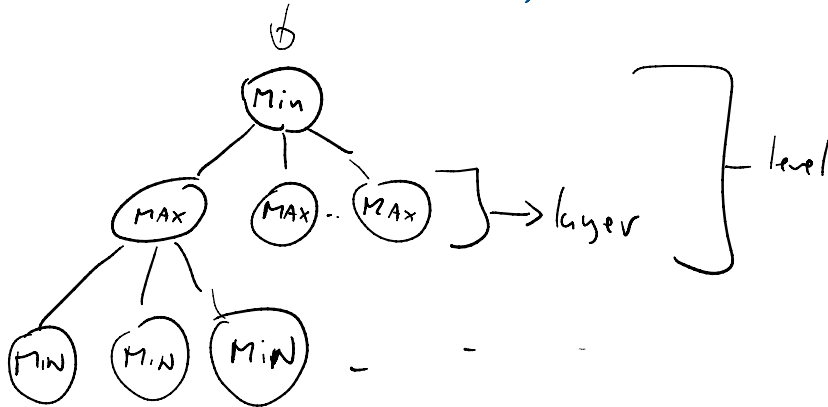


# Game tree evaluation

## Min-Max trees (definition)



$T_{k,d}$  - tree with  $d$ - children of each non-leaf node  
 $k$ - levels  $2k-1$  layers

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

How many leaves does a  $T_{k,d}$  tree have?  $d^{2k}$

Input layer is a string of length  $d^{2k}$  numbers  $\{0, \dots, d-1\}$

- > Each MIN node contains the value of the smallest of its children
- > Each MAX node contains the value of the largest of its children
- > the goal is to evaluate the root.

$T_k$  - Linear trees with  $2^{2k} = 4^k$  bits

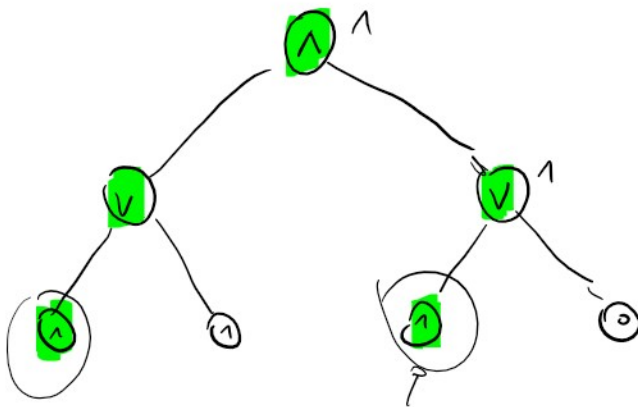
$T_{2,2}$  - binary trees with  $2^{22} = 4^2$  bits

min  $\rightarrow \wedge$

max  $\rightarrow \vee$

$\wedge$		$\vee$	
1	1	1	1
1	0	0	1
0	1	0	1
0	0	0	0

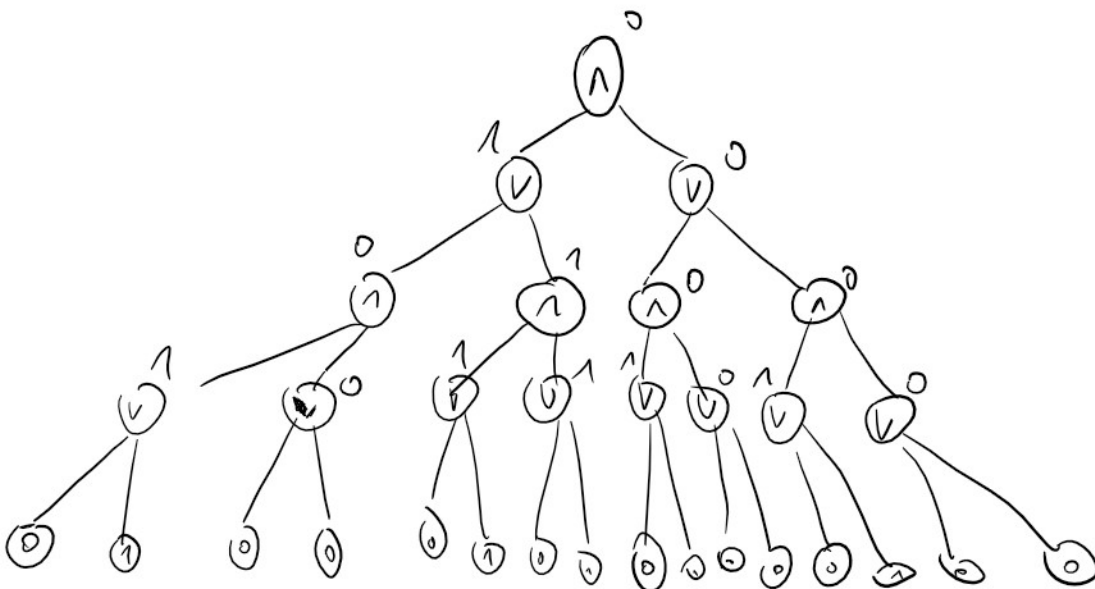
Deterministic evaluation: 'depth first', 'left child first'



