

# Homework 5

*Due: 12 Oct 2007*

## Problem 5.1

Consider the situation where you know your opponent is running a strict minimax strategy. Would it be to your advantage to, at least sometimes, pick your move randomly instead of obeying your own minimax algorithm? Why or why not? (Think this one through.)

## Problem 5.2

Describe the attributes of a good heuristic function to be run on the leaf nodes of a game-playing minimax tree.