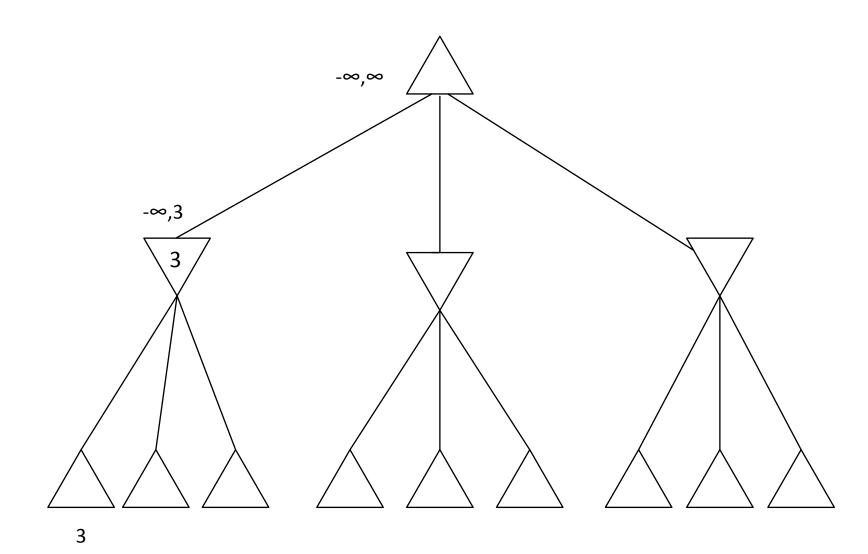


## Deep Enough Node Has Value Return -∞,∞ -∞,∞

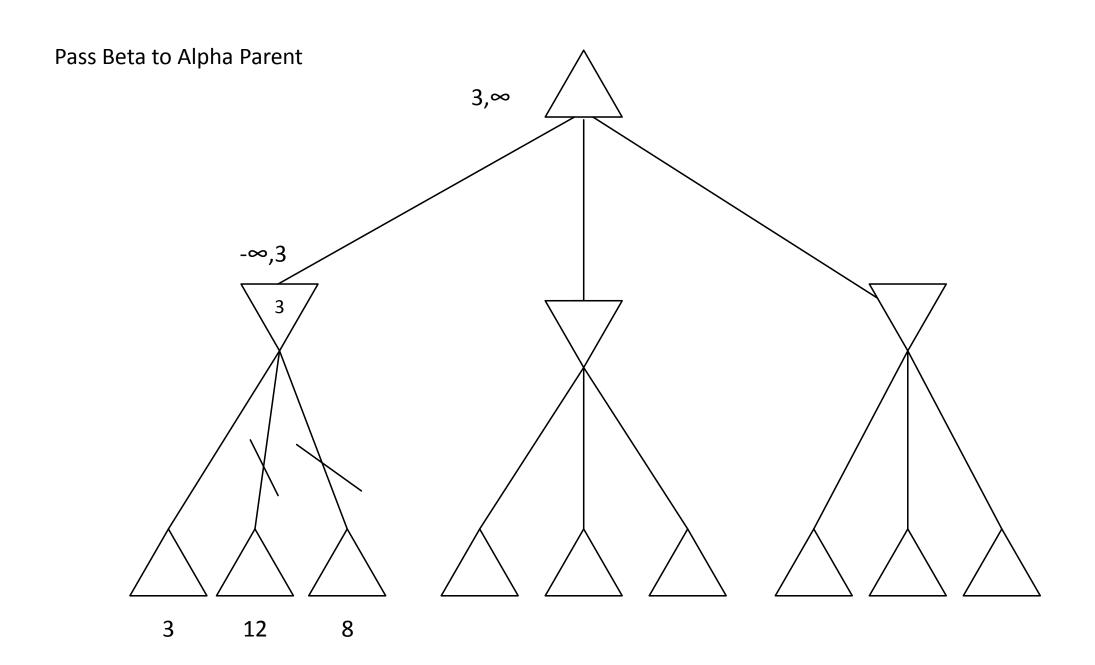
3

## Update Beta

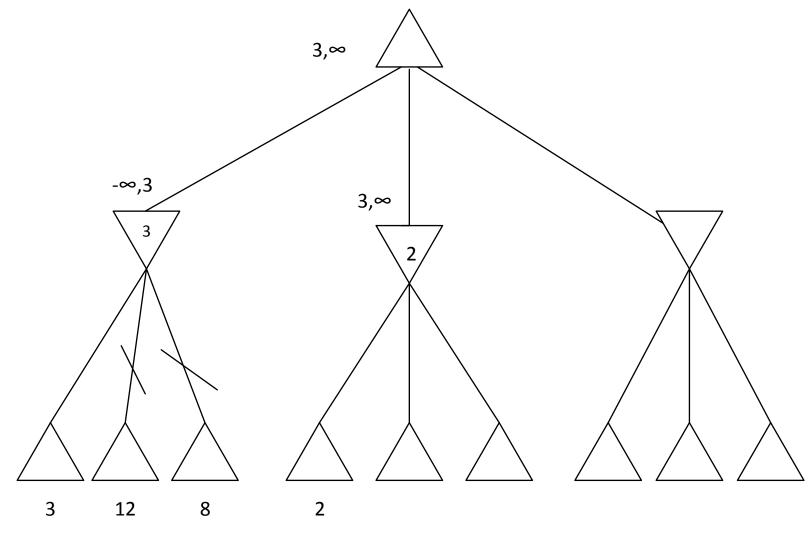


If Value >= Beta Then Cut-Off State Return to Parent Else Update Beta with New Value -∞,∞ -∞,3 3 12 3

