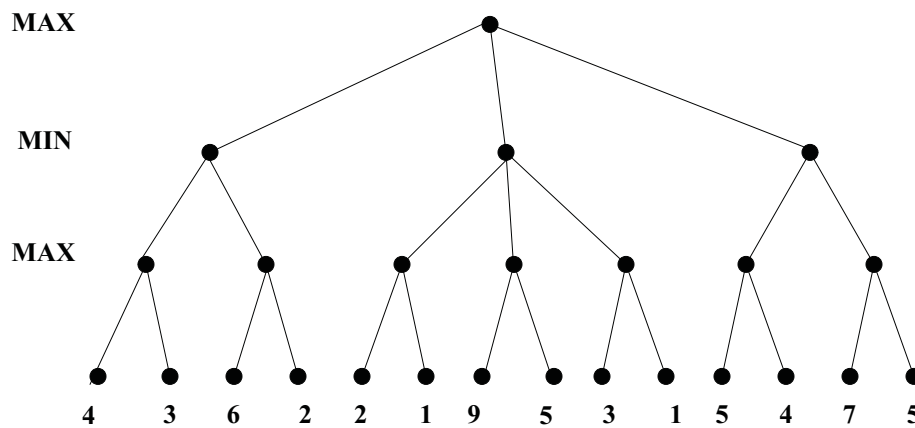


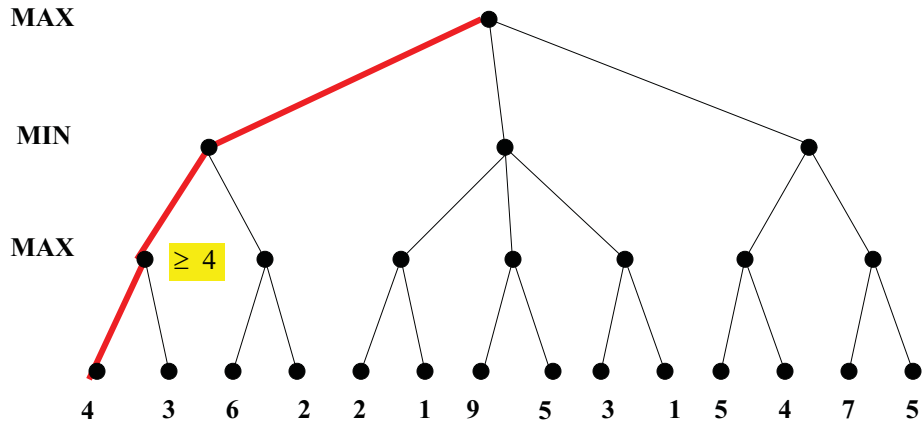
Alpha beta pruning

- Some branches will never be played by rational players since they include sub-optimal decisions (for either player)