1 layer 2

2 layers  $2^2$

$2(2,1)$   $2^2 + 2^2 = 2 \cdot 2^1 = 2^{1+1}$



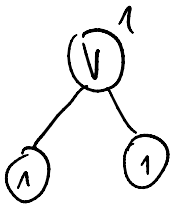
All 32 leaves need to be accessed.

⇒ the difficulty of any algorithm is  $O(4^k)$   
 $n = 4^k$

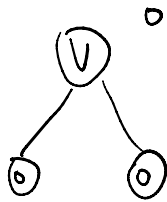
Randomized algorithm - choose a child at random

Expected complexity  $O(3^k)$  ( $n^{0.75\dots}$ )

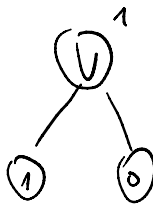
**Induction basis**



1 evaluation



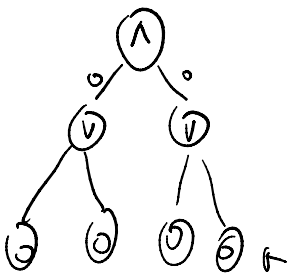
2 evaluations



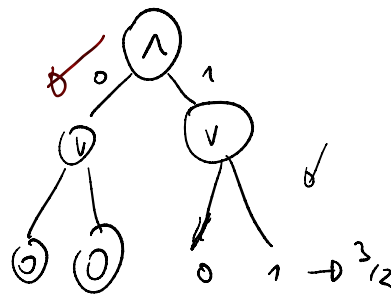
$$\frac{1}{2} \cdot 1 + \frac{1}{2} \cdot 2 = \frac{3}{2}$$



$$= \frac{3}{2}$$



2 evaluations



$$\frac{1}{2} \cdot 2 + \frac{1}{2} \cdot (3/2 + 2) < 3/2$$

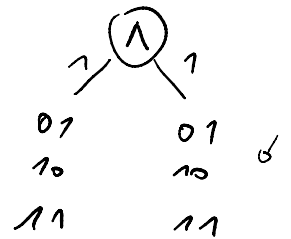
||

$$(1 + \frac{7}{4}) < 3$$



Symmetric

$$< 3$$



$$\frac{1}{2} (3/2 + 3/2) + \frac{1}{2} (3/2 + 3/2)$$

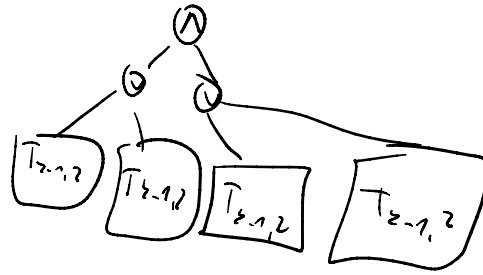
4

$$3$$

**AVG ≤ 3**

IH:  $T_{\ell-1,2}$  tree can be evaluated with our randomized algorithm by accessing less than  $3^{\ell-1}$  leaves on avg.

IS:  $T_{\ell,2}$



By I.H. each of the subtrees needs on avg  $3^{\ell-1}$  leaf evaluations

By T.B. we need to evaluate on average  $3$  of these subtrees

$$3 \cdot 3^{\ell-1} = 3^{\ell} \text{ leaves.}$$