Exp-13 minmax algorithm for gaming

Code

def minimax(depth, node\_index, is\_max, scores, branching\_factor):

if depth == 2:

return scores[node\_index]

if is\_max:

return max(

minimax(depth + 1, node\_index \* branching\_factor + i, False, scores, branching\_factor)

for i in range(branching\_factor)

)

else:

return min(

minimax(depth + 1, node\_index \* branching\_factor + i, True, scores, branching\_factor)

for i in range(branching\_factor)

)

scores = [3, 5, 2, 9, 1, 4, 6, 0, -1]

branching\_factor = 3

print("Minimax result:", minimax(0, 0, True, scores, branching\_factor))

output

