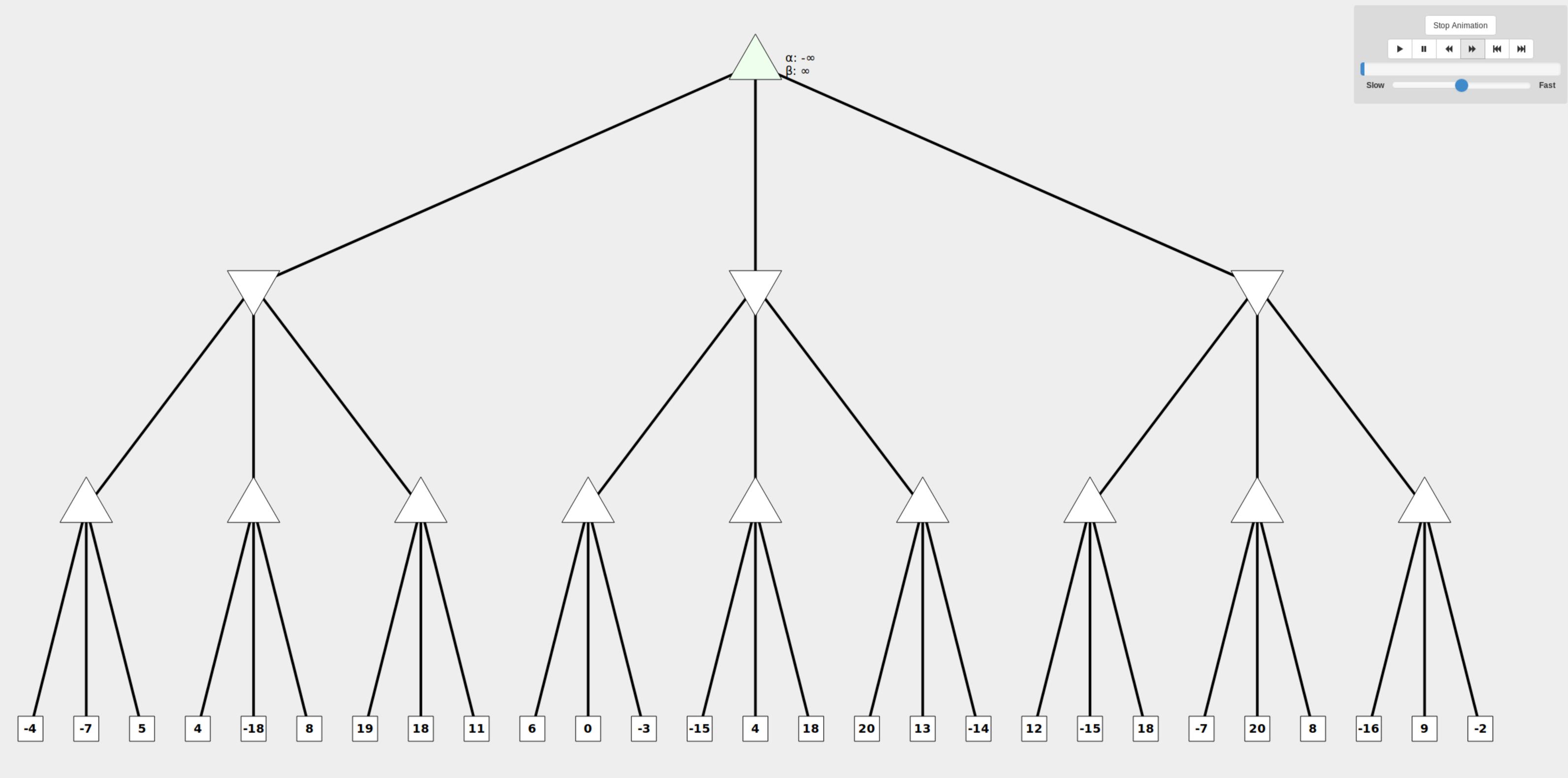
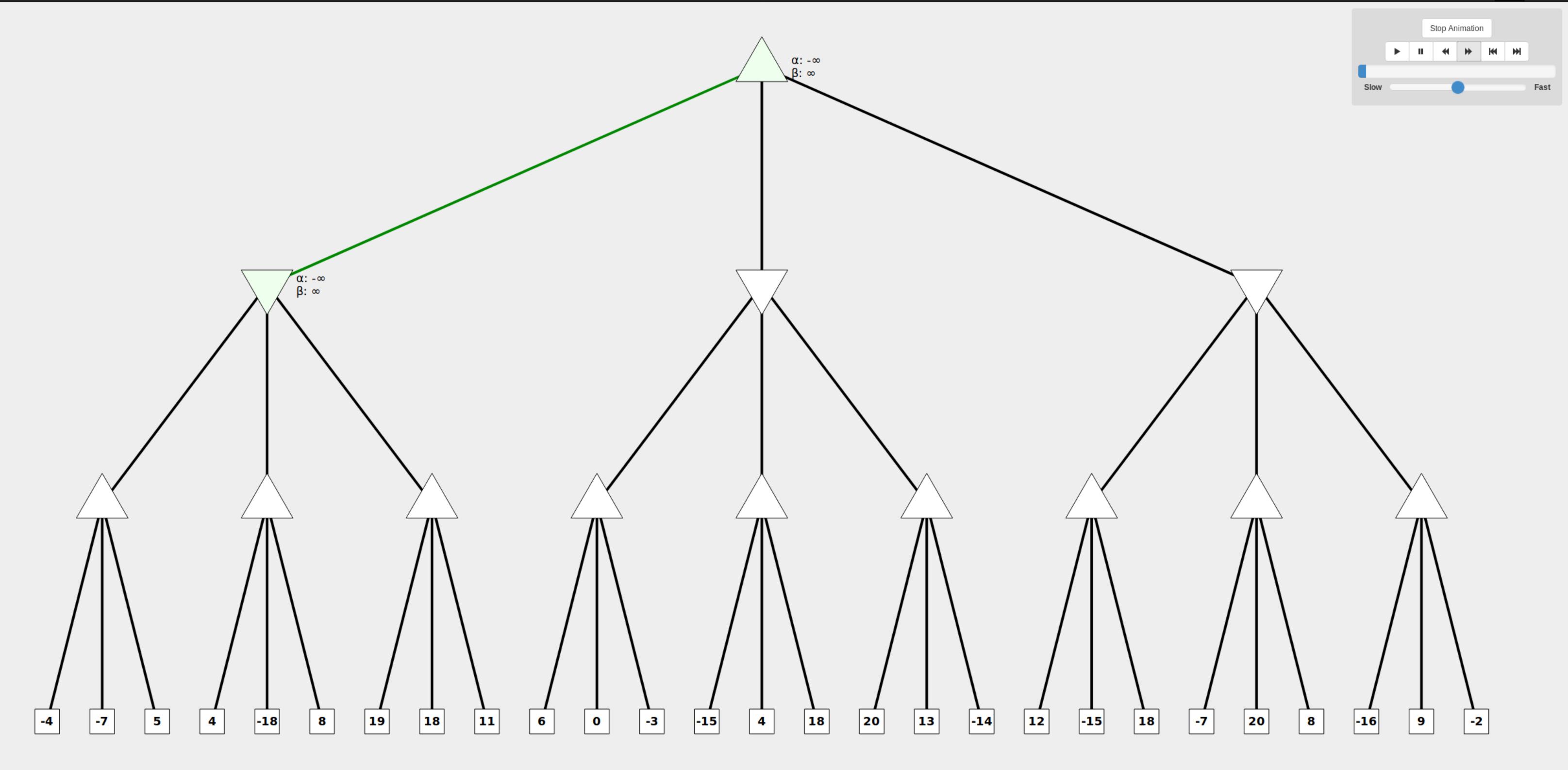