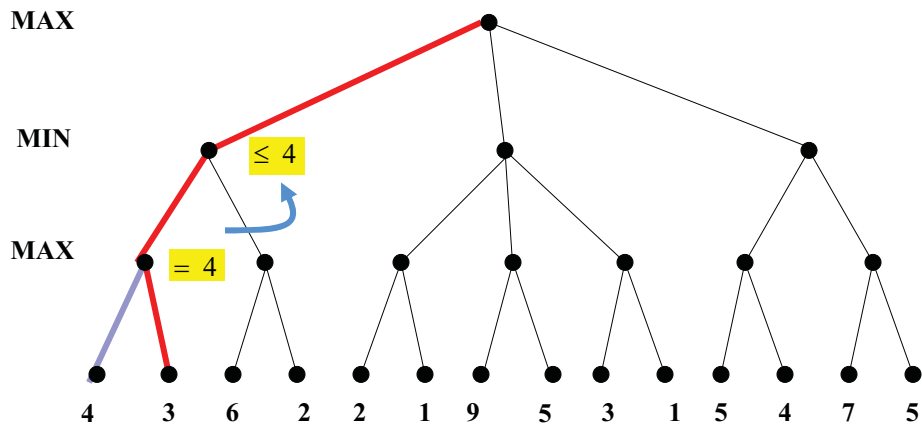
Alpha beta pruning. Example



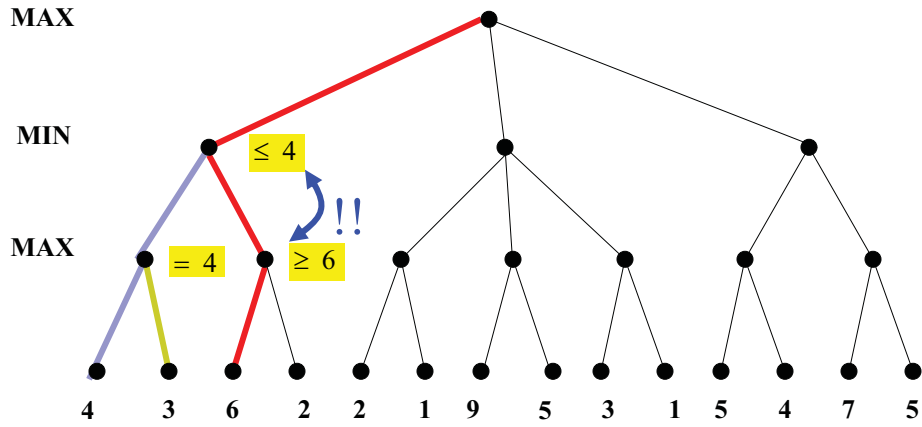
Alpha beta pruning. Example



Alpha beta pruning. Example

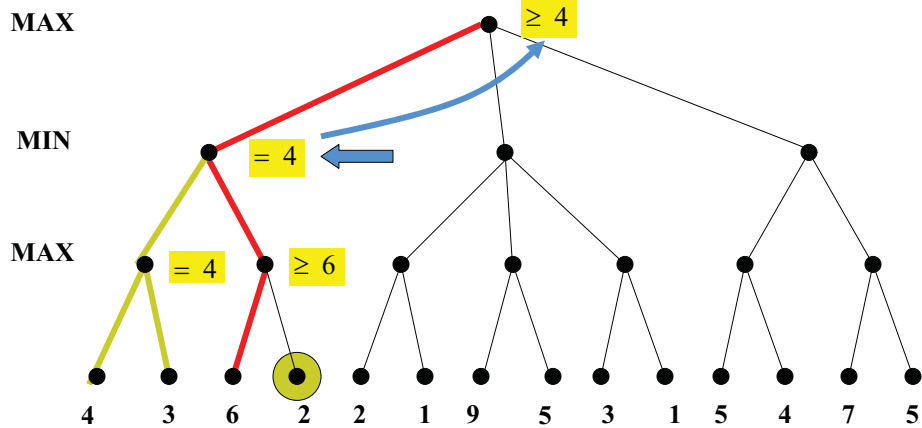


Alpha beta pruning. Example



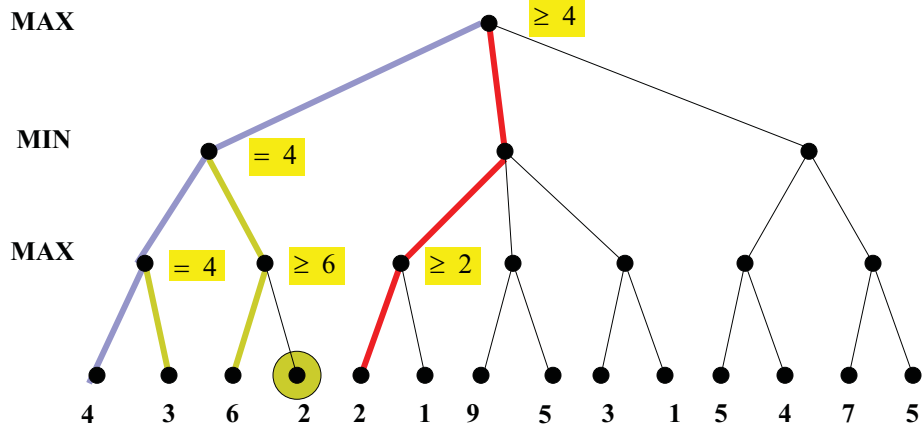
CS 2710 Foundations of AI

Alpha beta pruning. Example



