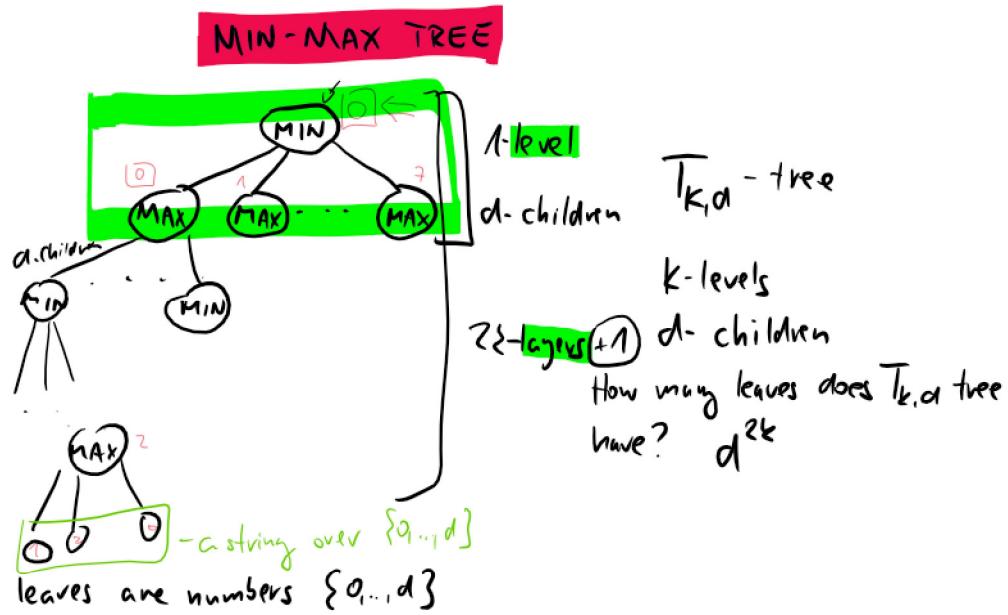


Game Tree evaluation

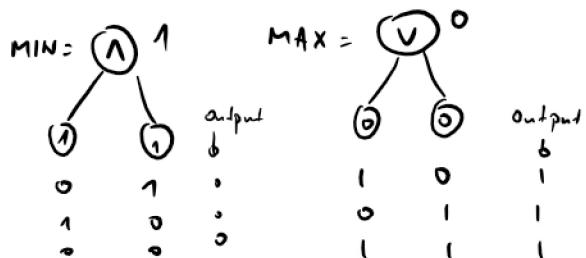


- Each leaf contains a value
- Each MIN node contains the smallest value of all it's children
- Each MAX node contains the largest value of all it's children
- Goal is to find the value of the root

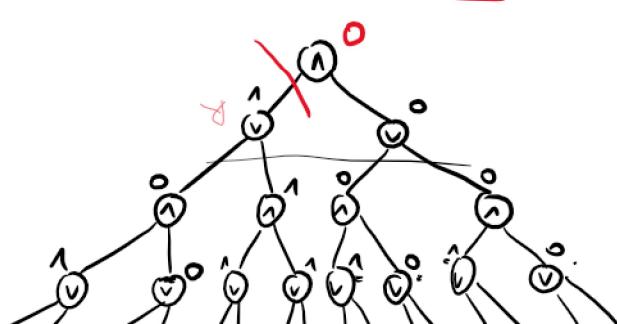
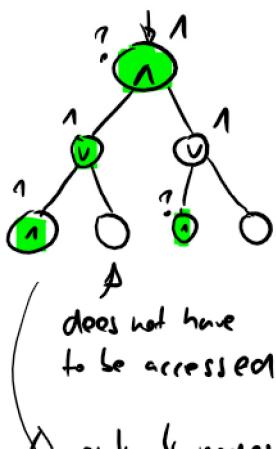
$T_{k,2}$ ~ binary trees with input $2^{2^k} = 4^k$ bits

min → \wedge

max → \vee

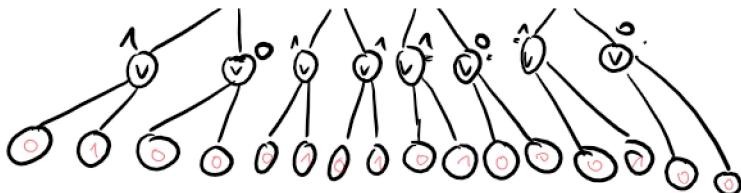


Deterministic order of node evaluation,
'depth-first search', 'left child first'



