Recitation 8 Solutions

1.

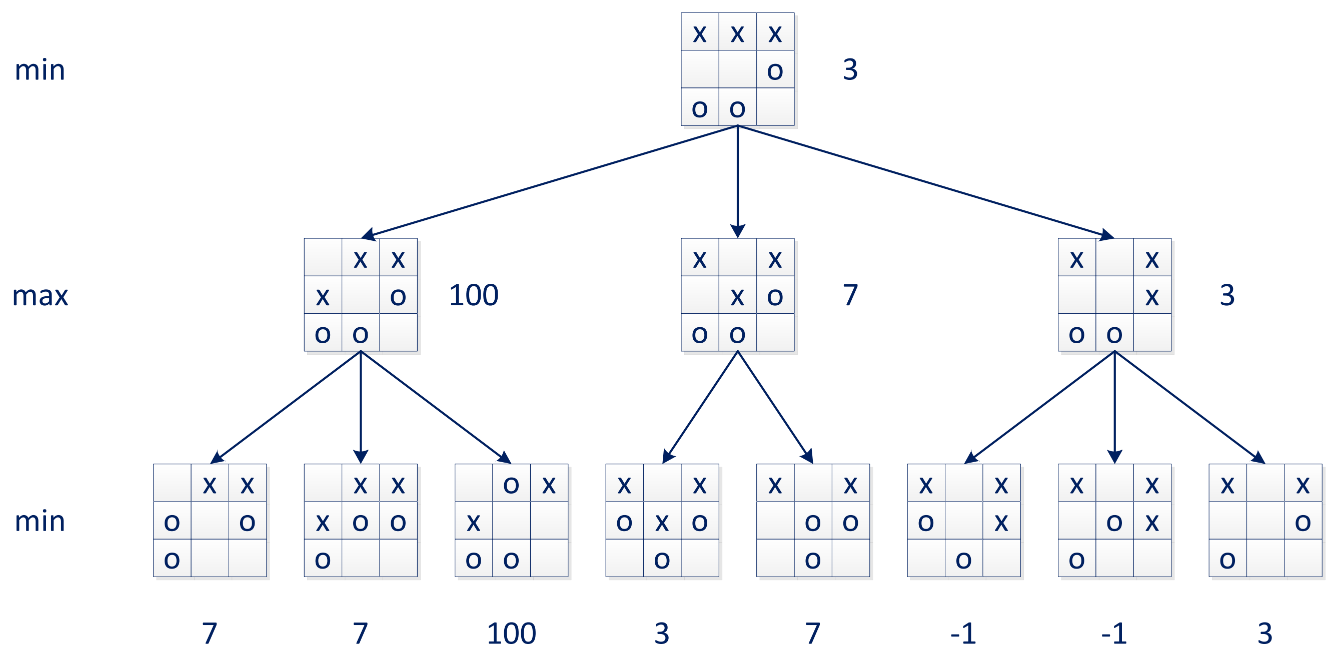
3	x	x	x
2	o		
1		o	o

x		x
o	o	
	o	

Static value =3 **Static value=7**

This construction makes the first player, ‘o’, the maximizing player.

3



2.

5.7 Consider a MIN node whose children are terminal nodes. If MIN plays suboptimally, then the value of the node is greater than or equal to the value it would have if MIN played optimally. Hence, the value of the MAX node that is the MIN node's parent can only be increased. This argument can be extended by a simple induction all the way to the root. *If the suboptimal play by* MIN *is predictable*, then one can do better than a minimax strategy. For example, if MIN always falls for a certain kind of trap and loses, then setting the trap guarantees a win even if there is actually a devastating response for MIN. This is shown in Figure S5.2.

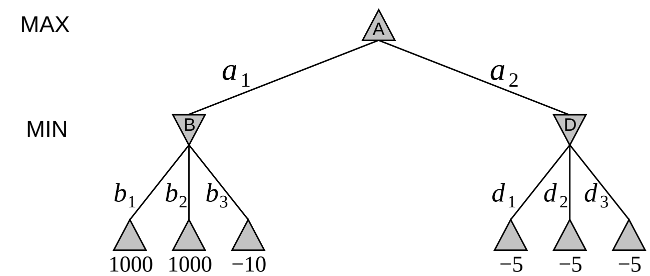


Figure S5.2 A simple game tree showing that setting a trap for MIN by playing a_i is a win if MIN falls for it, but may also be disastrous. The minimax move is of course a_2, with value -5.

3.

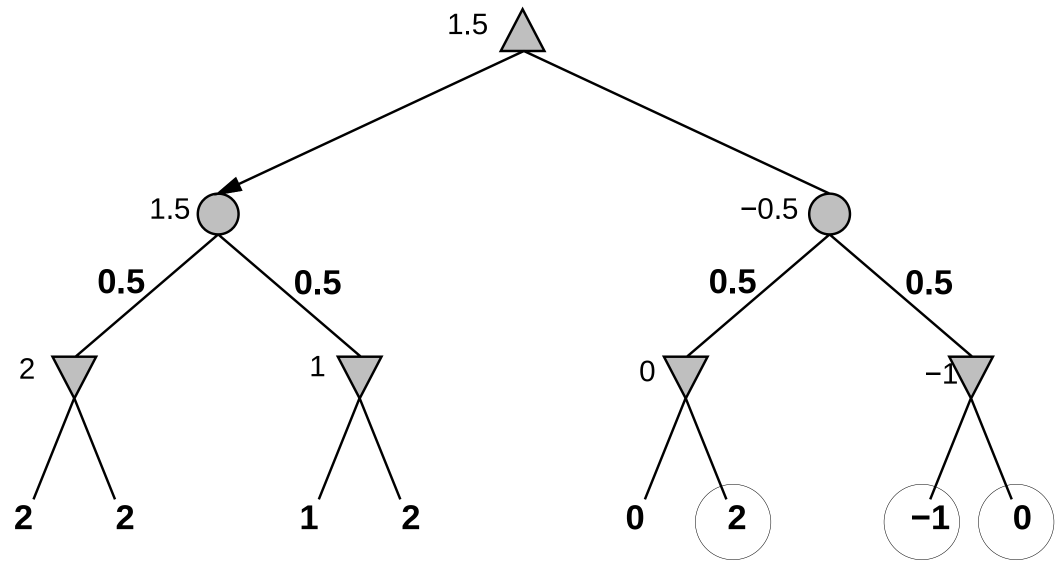


Figure S5.5 Pruning with chance nodes solution.

5.16

a. See Figure S5.5.

b. Given nodes 1–6, we would need to look at 7 and 8: if they were both $+\infty$ then the values of the min node and chance node above would also be $+\infty$ and the best move would change. Given nodes 1–7, we do not need to look at 8. Even if it is $+\infty$, the min node cannot be worth more than -1, so the chance node above cannot be worth more than -0.5, so the best move won't change.

c. The worst case is if either of the third and fourth leaves is -2, in which case the chance node above is 0. The best case is where they are both 2, then the chance node has value 2. So it must lie between 0 and 2.

d. See figure.