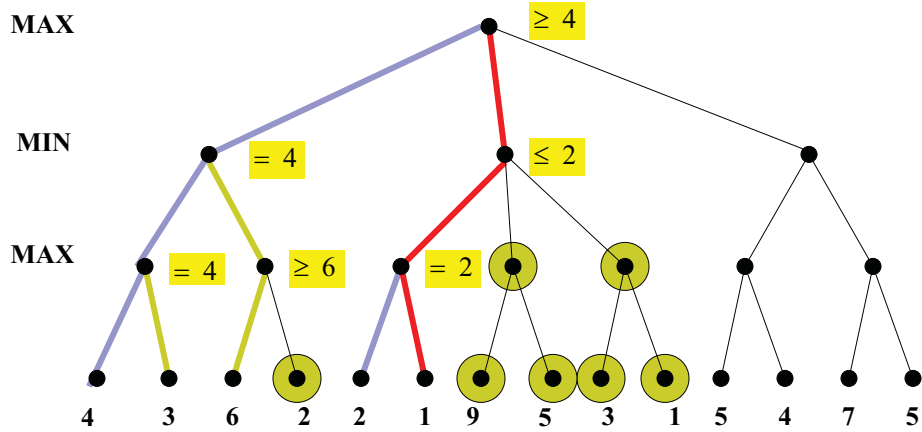
CS 2710 Foundations of AI

Alpha beta pruning. Example



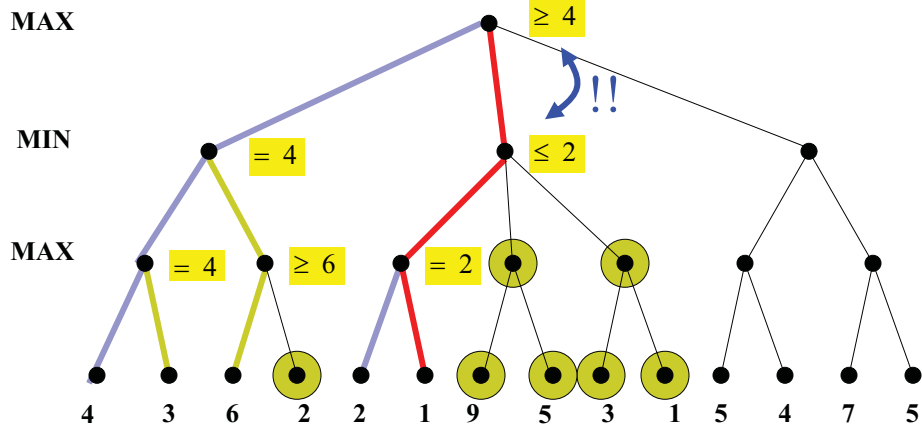
CS 2710 Foundations of AI

Alpha beta pruning. Example

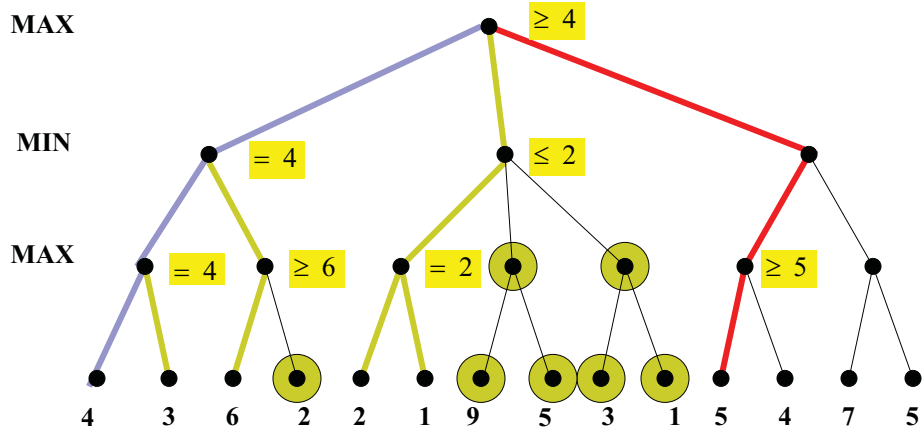


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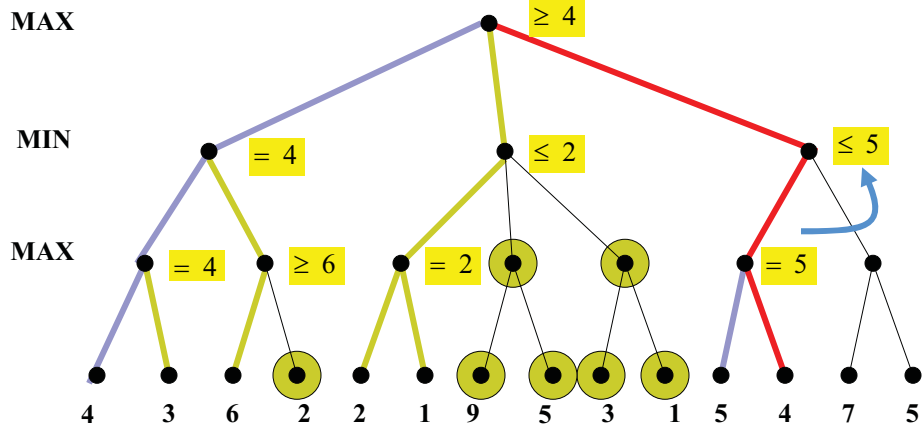
Alpha beta pruning. Example



