

Name _____

Assignment 4 Problem 1

- * Perform MINIMAX search with alpha-beta pruning on the following game tree
- * Show your work: write and update the alpha, beta, and v values at each node.
- Also circle the value that is returned for each node, and if alpha-beta minimax returns on the cutoff condition, write "cutoff" at that node.
- * Circle the (leaf) nodes that are evaluated. Assume that children of a node are evaluated from left to right.
- * Indicate the value of the tree and the best move from the root node.

