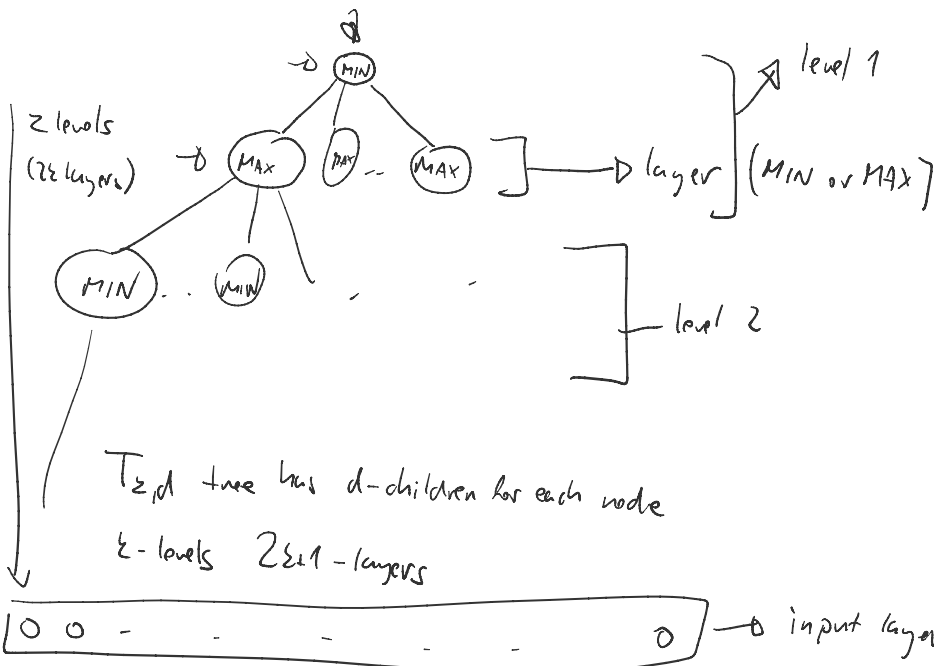


Game tree evaluation

Min-Max trees (definition)



leaves of the tree (input layer) are labeled with numbers $\in \{0, \dots, d-1\}$

How many leaves does a $T_{z,d}$ tree have? d^z -leaves

Input is a string of length d^z numbers $\{0, \dots, d-1\}$.

→ Each **MIN** node contains the smallest of its children values.

→ Each **MAX** node contains the largest of its children values.

→ Goal is to calculate the value of the root.

$T_{z,2}$ - binary trees with input $2^z = 4^{\frac{z}{2}}$ bits.

min → \wedge

max → \vee

min



$$\boxed{0} \ 1 \rightarrow 0$$

$$1 \ \boxed{0} \rightarrow 0$$

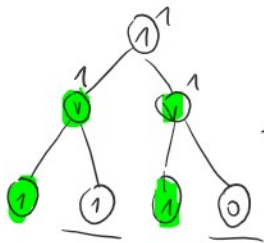
$$\boxed{0} \ \boxed{0} \rightarrow 0$$

$$0 \ \boxed{1} \rightarrow 1$$

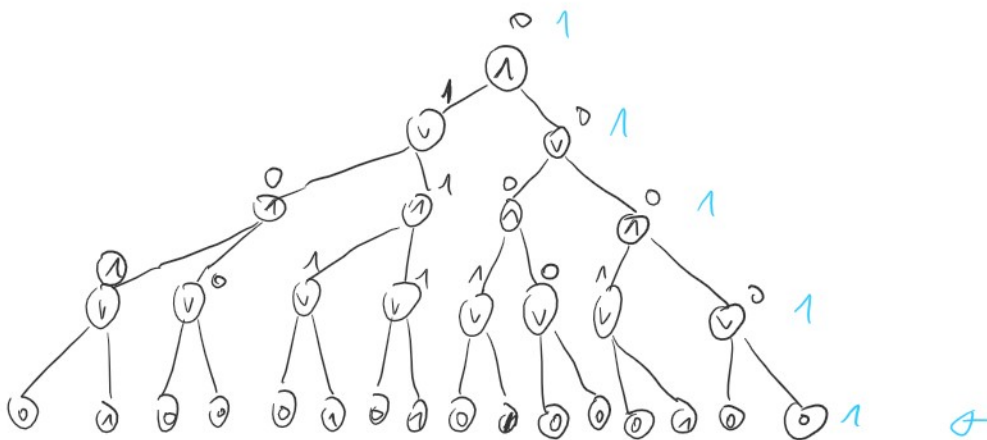
$$\boxed{1} \ 0 \rightarrow 1$$

$$\boxed{1} \ \boxed{1} \rightarrow 1$$

Deterministic evaluation: 'depth first', 'left child first'



→ Only 2 out of 4 leaves were accessed.



All the 32-leaves need to be accessed.

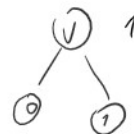
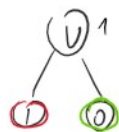
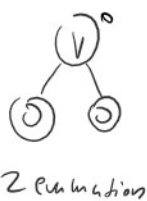
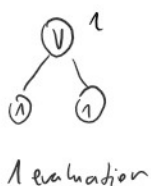
⇒ the difficulty of any deterministic algorithm is $O(4^k)$ (worst case)

$$N = \frac{4^k}{p}$$

Randomized algorithm - choose a child to evaluate at random.