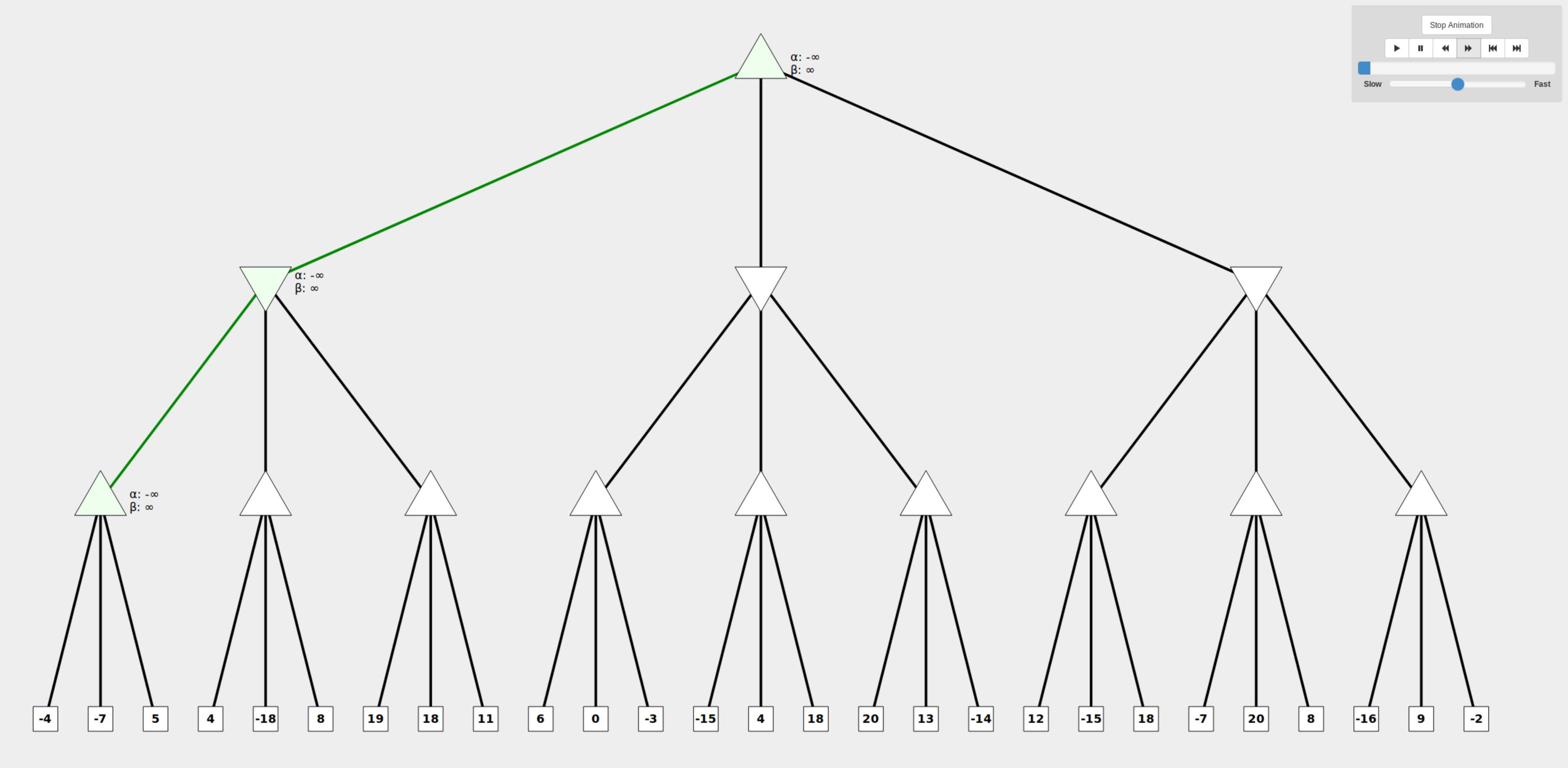
Nodes are pruned when β ≤ α.



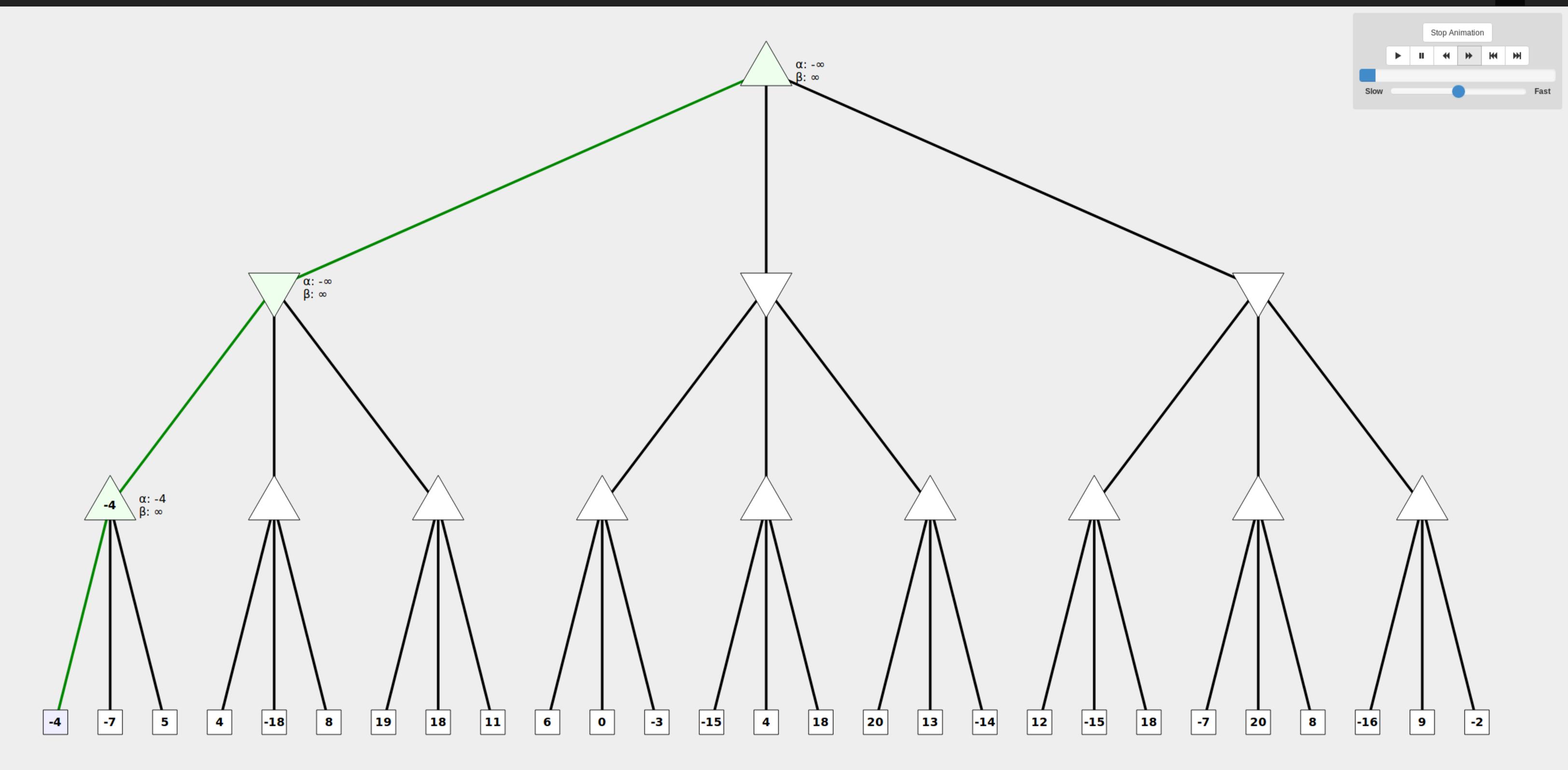
