



CS 416

Artificial Intelligence

Lecture 9

Adversarial Search

Chapter 6



Games

“Shall we play a game?”



Let’s play tic-tac-toe

Minimax

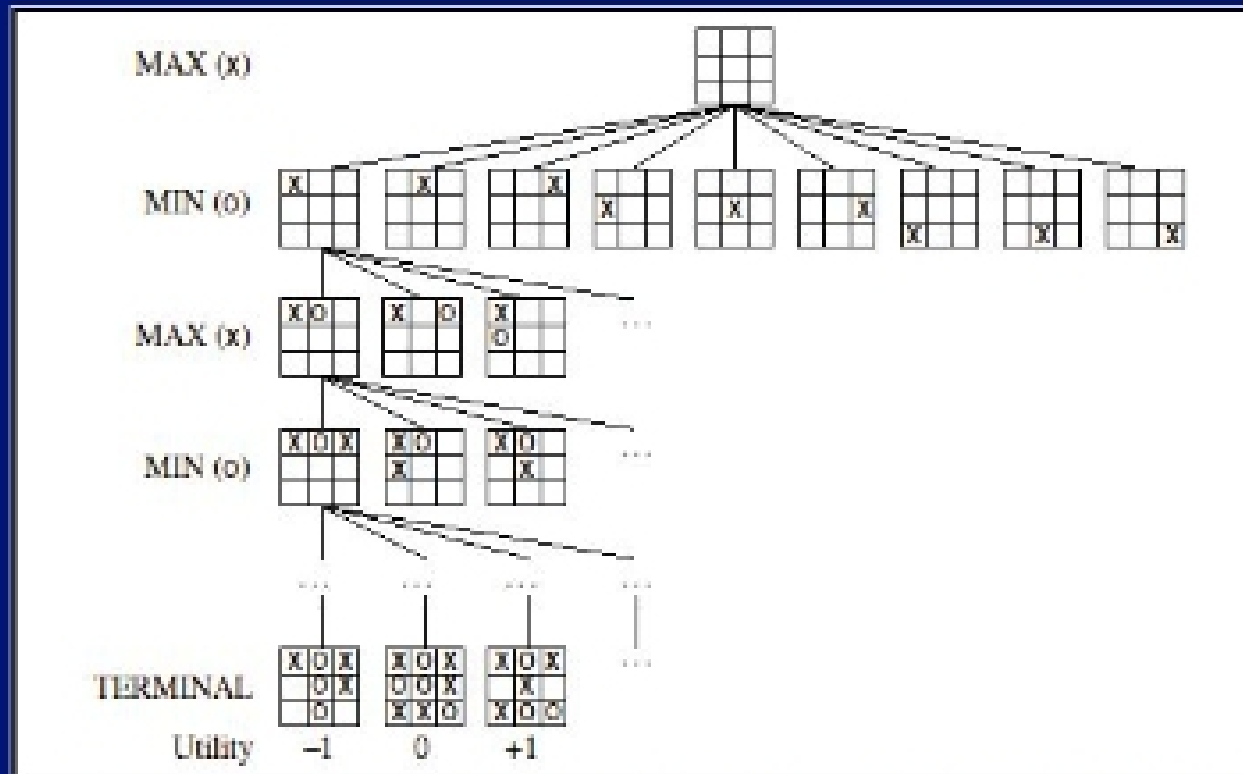


Figure 6.1 A (partial) search tree for the game of tic-tac-toe. The top node is the initial state, and MAX moves first, placing an X in an empty square. We show part of the search tree, giving alternating moves by MIN (O) and MAX, until we eventually reach terminal states, which can be assigned utilities according to the rules of the game.