If Value >= Beta Then Cut-Off State Return to Parent Else Update Beta with New Value -∞,∞ -∞,3 12 3 8



Pass down Alpha and Beta to Leaf Node



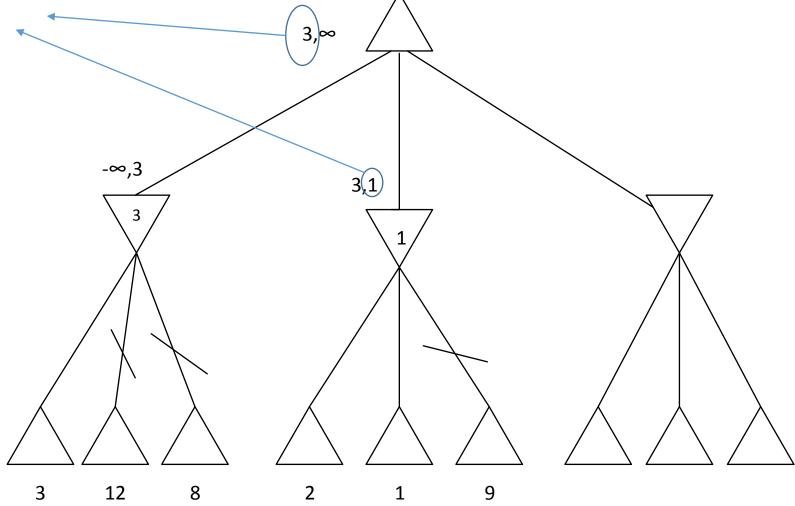
If Value >= Beta Then Cut-Off State Return to Parent Else Update 3,∞ Beta with New Value -∞,3 3,2 3 12 8

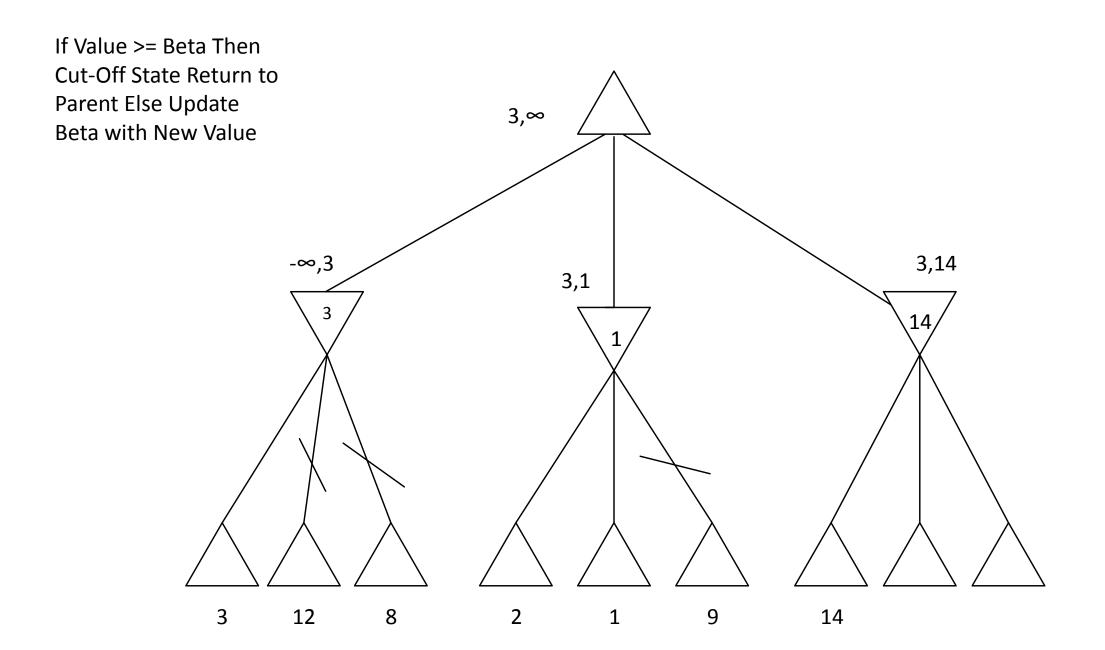
If Value >= Beta Then Cut-Off State Return to Parent Else Update 3,∞ Beta with New Value -∞,3 3,1 3 12 8

If Value >= Beta Then Cut-Off State Return to Parent Else Update 3,∞ Beta with New Value -∞,3 3,1 3 12 8 9 1

If Alpha < Beta Then
Update Alpha Else Do not

Change





If Value >= Beta Then Cut-Off State Return to Parent Else Update 3,∞ Beta with New Value -∞,3 3,5 3,1 12 8 5 3 1 9 14