to be accessed

only 4 nodes
were evaluated



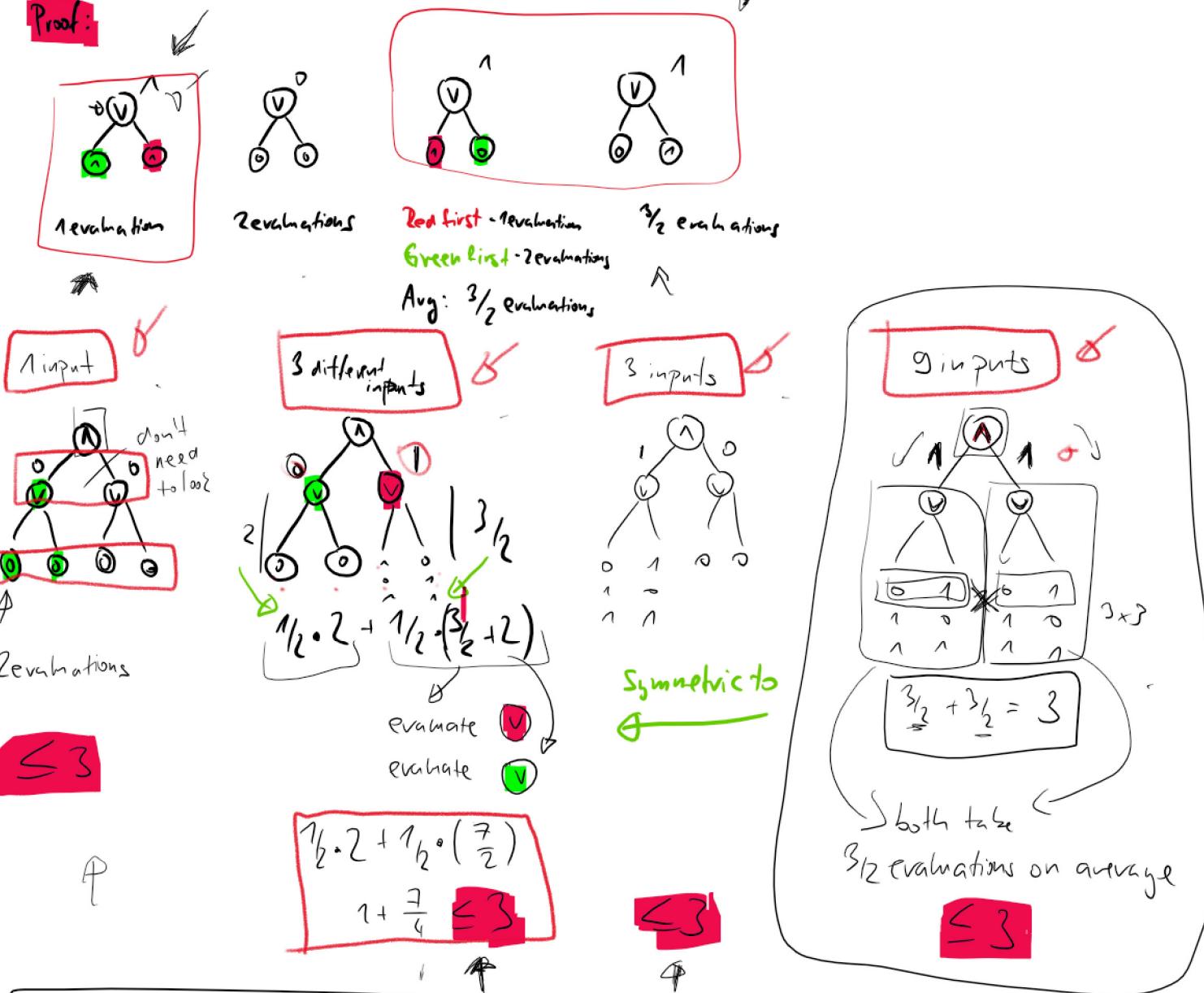
0100010101000100 → difficult input
= all 32 nodes needed evaluation.

⇒ The difficulty of any deterministic algorithm
is $O(4^n)$. (worst case). $n = 2^{18}$

Randomized algorithm. → Choose the child to evaluate at random.

Claim: Complexity (expected) is $O(3^n)$ $n^{0.79...}$

Proof:



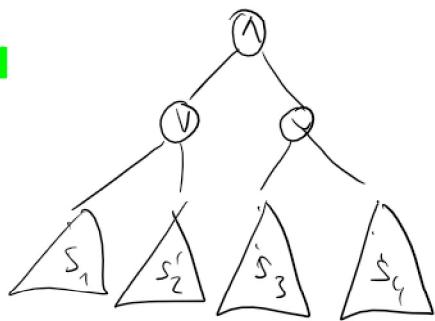
1 level trees take ≤ 3 evaluations on average

1 level trees take ≤ 3 evaluations on average

The basis of the induction Φ .

I. H. $T_{k-1,2}$ take 3^{k-1} evaluations (at most)

I. S.



Same argument as in the basis case,
but now each $S_1 \dots S_4$ takes 3^{k-1} steps (by I.H.)
evaluate (not 1 as in the basis case)

therefore the expectation is less than $3 \cdot 3^{k-1} = 3^k$,