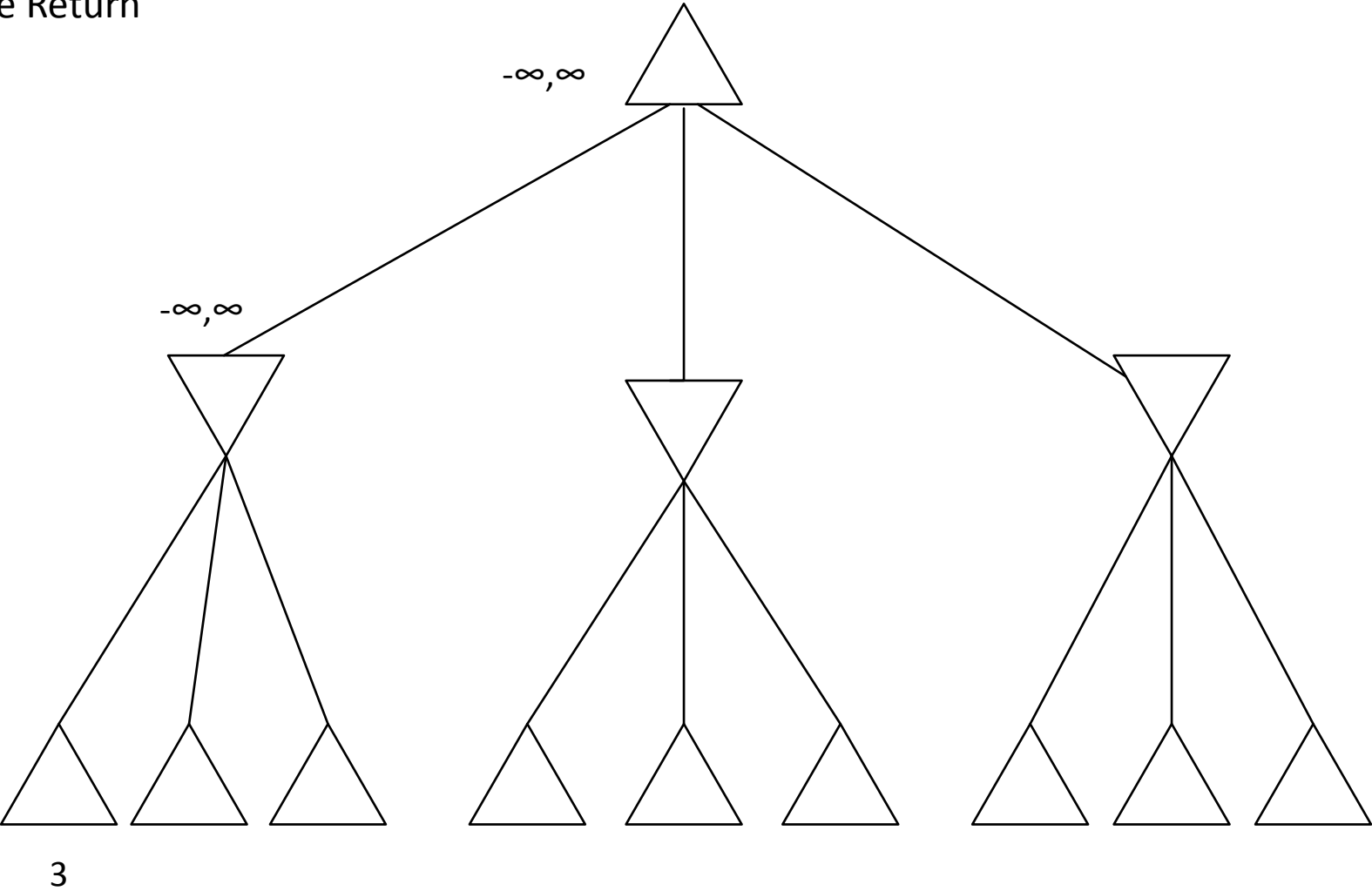
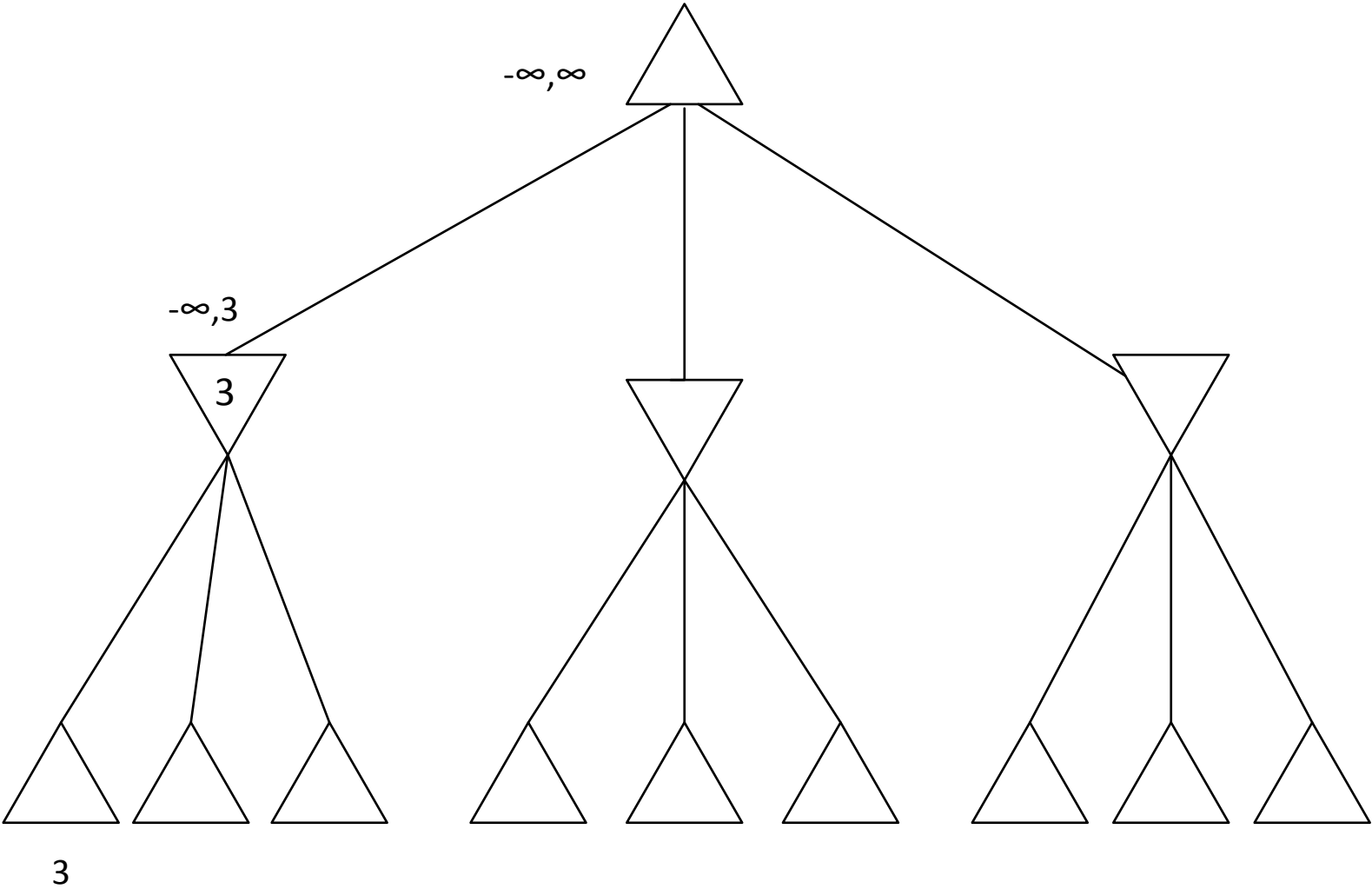


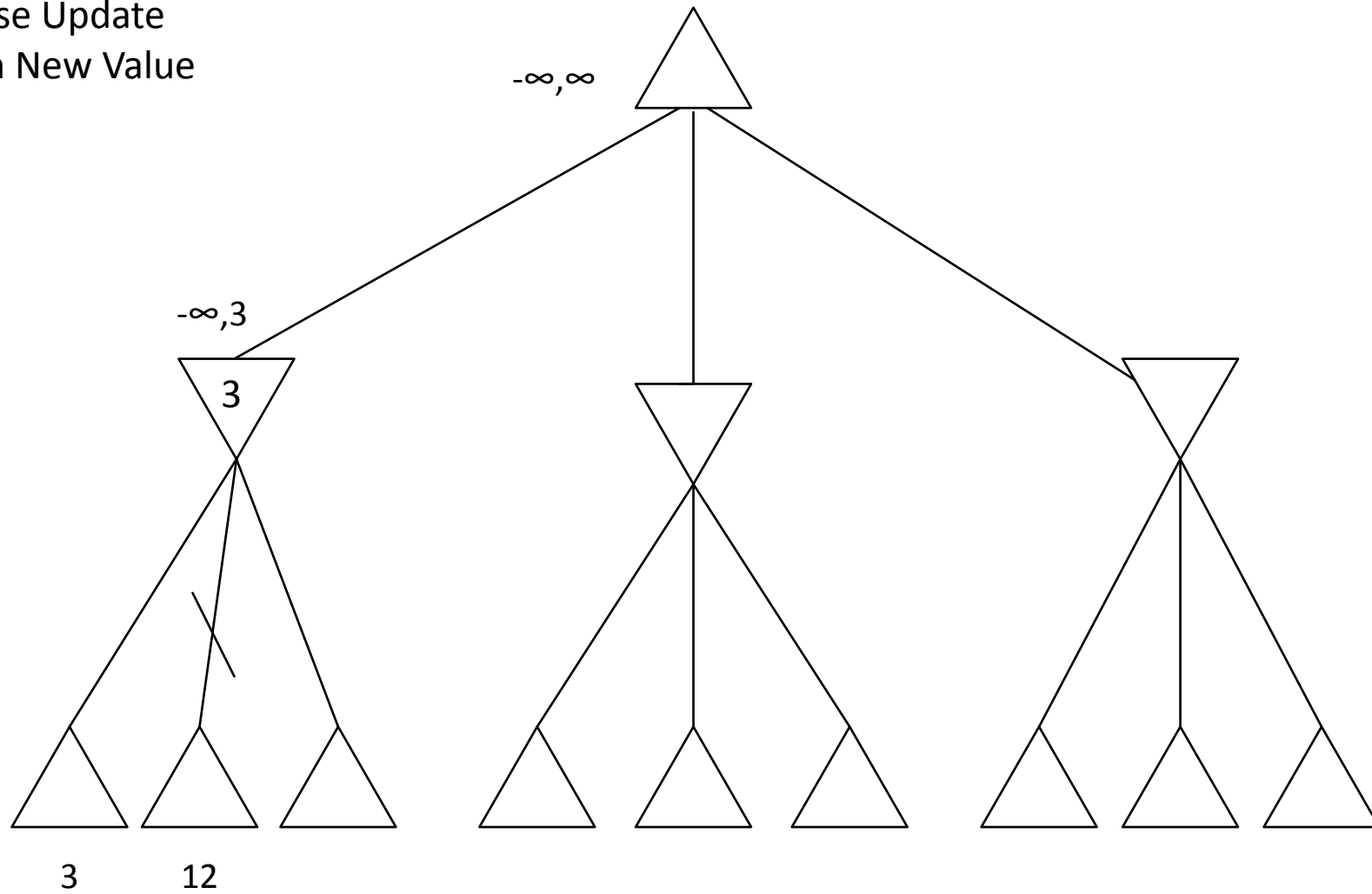
Deep Enough Node
Has Value Return



