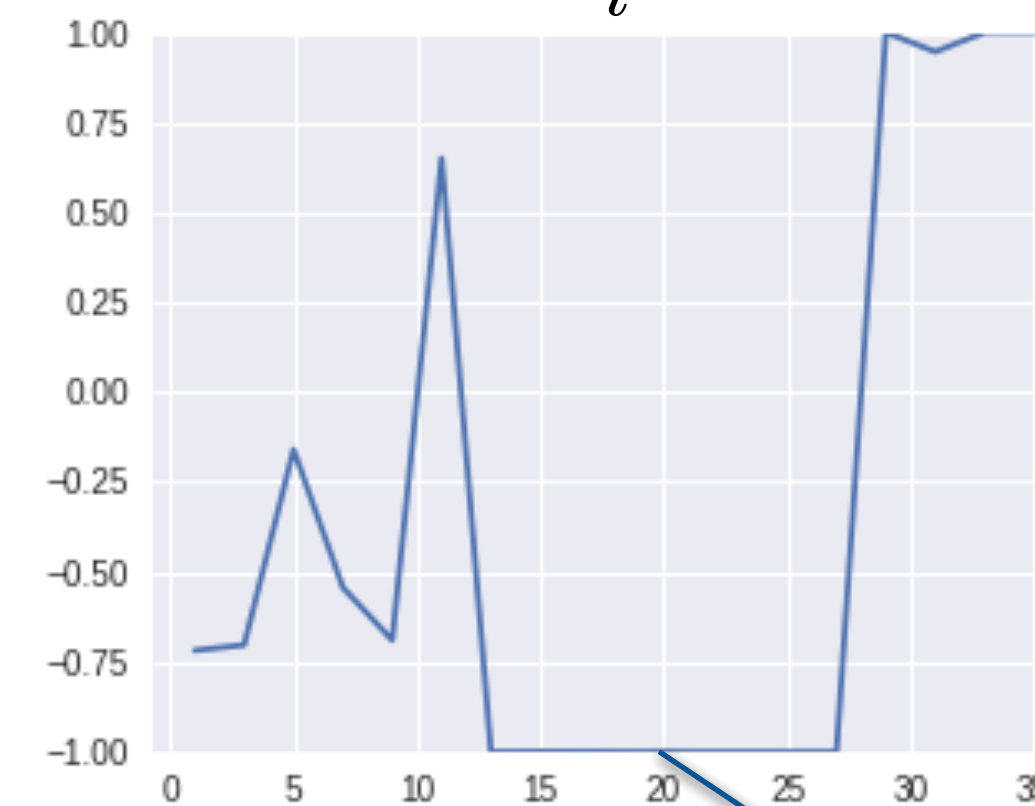
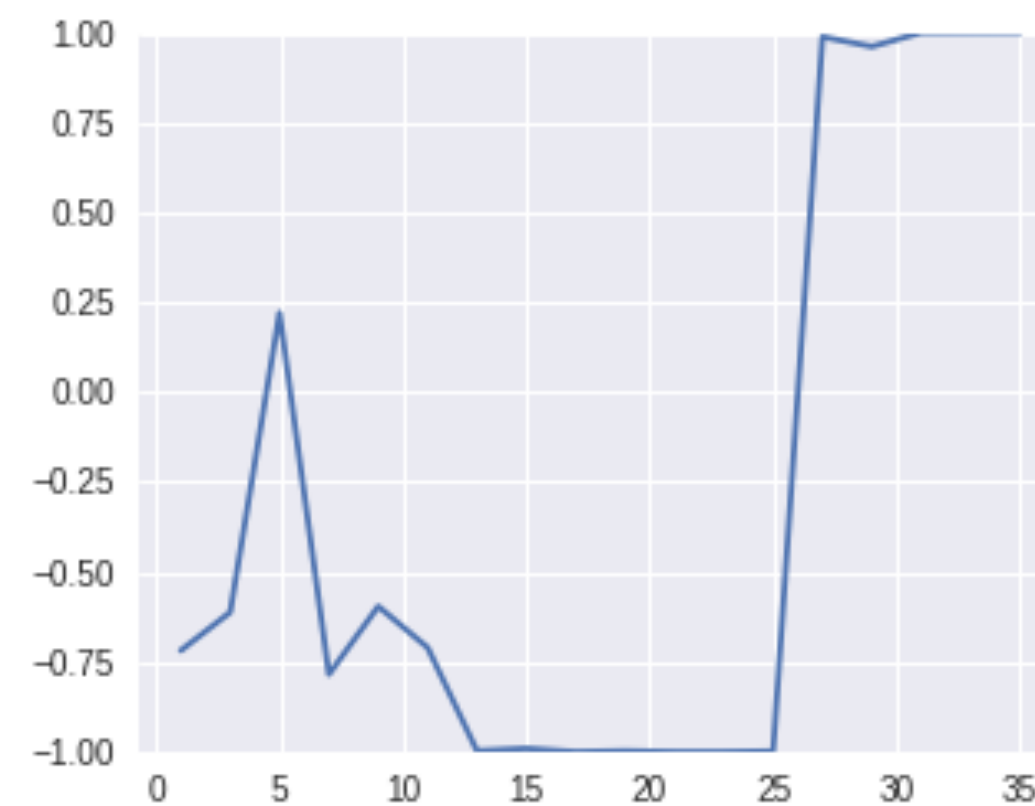
