Cik>

Sebastian League (**VIDEO**): <https://www.youtube.com/watch?v=l-hh51ncgDI>

Levine (**VIDEO**): <https://www.youtube.com/watch?v=zp3VMe0Jpf8>

Chinook: https://en.wikipedia.org/wiki/Chinook_%28computer_program%29

More from Medium:

- <https://papers-100-lines.medium.com/the-minimax-algorithm-and-alpha-beta-pruning-tutorial-in-30-lines-of-python-code-e4a3d97fa144>

- David Foster:
<https://medium.com/applied-data-science/how-to-train-ai-agents-to-play-multiplayer-games-using-self-play-deep-reinforcement-learning-247d0b440717>
- History:
<https://medium.com/ibm-data-ai/the-first-of-its-kind-ai-model-samuels-checkers-playing-program-1b712fa4ab96>
- Implementing Minimax:
<https://levelup.gitconnected.com/implementing-minimax-tree-search-8ae8604a53b5>
- Muens:
<https://towardsdatascience.com/game-ais-with-minimax-and-monte-carlo-tree-search-af2a177361b0>

How Checkers was Solved:

<https://www.theatlantic.com/technology/archive/2017/07/marion-tinsley-checkers/534111/>

Courses:

- CodeAcademy course:
<https://www.codecademy.com/learn/learn-the-basics-of-artificial-intelligence-with-minimax/modules/ml-minimax-course/cheatsheet>
- Udemy:
<https://www.udemy.com/course/ai-and-combinatorial-optimization-with-meta-heuristics/>

Bug (*stackexchange*):

<https://ai.stackexchange.com/questions/34537/should-minimax-with-alpha-beta-pruning-depth-be-an-odd-number>

Existing Project? <https://github.com/billjeffries/jsCheckersAI>

Opening Books: <https://gamedev.net/forums/topic/578246-checkers-opening-book/4687494/>

OTHER

Breadth First Search: <https://www.youtube.com/watch?v=1wu2sojwsyQ>

Visualizing Trees:

<https://betterprogramming.pub/visualize-trees-and-graphs-in-seconds-with-dsplot-9112f465da8f>

Being Replaced by ChatGBT:

<https://javascript.plainenglish.io/coding-wont-exist-in-5-years-this-is-why-6da748ba676c>