Nodes are pruned when β ≤ α

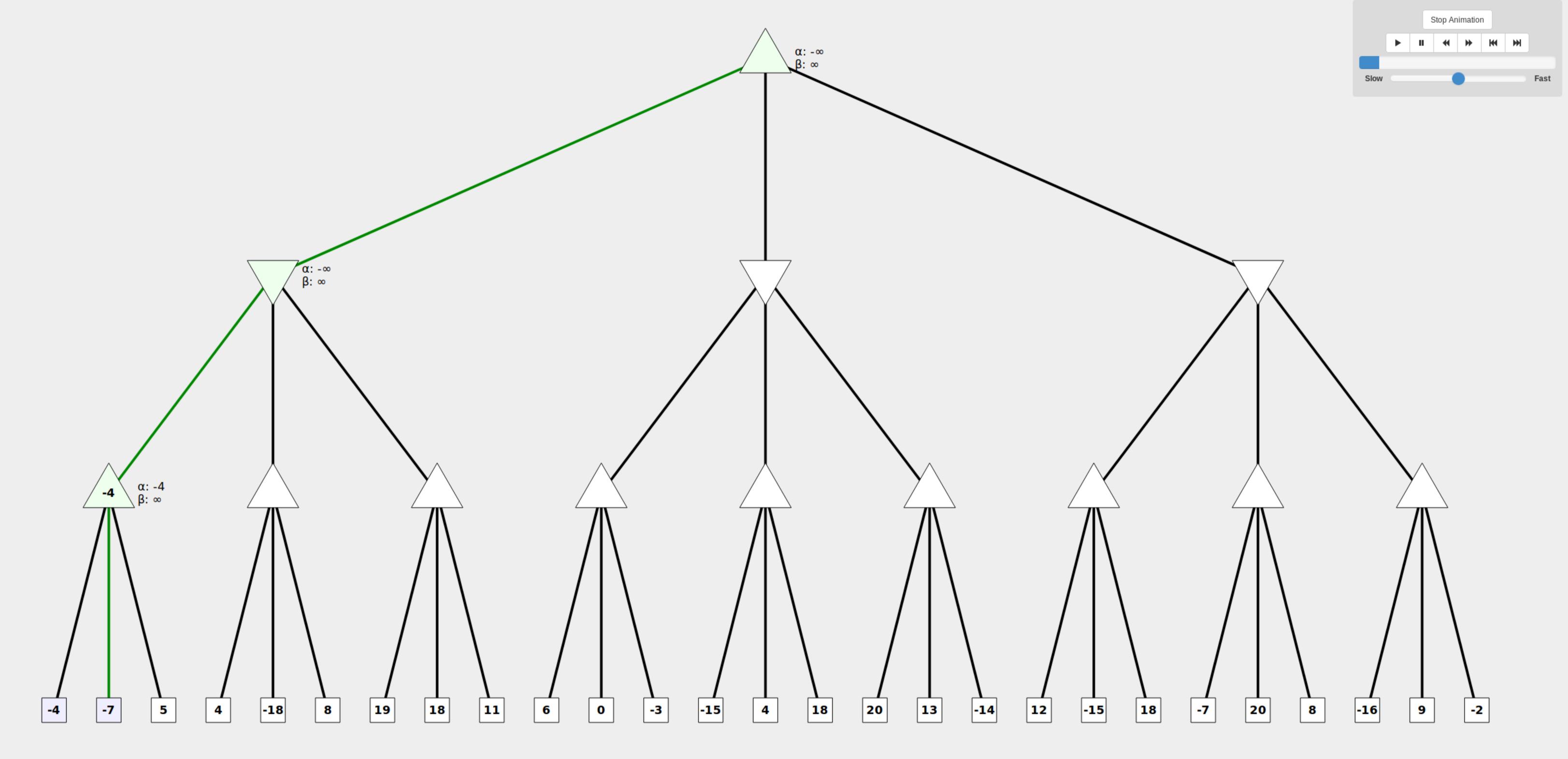


