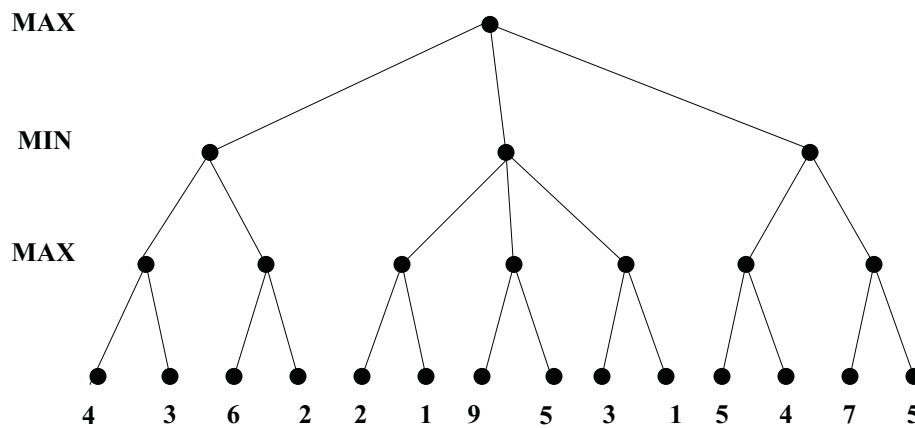


Alpha beta pruning

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

Alpha beta pruning. Example



[illegible]

Alpha beta pruning. Example

MAX

MIN

MAX

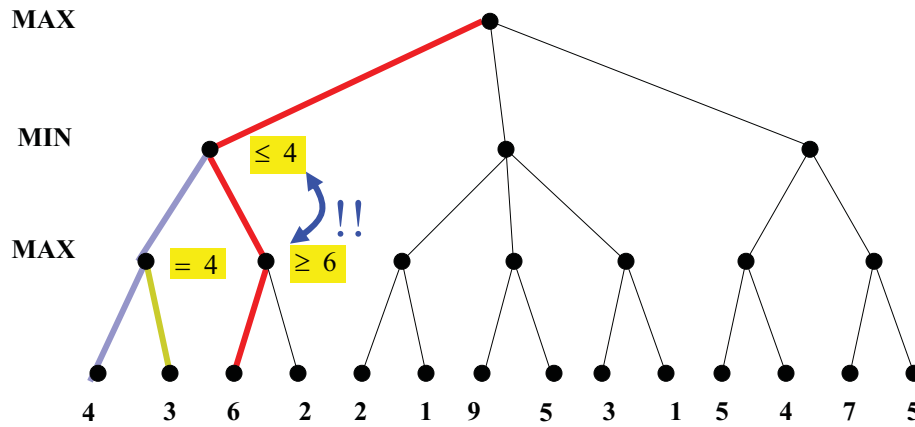
≤ 4

$= 4$

4 3 6 2 2 1 9 5 3 1 5 4 7 5

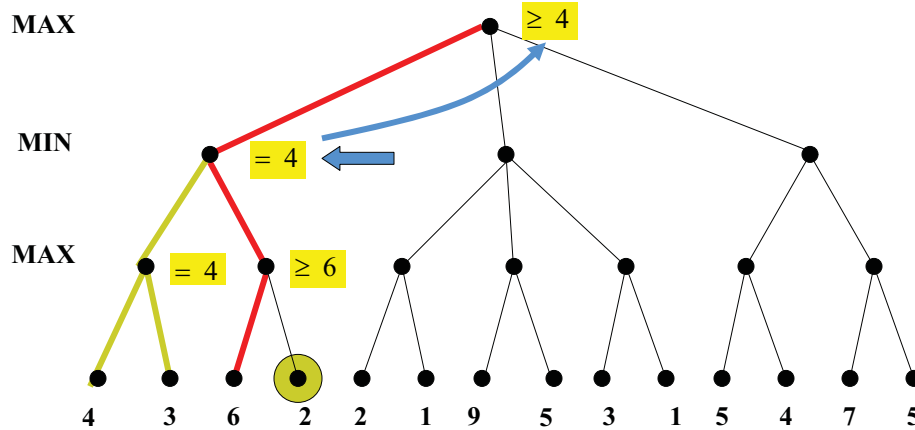
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Alpha beta pruning. Example



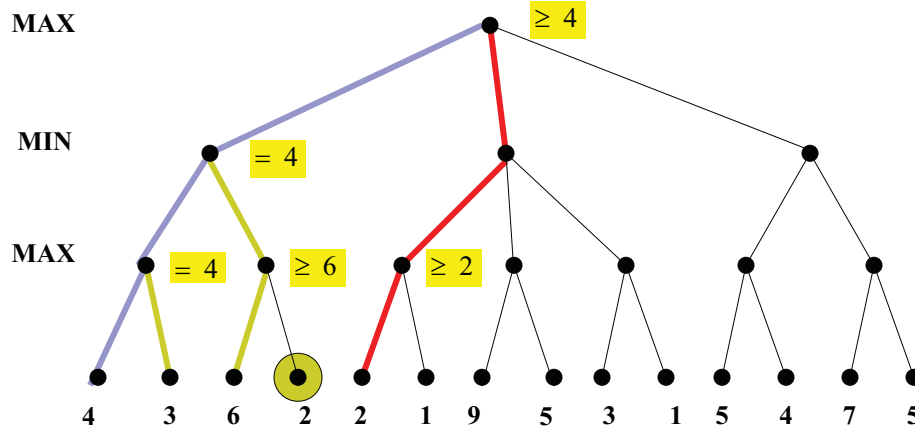
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Alpha beta pruning. Example