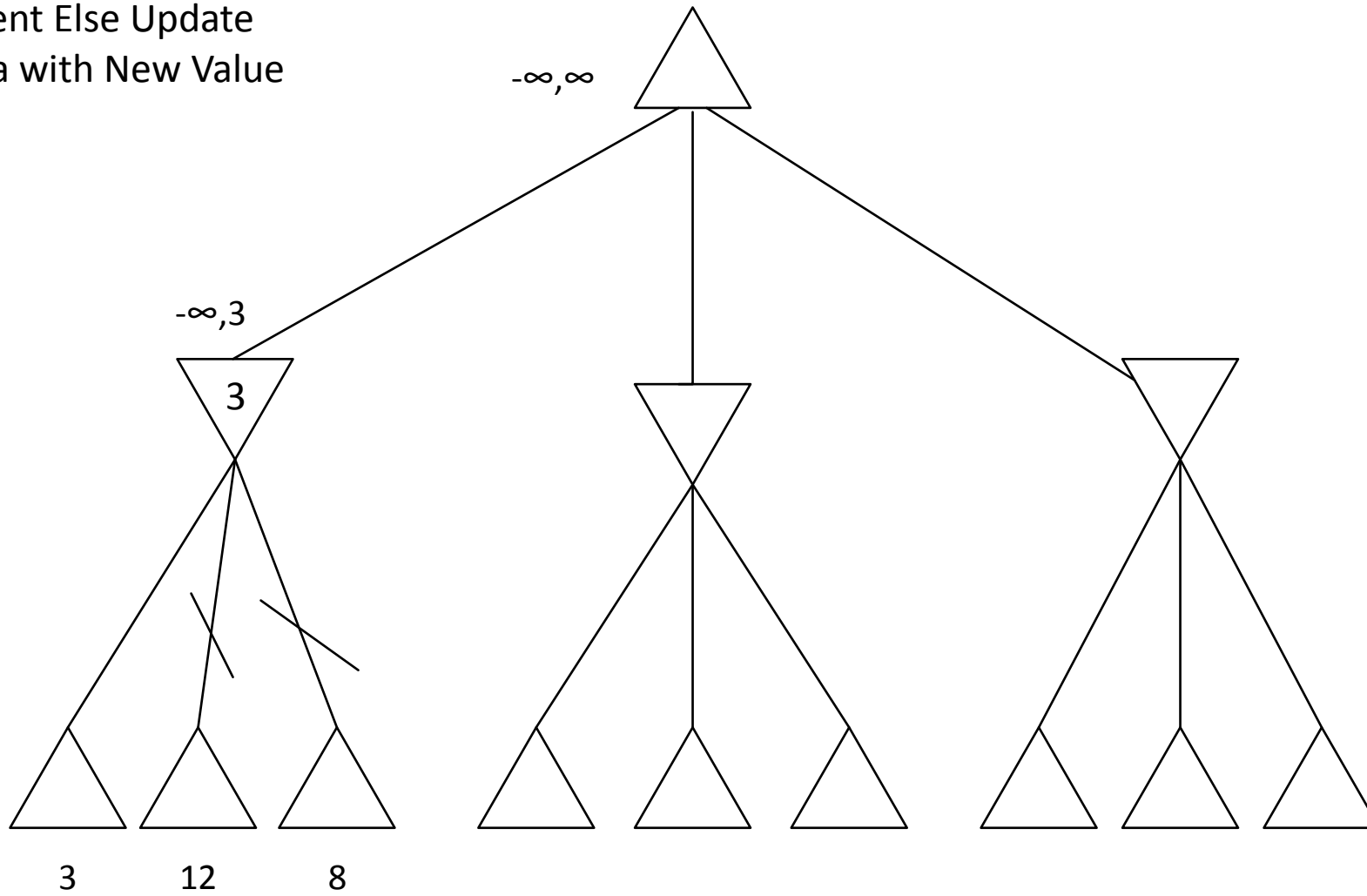
Update Beta



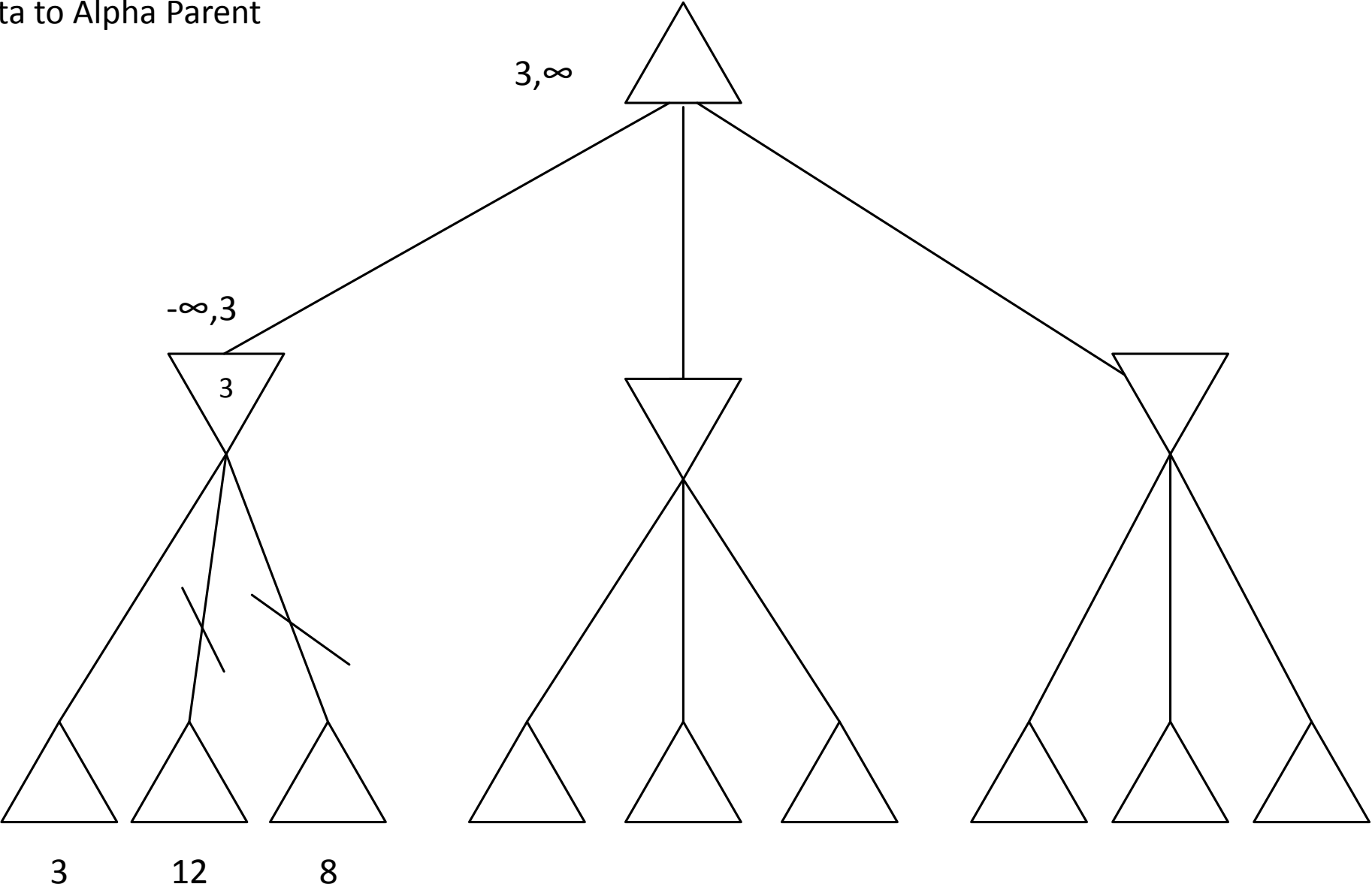
If Value \geq Beta Then
Cut-Off State Return to
