

Artificial Intelligence Lab (CS 236)

Evaluation Assignment - 4

Duration: 9.10 AM-11.00 AM

Marks: 10

1. Design AI vs. human game and construct a game tree with alpha-beta pruning for the following game.
 - Played with two players and piles of 50-stones
 - Each player removes 1/2 stones from the pile.
 - Each player picks up stones alternatively.
 - If it is the turn of player 1 and there are no stones left then player 1 loses.
 - First turn will be randomly decided with a toss.