# Minimax Algorithm Implementation

import math

def minimax(depth, nodeIndex, isMax, scores, h):

if depth == h:

return scores[nodeIndex]

if isMax:

return max(minimax(depth + 1, nodeIndex \* 2, False, scores, h),

minimax(depth + 1, nodeIndex \* 2 + 1, False, scores, h))

else:

return min(minimax(depth + 1, nodeIndex \* 2, True, scores, h),

minimax(depth + 1, nodeIndex \* 2 + 1, True, scores, h))

# Example usage

if \_\_name\_\_ == "\_\_main\_\_":

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

height = math.log(len(scores), 2)

optimal\_value = minimax(0, 0, True, scores, int(height))

print("The optimal value is:", optimal\_value)

OUTPUT :