Parent Else Update
Beta with New Value



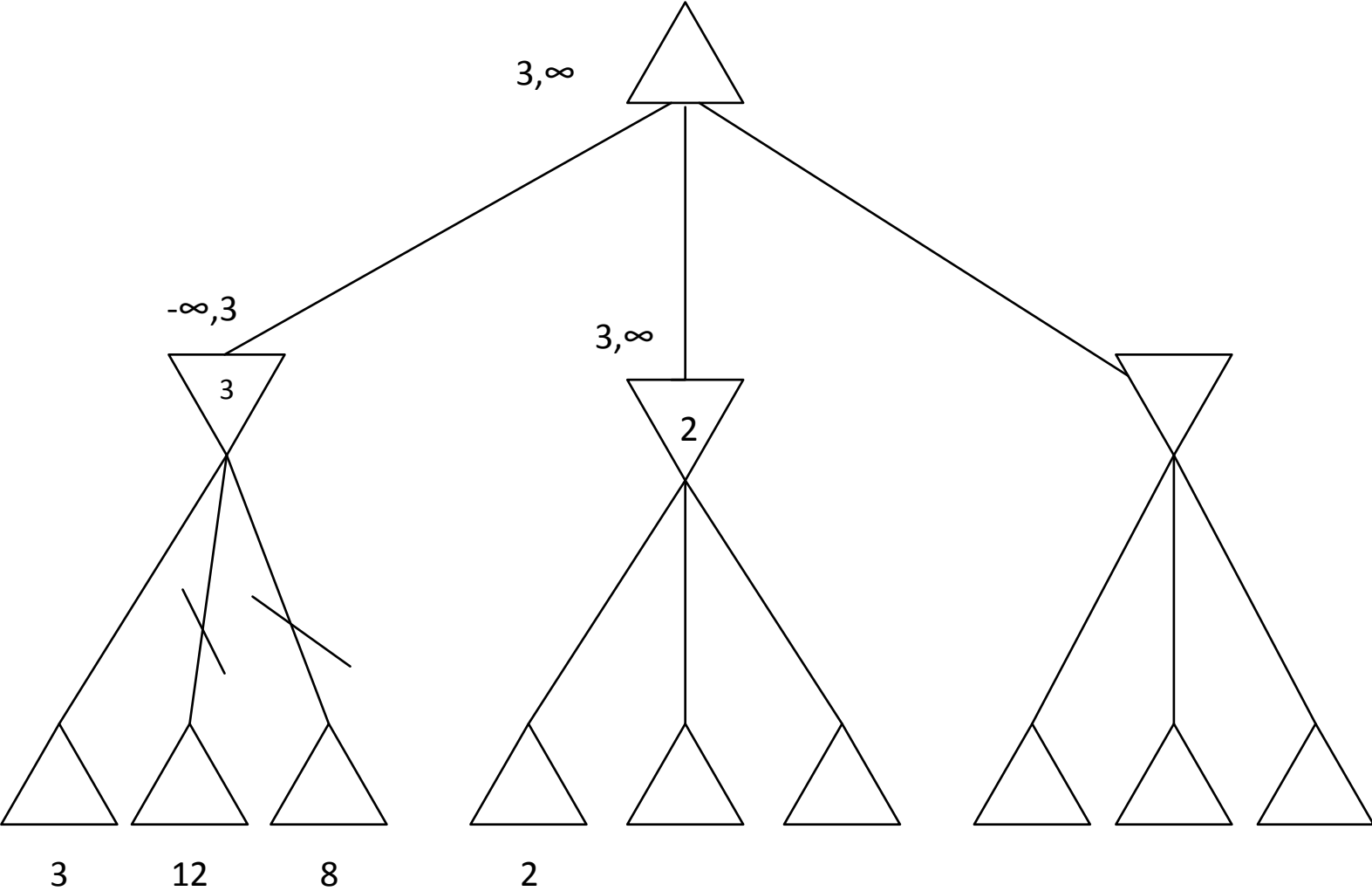
If Value \geq Beta Then
Cut-Off State Return to
Parent Else Update
Beta with New Value