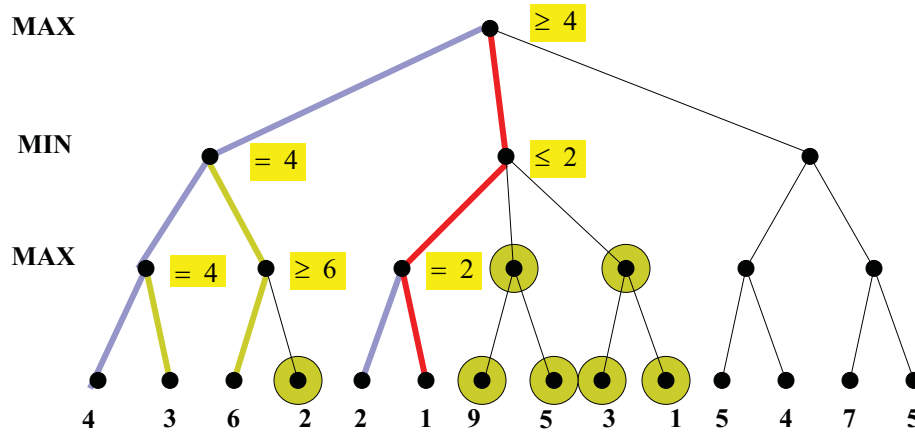
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Alpha beta pruning. Example



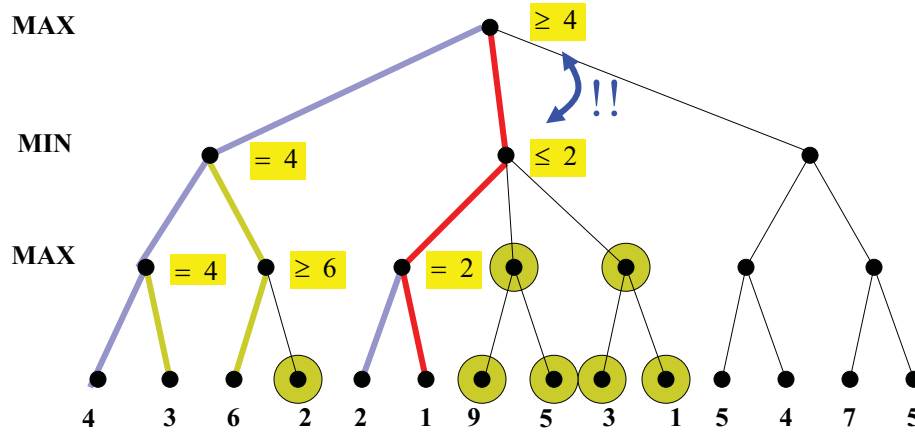
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Alpha beta pruning. Example



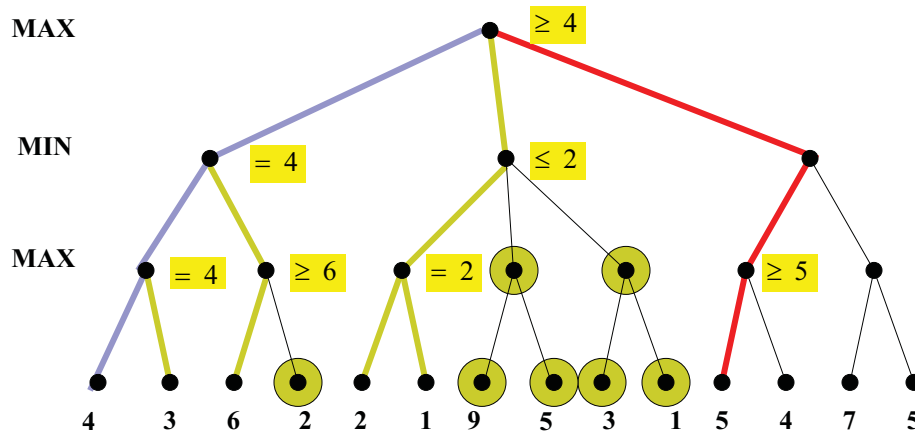
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Alpha beta pruning. Example