by Aleks Kamko for UC Berkeley CS61B (Github project)

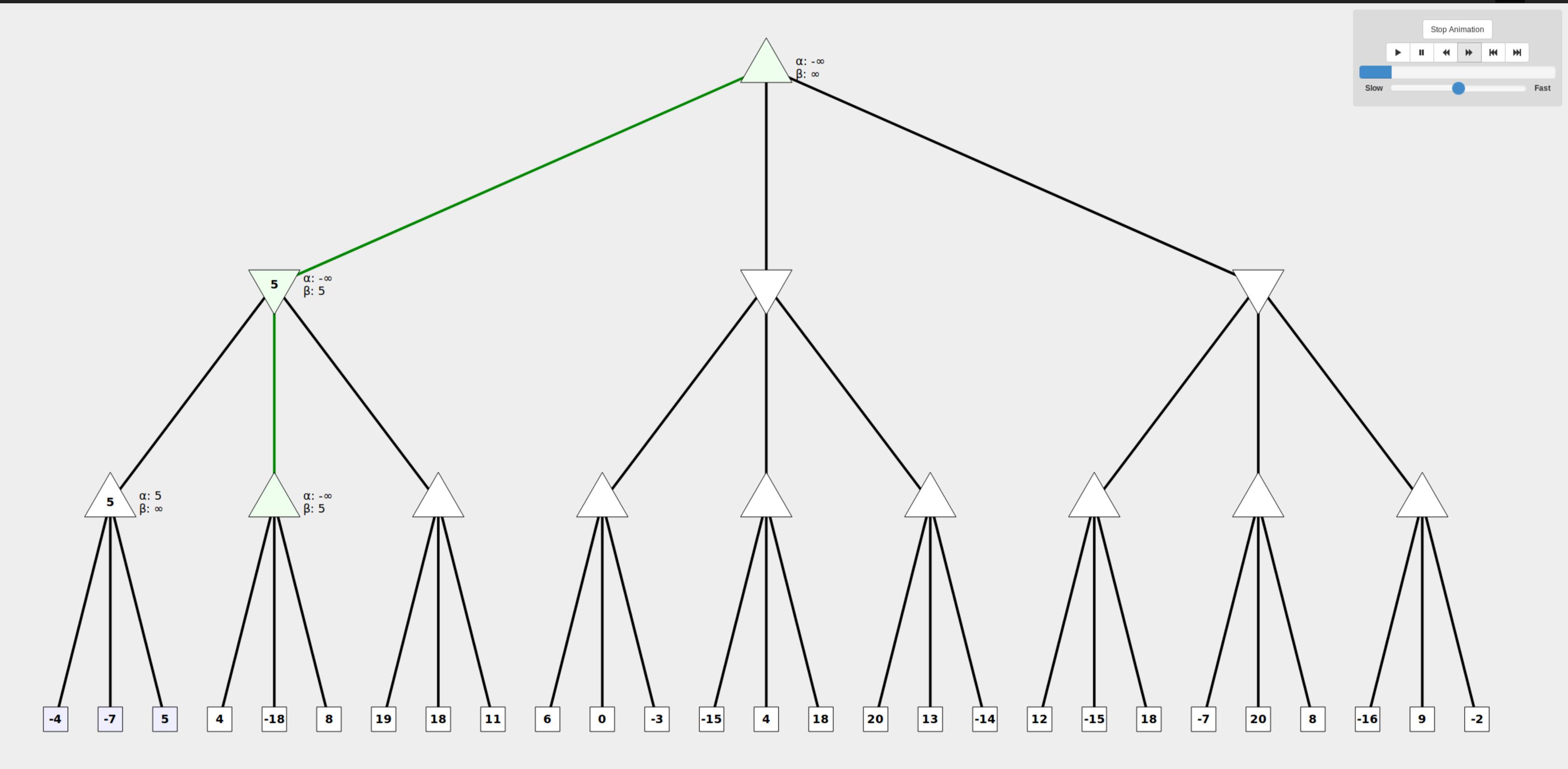