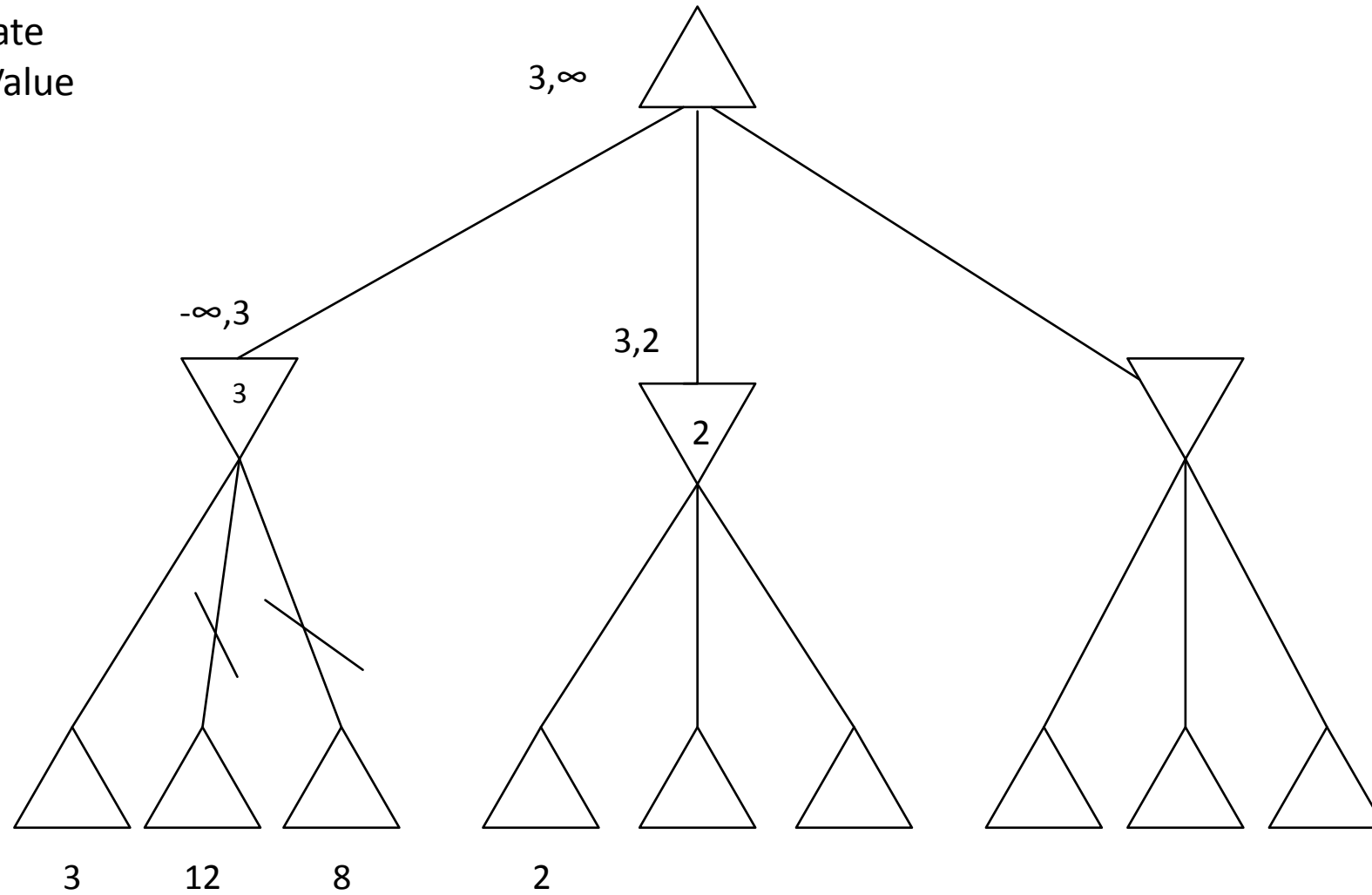
Pass Beta to Alpha Parent



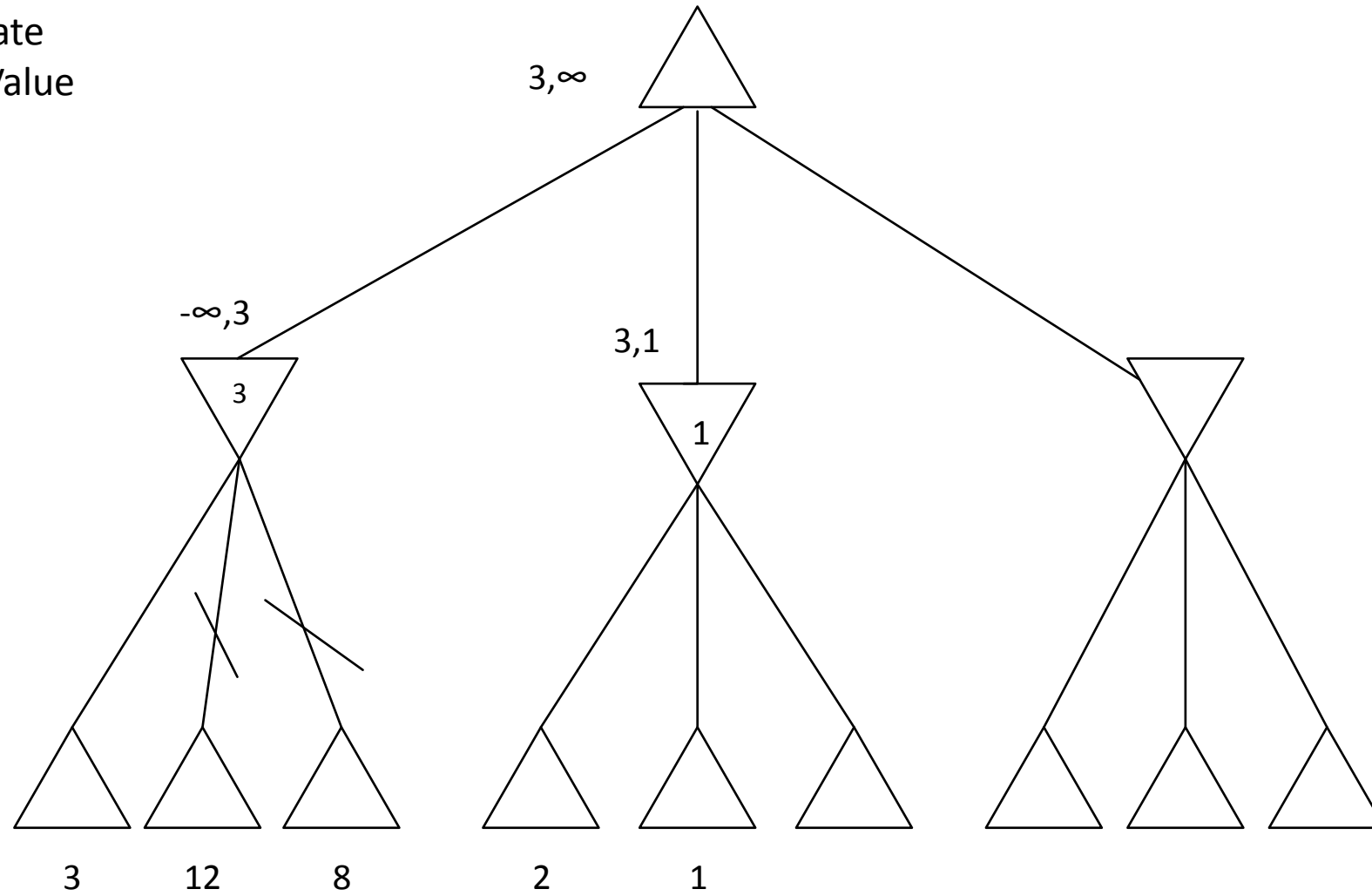
Pass down Alpha and Beta
to Leaf Node