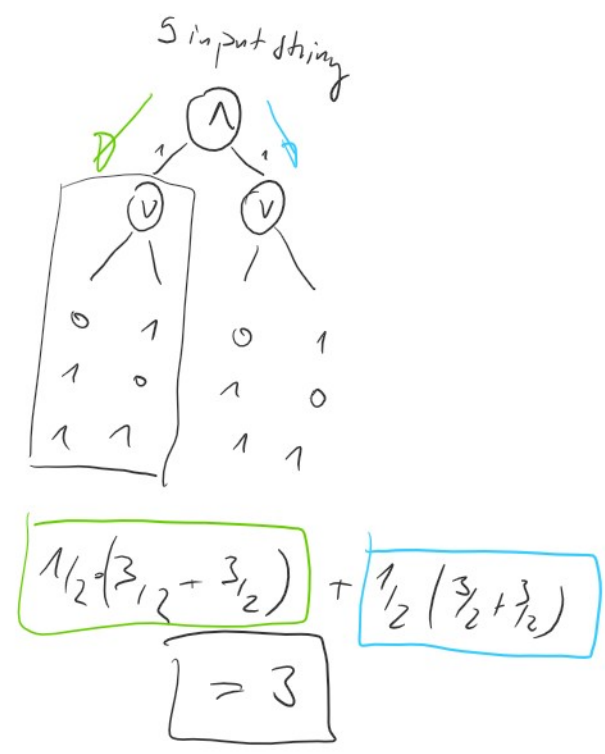
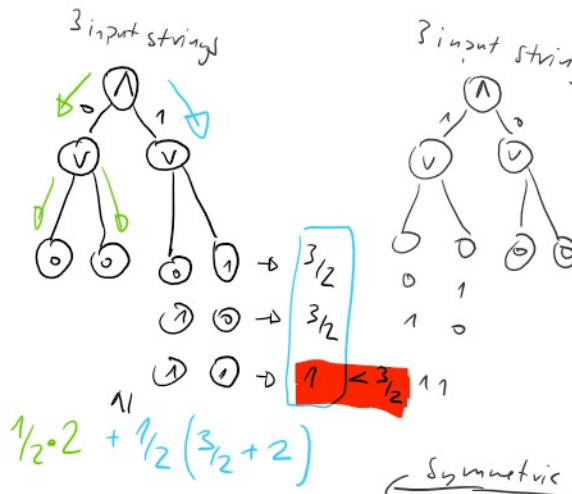
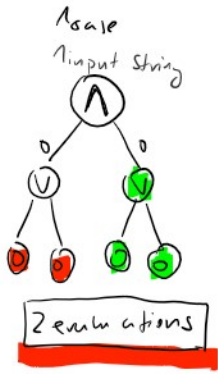
claim: Expected complexity is $O\left(\frac{3^k}{p}\right)$ $\left[\begin{matrix} 0, 1, \dots \\ n \end{matrix} \right]$

Induction basis: Tree with 1 layer needs on average 3 leaf evaluations



Red list - 1 evaluation
Green list - 2 evaluations
Average $\frac{3}{2}$

— k —



$1 + 7/4 < 3$

< 3

$1/2 (3/2 + 3/2) + 1/2 (3/2 + 3/2)$
 $= 3$

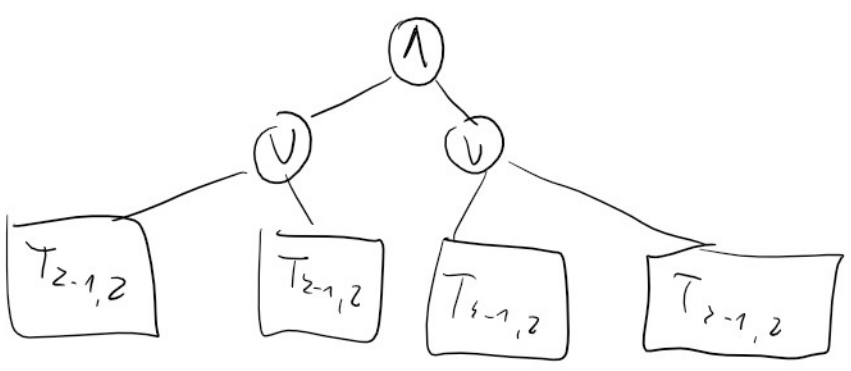
AVG evaluations ≤ 3

Induction hypothesis:

$T_{k-1,2}$ tree can be evaluated with our randomized algorithm by accessing less than 3^{k-1} leaves on average.

Induction step

$T_{k,2}$



By I.H. each of the $T_{2^{l-1}, 2}$ subtrees needs on average 3^{l-1} leaf evaluations. By I.B. we need to evaluate on average 3 of the $T_{2^{l-1}, 2}$ subtrees $\Rightarrow T_{2^l, 2}$ needs at most $3 \cdot 3^{l-1}$ leaf evaluations.

□