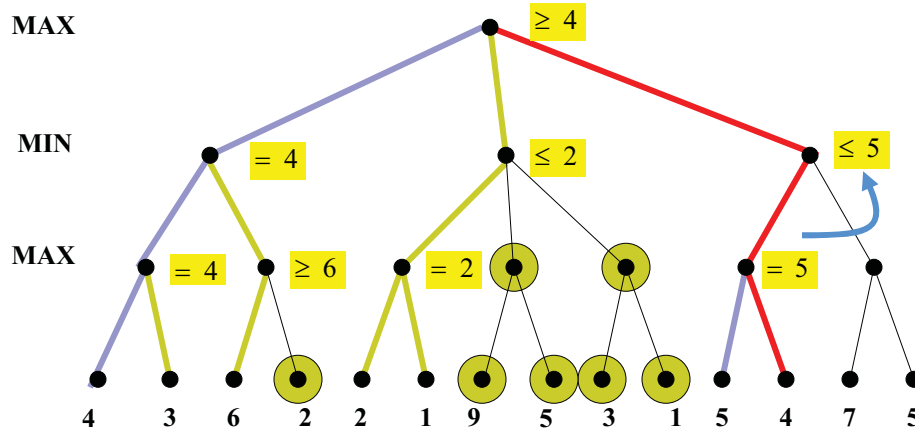
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Alpha beta pruning. Example



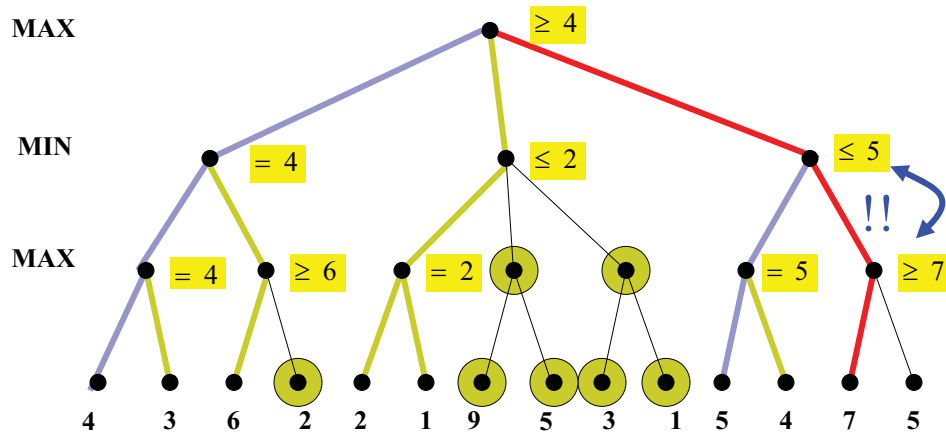
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Alpha beta pruning. Example



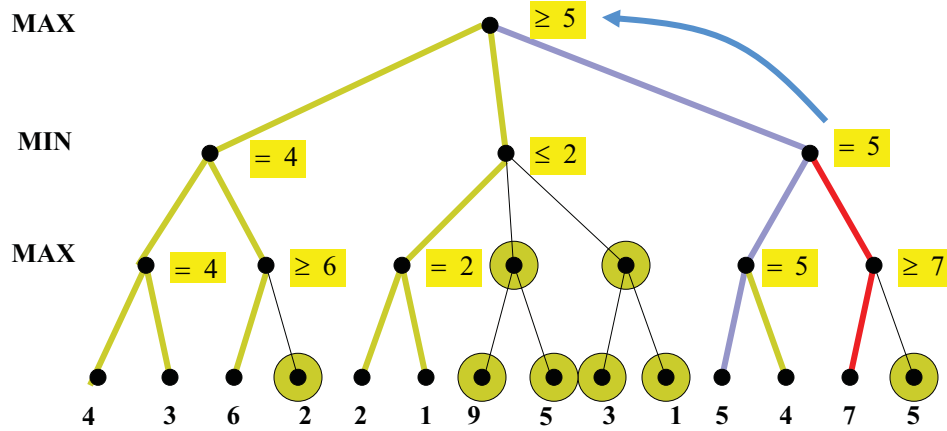
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Alpha beta pruning. Example



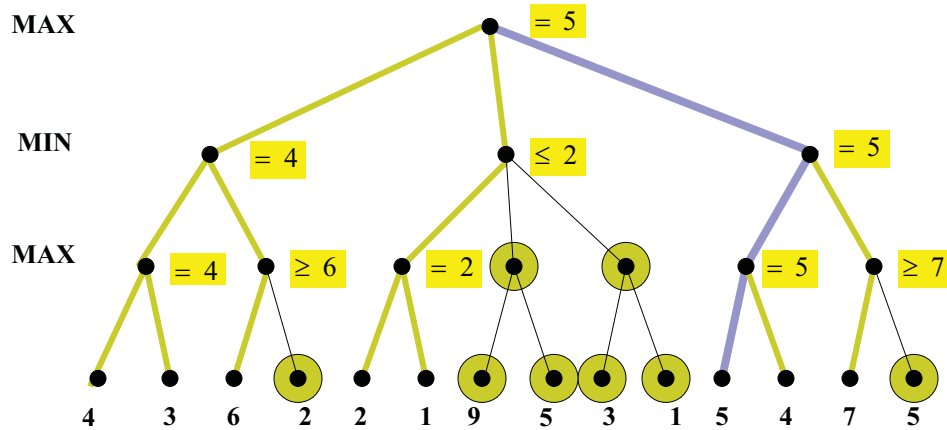
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Alpha beta pruning. Example



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Alpha beta pruning. Example



← nodes that were never explored !!!

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