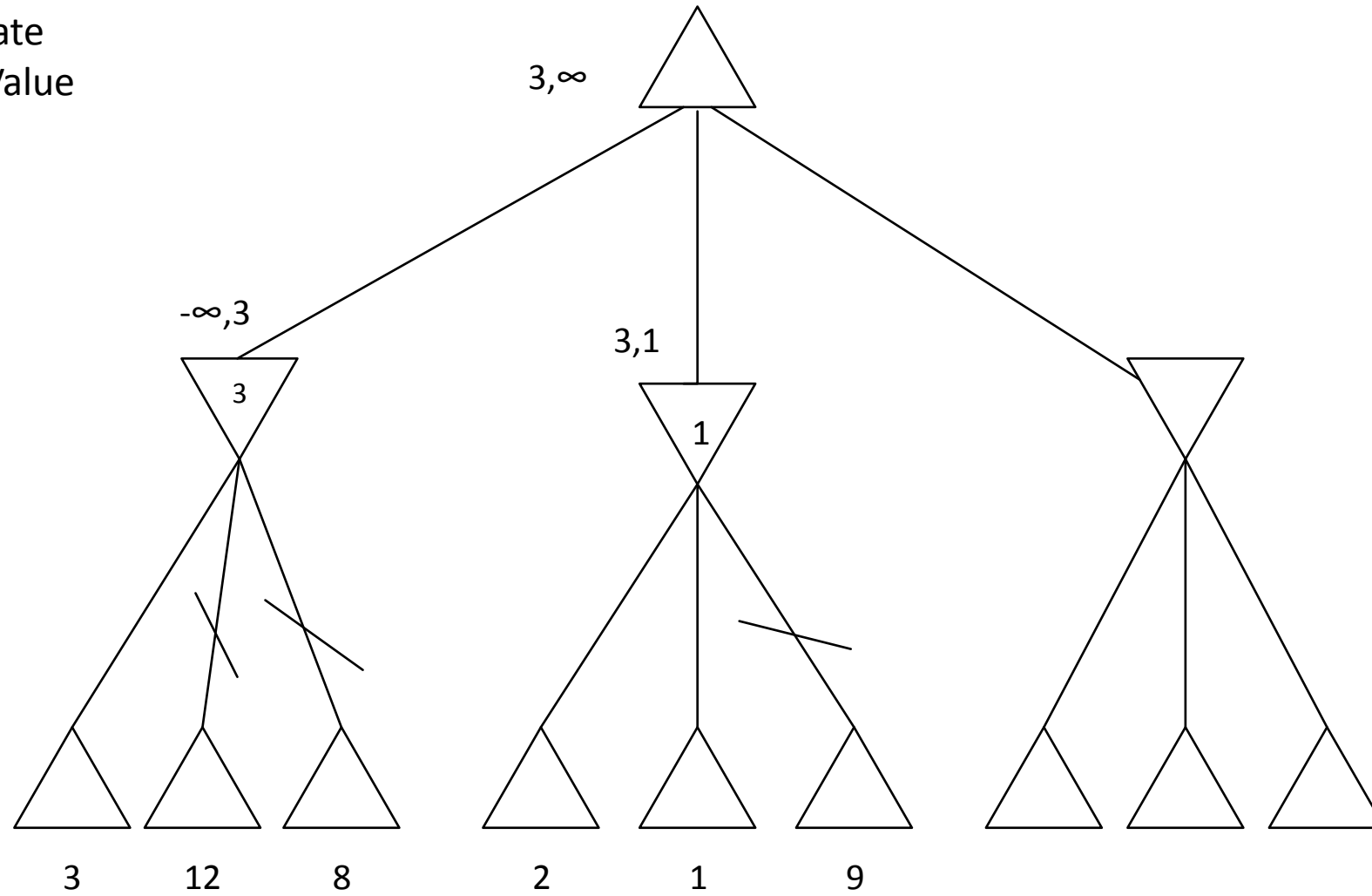
If Value \geq Beta Then
Cut-Off State Return to
Parent Else Update
Beta with New Value



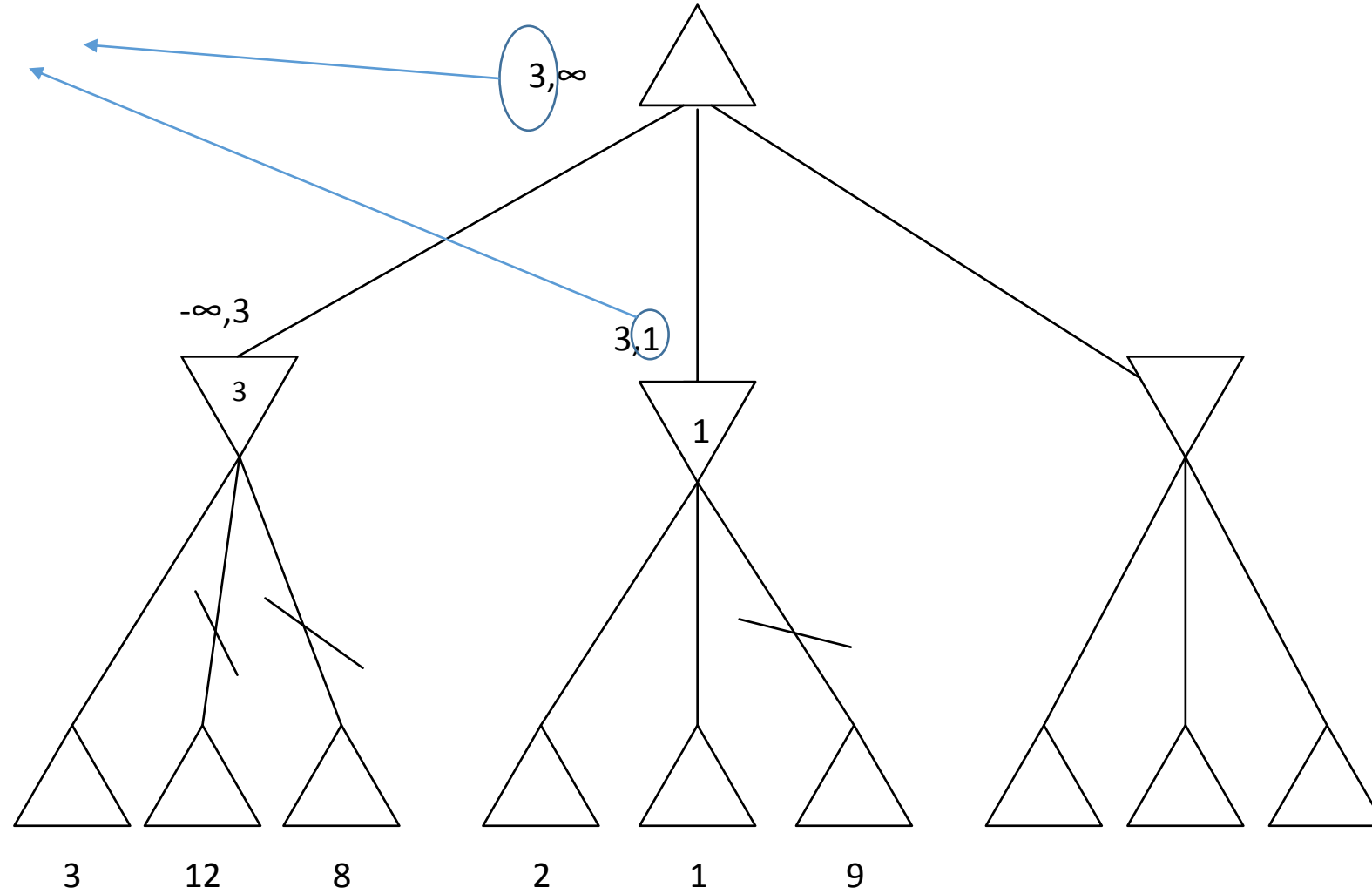
