

EECS 348: Artificial Intelligence

Working in small groups, solve the following problems.

- 1) Consider the following tic-tac-toe position:

O		O
X	X	O
X		

It is currently X's turn to move. Use the MINIMAX approach to determine what move X should make. Who will win this game?

- 2) Using the ALPHA-BETA algorithm, determine the appropriate move for MAX when playing the NIM game with 6 matches in the pile. A legal move involves picking up 1, 2, or 3 matches.

(Hint: Try choosing max number of sticks possible to get to the bottom of the tree quickly.)