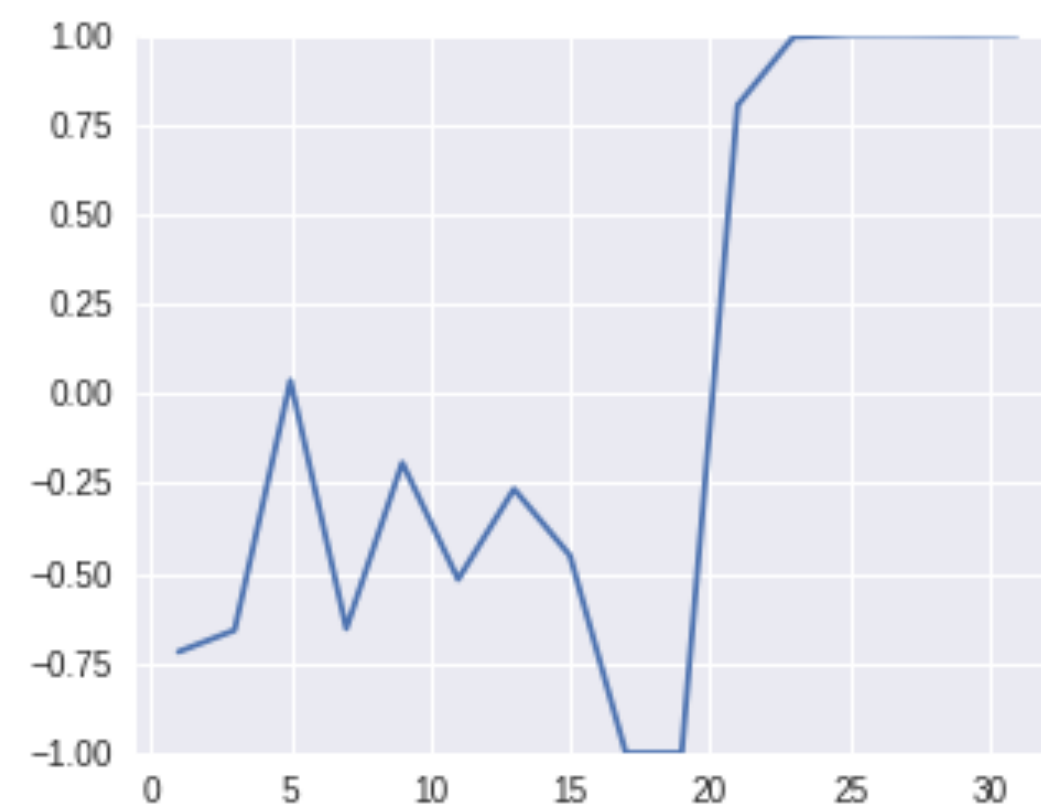
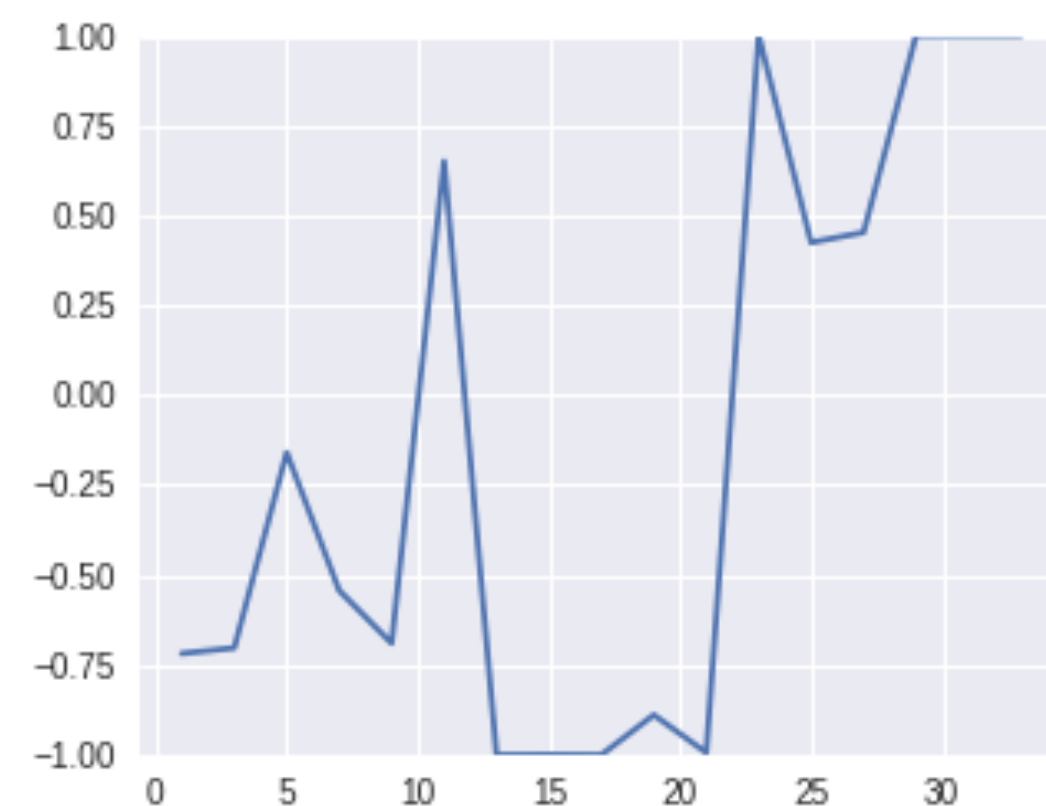


