Project 3: Parallel Game Search for Chess

CSE 332
Spring 2016

Tic-Tac-Toe

Min-Max search

• Tree with numeric outcomes at leaves
  – Player 1 wants to maximize score
  – Player 2 wants to minimize score

• Computing values
  – Leaves return values
  – Max levels return max of children
  – Min levels return min of children

Game Tree

Alpha beta Pruning

The algorithm we just ran is called AlphaBeta. $\alpha$ is the lower bound; $\beta$ is the upper bound.