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理论研究

博弈树启发式搜索的α-β苗剪枝技术研究

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摘要 博弈是启发式搜索的一个重要应用领域，博弈的过程可以用一棵博弈搜索树表示，通过对博弈树进行搜索求取问题的解，搜索策略常采用α-β剪枝技术。在深入研究α-β剪枝技术的基础上，提出在扩展未达到规定深度节点时，对扩展出的子节点按照估价函数大小顺序插入到搜索树中，从而在α-β剪枝过程中剪掉更多的分枝，提高搜索效率。

关键词 博弈 启发式搜索 α-β剪枝

分类号

Research on alpha-beta pruning of heuristic search in game-playing tree

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Abstract

The game playing is an important domain of heuristic search，and its procedure is represented by a special and/or tree.Alpha-beta pruning is always used for problem solving by searching the game-playing-tree.In this paper，the plan which child nodes are inserted into game-playing-tree from large value of estimation function to small one when the node of no receiving fixed ply depth is expanded is proposed based on alpha-beta pruning.It improves the effect of search.

Key words game playing heuristic search alpha-beta pruning

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