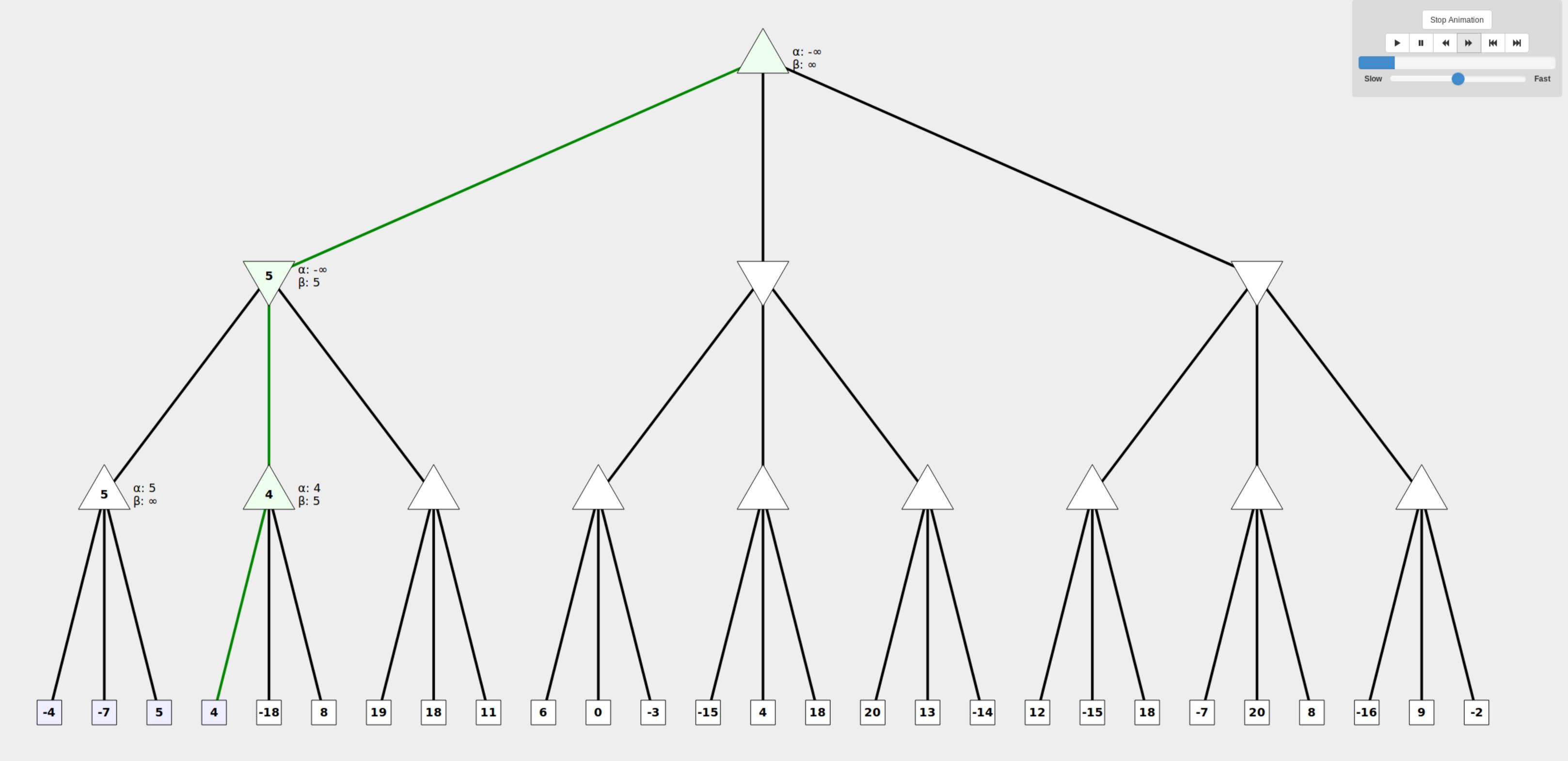
y Aleks Kamko for UC Berkeley CS61B (Github project)