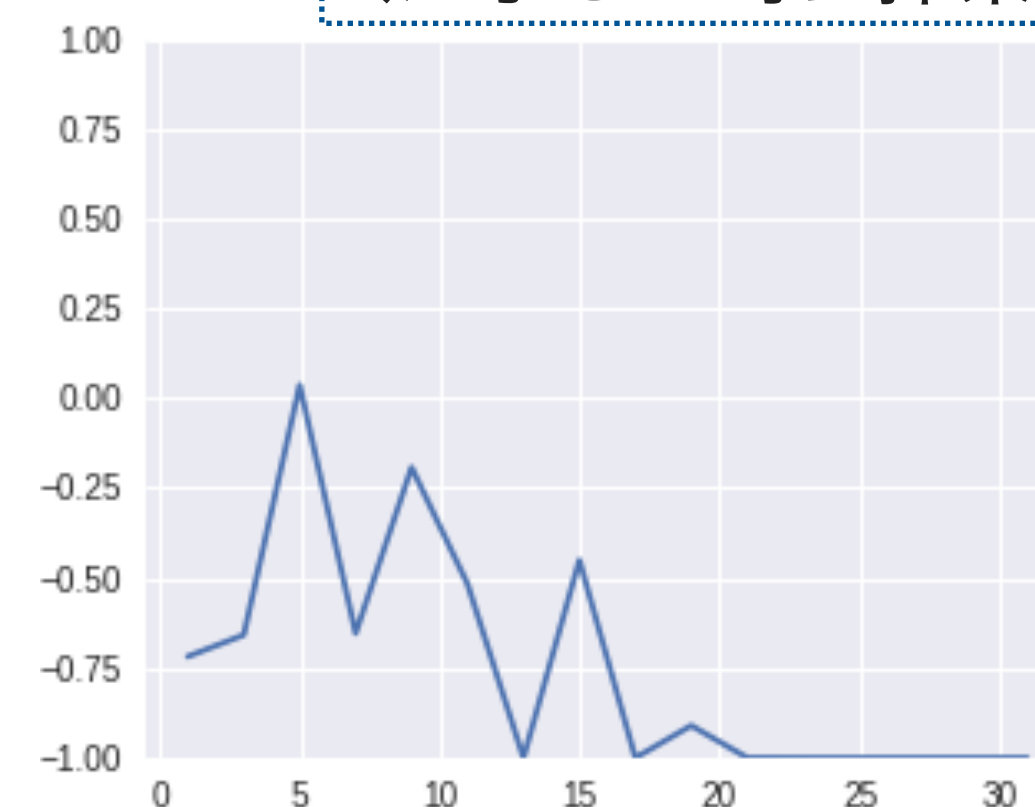
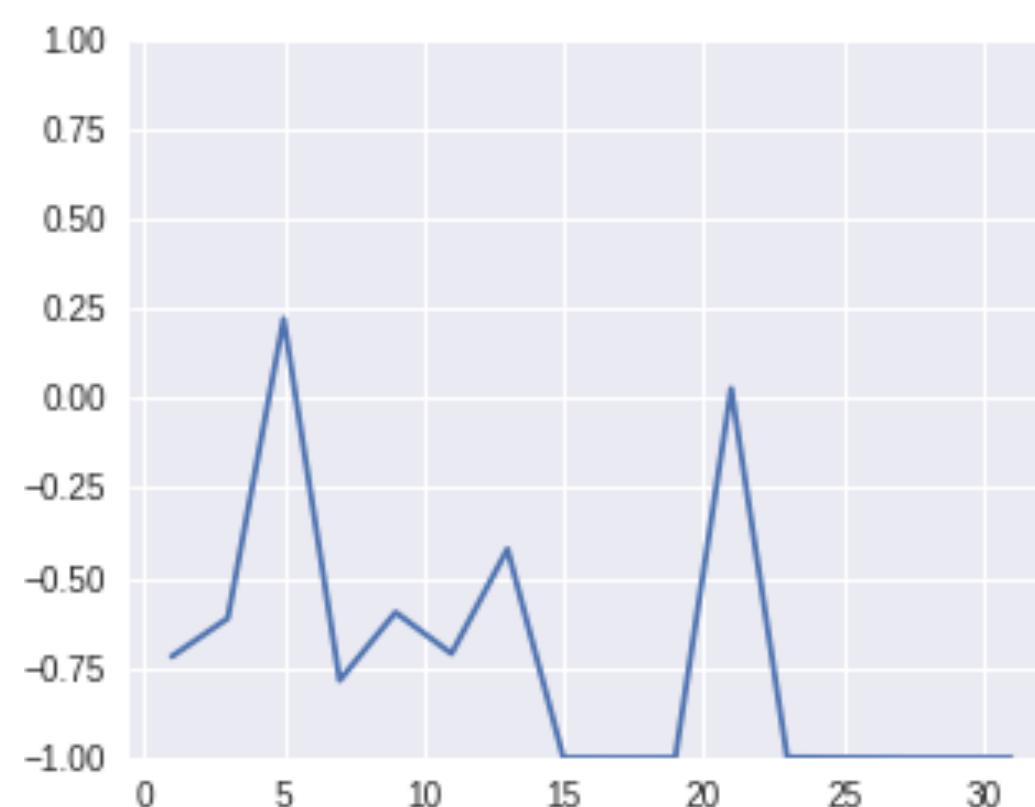
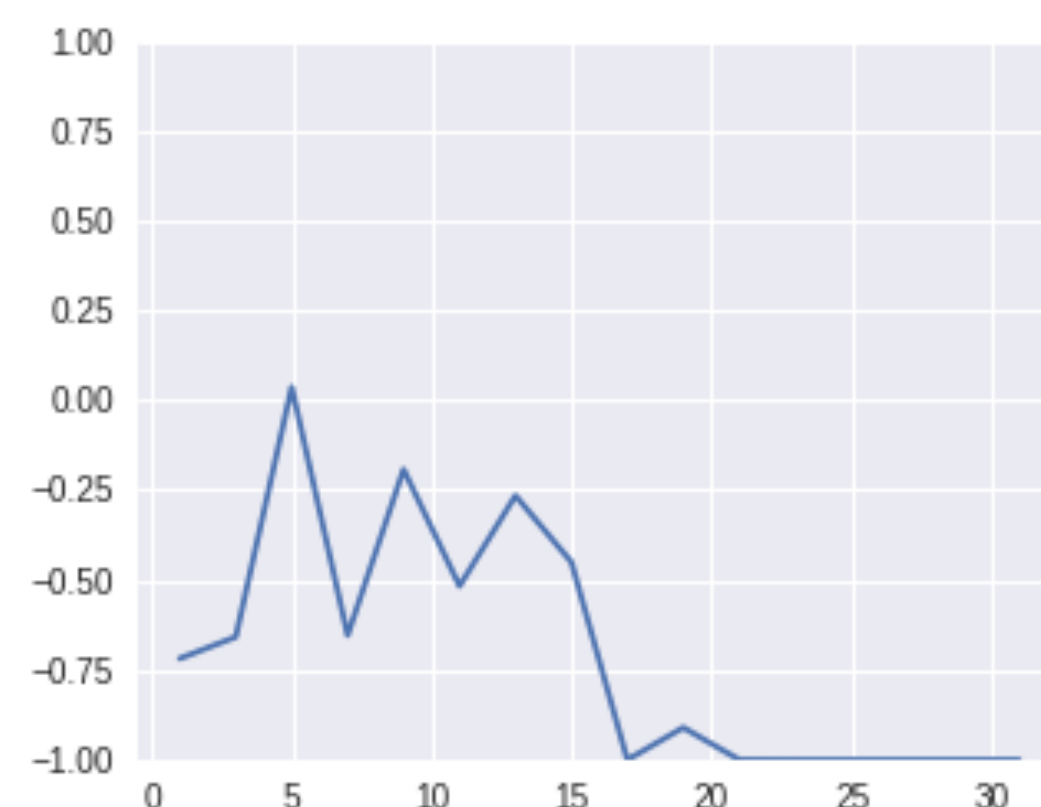
