

Research on some search algorithms in adversarial games and application to the game 2048

Nguyen Thi Thuy

Abstract: This topic focuses on researching and analyzing several popular search algorithms used in the field of adversarial games, with the goal of building a system to solve the optimal pathfinding problem in the game 2048. Through the implementation process, the topic combines theoretical and experimental methods to evaluate the effectiveness of the applied algorithms. The topic aims to contribute to the development of artificial intelligence technology by deeply understanding search algorithms in games, while providing a useful solution for the game 2048.

Keywords: Search algorithm, Adversarial game, 2048 game, Artificial intelligence technology