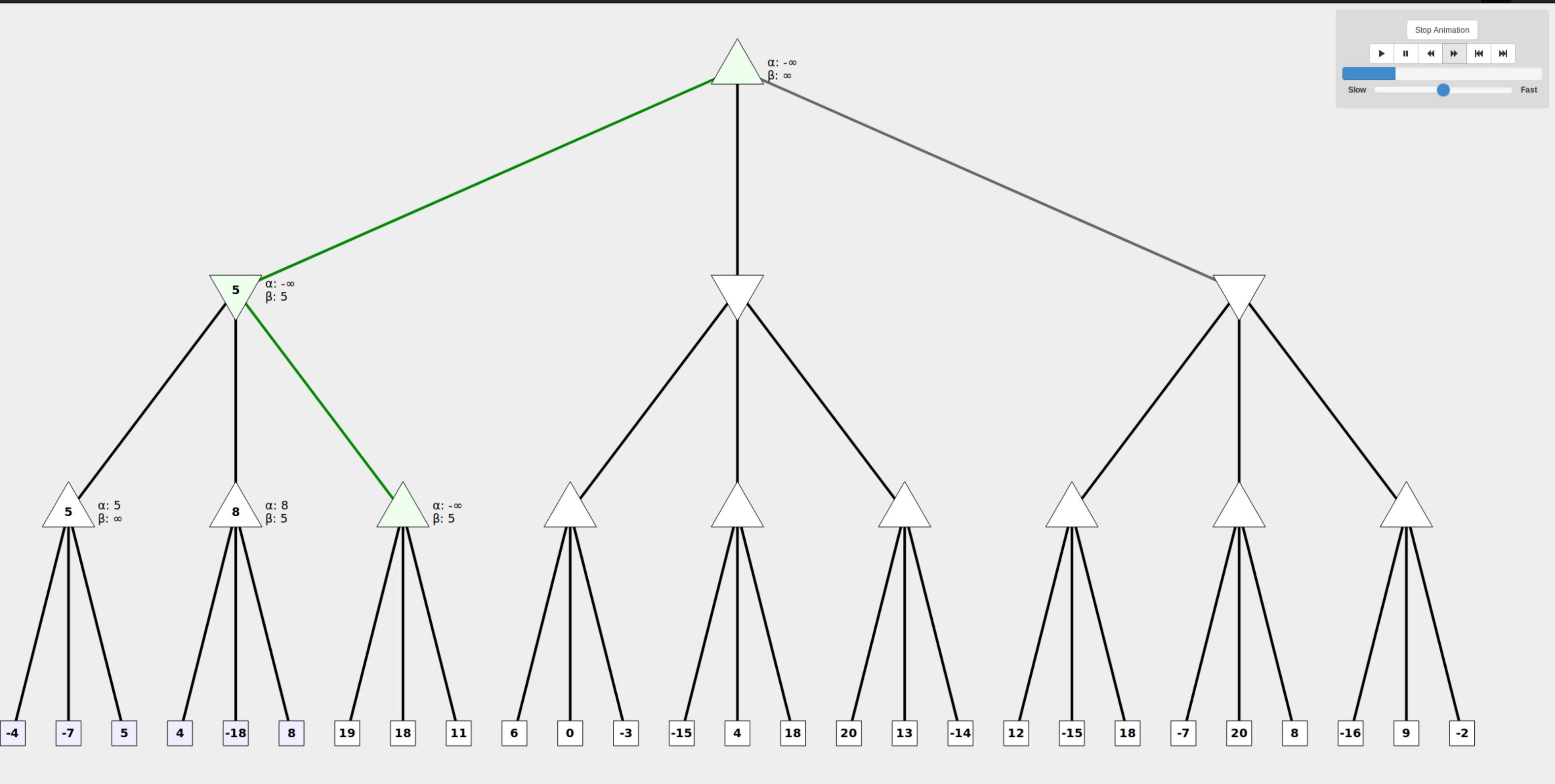


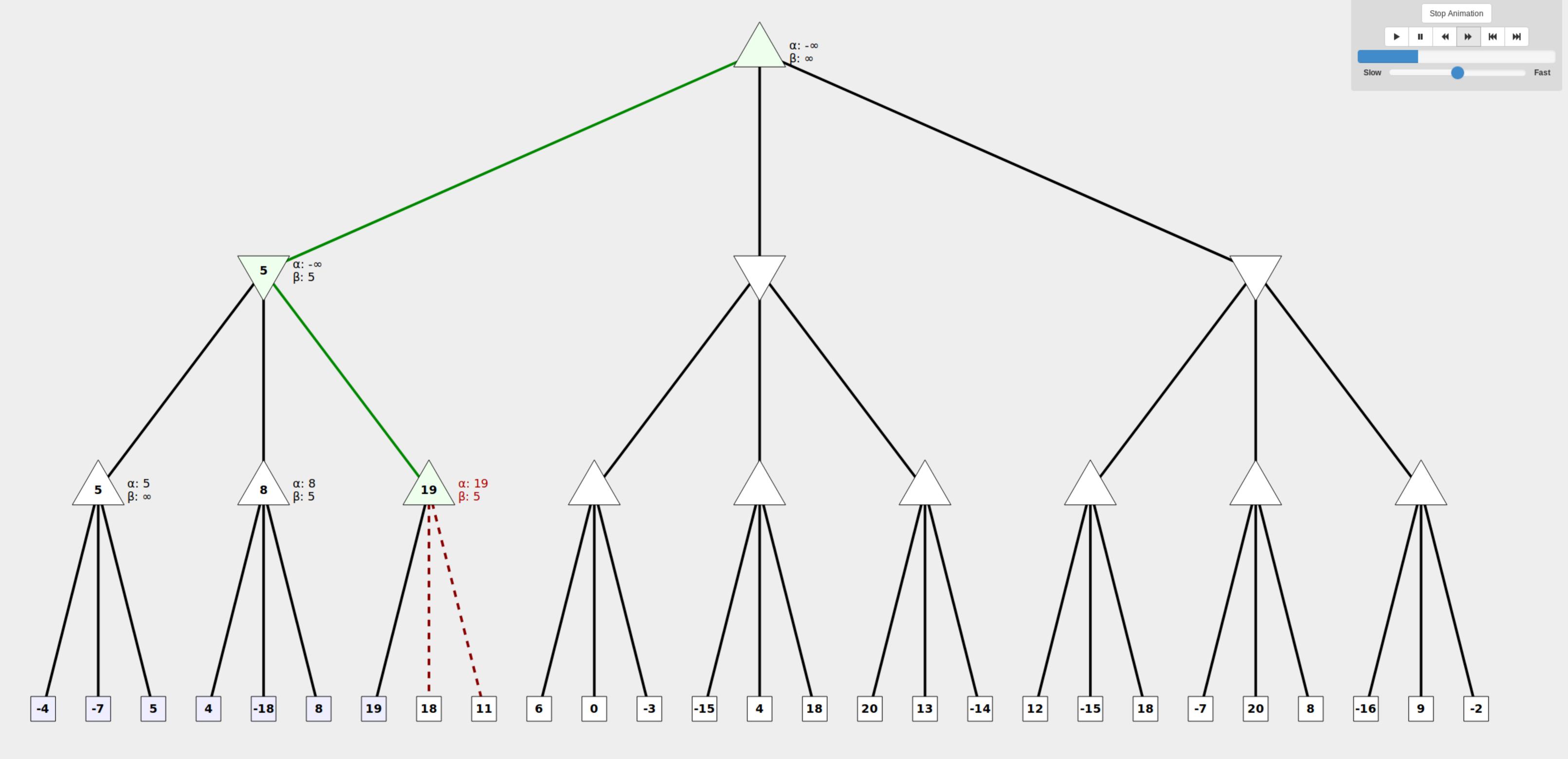
sela Fruilling Fractice Stop Animation α: -∞ β: ∞ Fast α: -∞ β: ∞ α: 5 β: ∞ 12 -7 18 11 0 4 20 13 20 8 -18 18 -15 8 19 6 -3 -15 -7 5





Nodes are pruned when β ≤ α.





Nodes are pruned when β ≤ α.