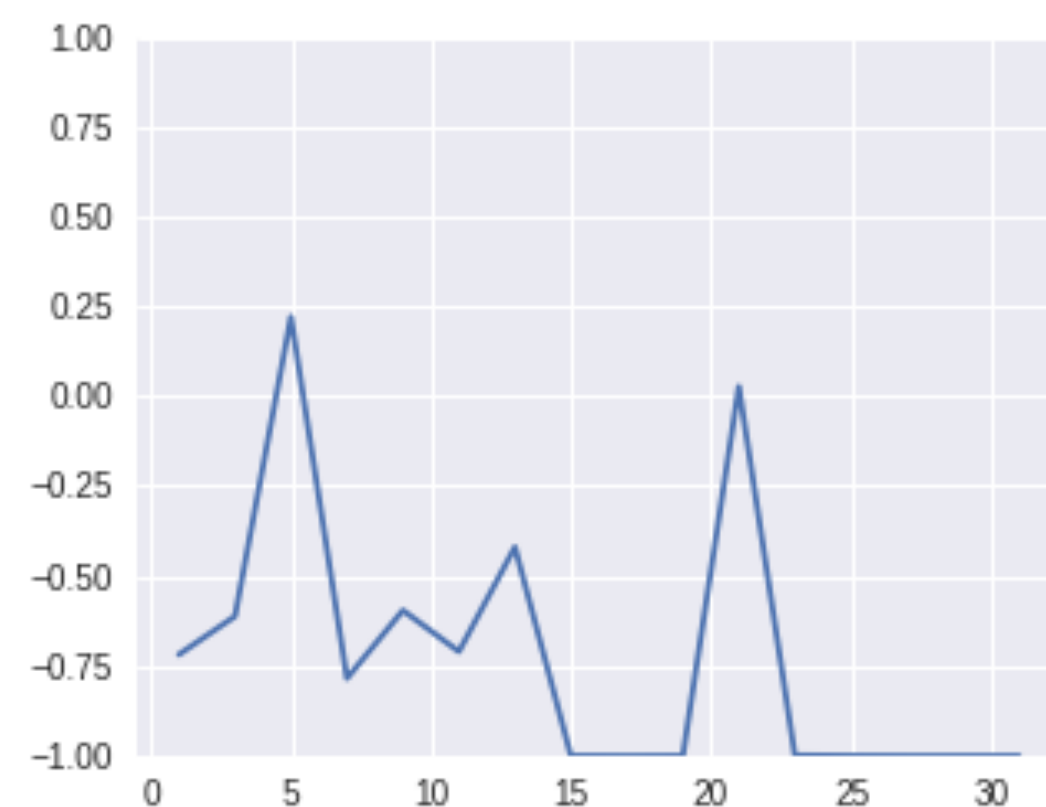
MinMaxアルゴリズムとの対局5

● 勝ちパターン

$$Q(s, t) + u(s, t) = \frac{W_i}{N_i} + cP(s, a) \frac{\sqrt{N_p}}{1 + N_i}$$



● 負けパターン



Qが小さい時は探索を促してる