If Value \geq Beta Then
Cut-Off State Return to
Parent Else Update
Beta with New Value



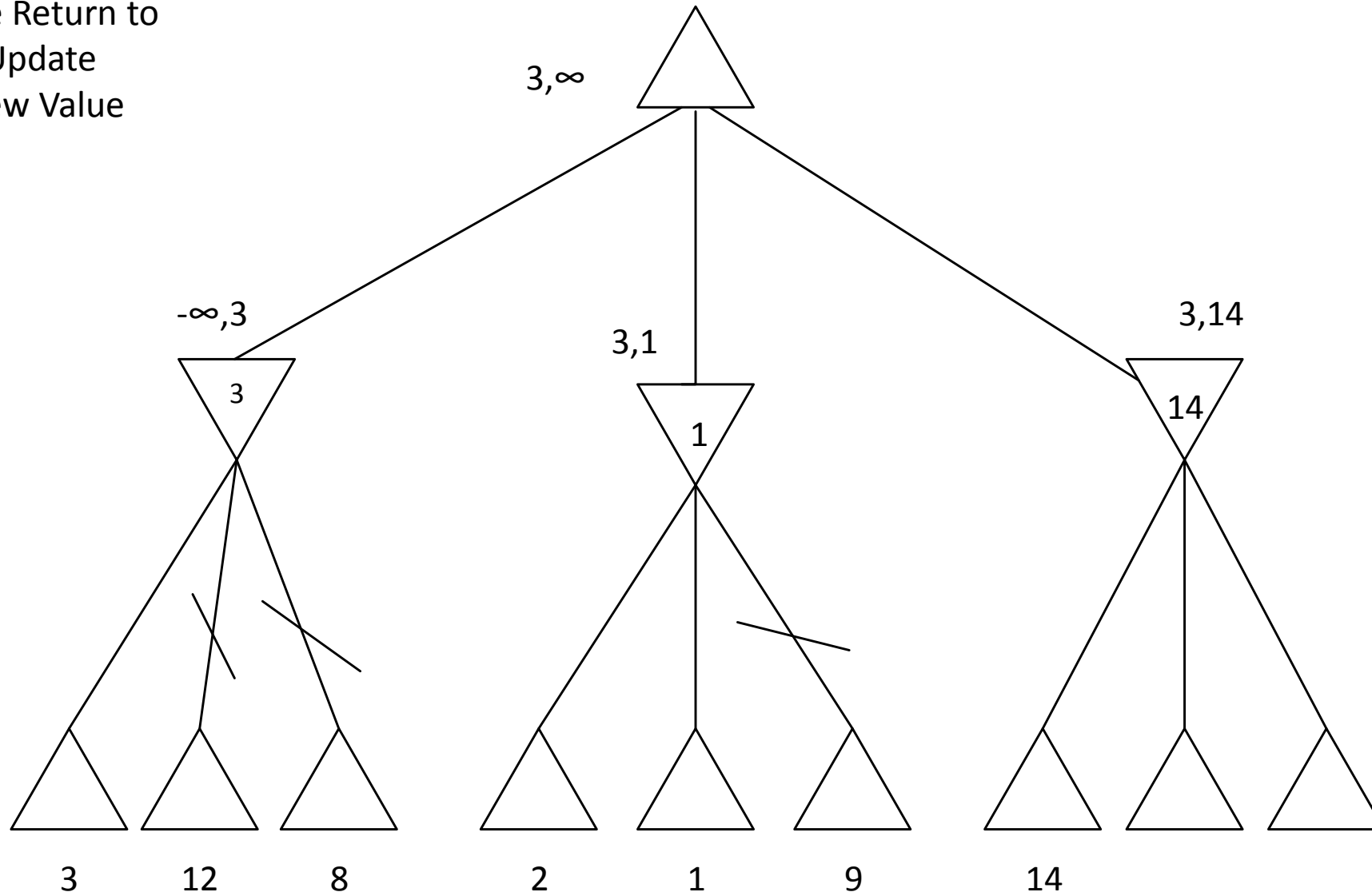
If Value \geq Beta Then
Cut-Off State Return to
Parent Else Update
Beta with New Value



If $\alpha < \beta$ Then
Update α Else Do not
Change



If Value \geq Beta Then
Cut-Off State Return to
Parent Else Update
Beta with New Value



If Value \geq Beta Then
Cut-Off State Return to
Parent Else Update
Beta with New Value