Alpha beta pruning. Example

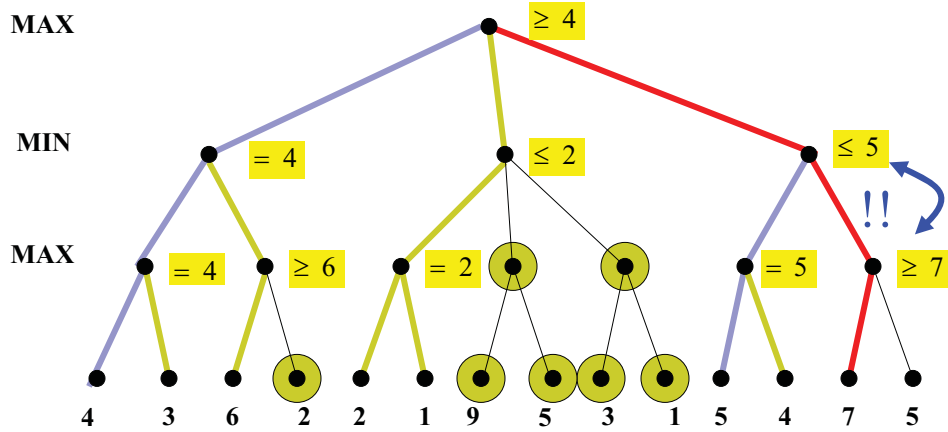


Alpha beta pruning. Example



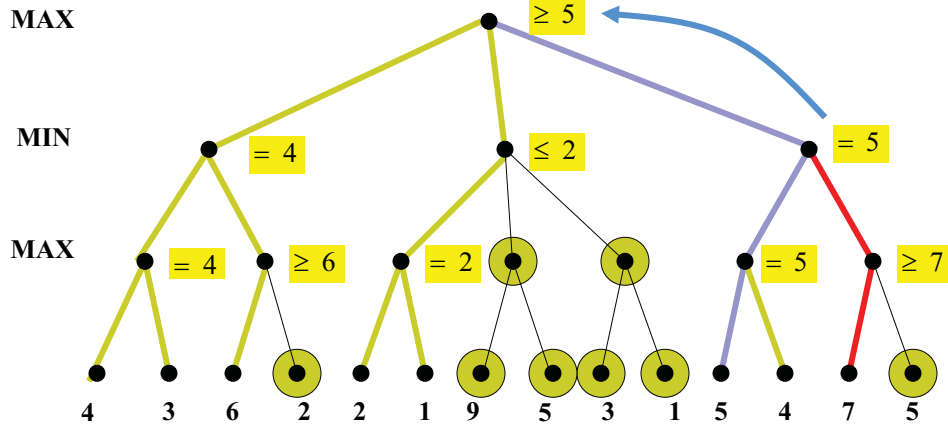
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Alpha beta pruning. Example

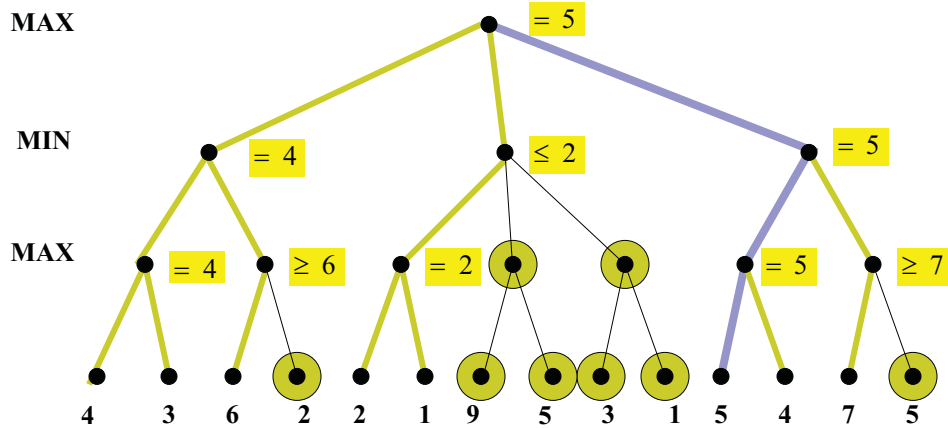


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Alpha beta pruning. Example



Alpha beta pruning. Example



 **nodes that were never explored !!!**