

Games & Adversarial Search

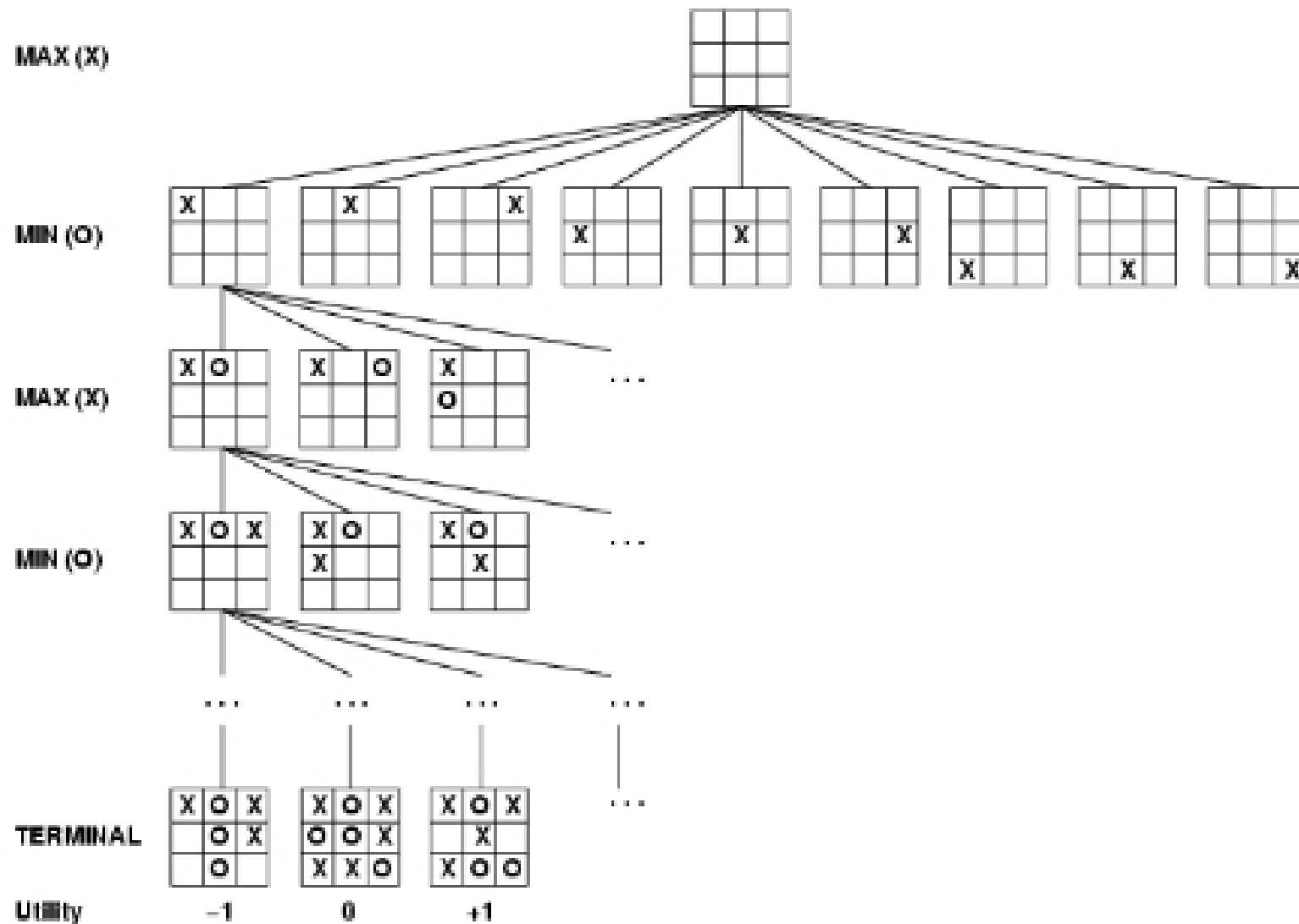
Chapter 6

Section 1 – 4

Games vs. search problems

- "Unpredictable" opponent → specifying a move for every possible opponent's reply.
- Time limits → unlikely to find goal, one must approximate

Game tree (2-player, deterministic, turns)



How do we search this tree to find the optimal move?