Start:AlphaBetaMax( $a, -\infty, \infty$ ) Node: a **b**: ∞  $\alpha$ :  $-\infty$ a | b | c | g | -5 e | 1 d | 3 f | -3 Start: AlphaBetaMax( $a, -\infty, \infty$ ) Node: a **b**: ∞  $\alpha$ :  $-\infty$ isLeafNode(a): false AlphaBetaMax(Node,  $\alpha$ ,  $\beta$ ) IF isLeafNode(a) is true THEN Return MinMaxValue(a) //false childrenNodes = getChildren(Node) WHILE childrenNodes is NOT empty  $\alpha = \max(\alpha, AlphaBetaMin(first(childrenNodes), \alpha, \beta))$ a | IF  $\alpha \ge \beta$  THEN Return  $\beta$ childrenNodes = rest(childrenNodes) Return ox b | c | g | -5 e | 1 d | 3 f | -3

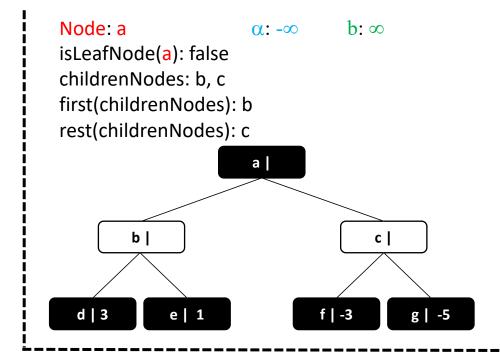
```
AlphaBetaMax(Node, \alpha, \beta)

IF isLeafNode(a) is true THEN Return MinMaxValue(a)

childrenNodes = getChildren(a)

WHILE childrenNodes is NOT empty

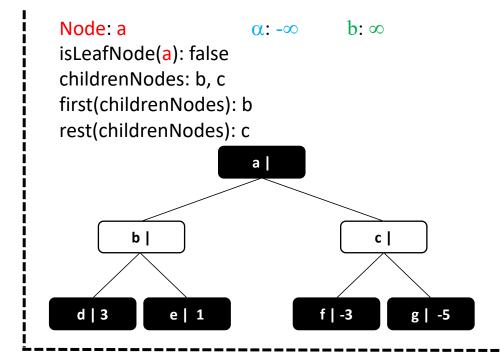
\alpha = \max(\alpha, \text{AlphaBetaMin}(\text{first}(\text{childrenNodes}), \alpha, \beta))
\text{IF } \alpha \geq \beta \text{ THEN Return } \beta
\text{childrenNodes} = \text{rest}(\text{childrenNodes})
\text{Return } \alpha
```



```
AlphaBetaMax(Node, \alpha, \beta)

IF isLeafNode(a) is true THEN Return MinMaxValue(a) childrenNodes = getChildren(a)

WHILE childrenNodes is NOT empty //not empty - go on \alpha = \max(\alpha, \text{AlphaBetaMin}(\text{first}(\text{childrenNodes}), \alpha, \beta))
\text{IF } \alpha \geq \beta \text{ THEN Return } \beta
\text{childrenNodes} = \text{rest}(\text{childrenNodes})
Return \alpha
```



```
AlphaBetaMax(Node, \alpha, \beta)

IF isLeafNode(a) is true THEN Return MinMaxValue(a)

childrenNodes = getChildren(a)

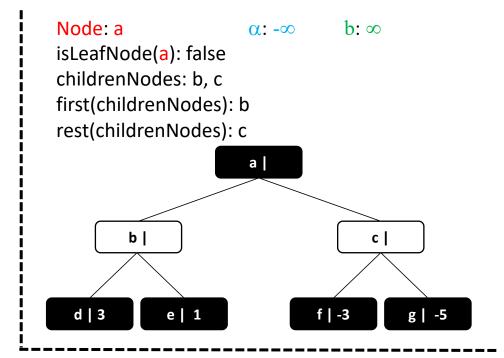
WHILE childrenNodes is NOT empty //not empty - go on

\alpha = \max(-\infty, \text{AlphaBetaMin}(\mathbf{b}, -\infty, \infty)) \blacktriangleleft

IF \alpha \geq \beta THEN Return \beta

childrenNodes = rest(childrenNodes)

Return \alpha
```



```
Start:AlphaBetaMax(a, -\infty, \infty)
```

```
AlphaBetaMax(Node, \alpha, \beta)

IF isLeafNode(a) is true THEN Return MinMaxValue(a)

childrenNodes = getChildren(a)

WHILE childrenNodes is NOT empty //not empty - go on

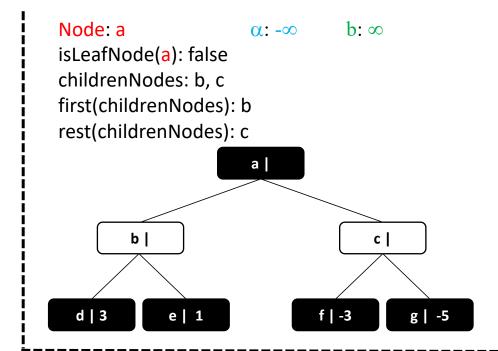
\alpha = \max(-\infty, \text{AlphaBetaMin}(\mathbf{b}, -\infty, \infty)) \blacktriangleleft

IF \alpha \geq \beta THEN Return \beta

childrenNodes = rest(childrenNodes)

Return \alpha
```

```
AlphaBetaMin(Node, \alpha, \beta)
IF isLeafNode(Node) is true THEN Return MinMaxValue(Node)
childrenNodes = getChildren(Node)
WHILE childrenNodes is NOT empty
\beta = \min(\beta, \text{AlphaBetaMax}(\text{first}(\text{childrenNodes}), \alpha, \beta))
IF \beta \le \alpha THEN Return \alpha
childrenNodes = rest(childrenNodes)
Return \beta
```



```
Start:AlphaBetaMax(a, -\infty, \infty)
```

```
AlphaBetaMax(Node, \alpha, \beta)

IF isLeafNode(a) is true THEN Return MinMaxValue(a)

childrenNodes = getChildren(a)

WHILE childrenNodes is NOT empty //not empty - go on

\alpha = \max(-\infty, \text{AlphaBetaMin}(b, -\infty, \infty)) \blacktriangleleft

IF \alpha \ge \beta THEN Return \beta

childrenNodes = rest(childrenNodes)

Return \alpha
```

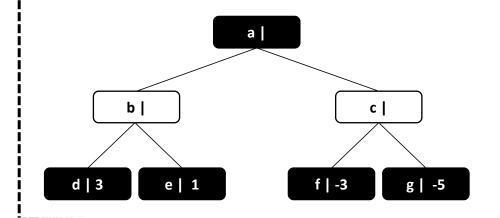
```
AlphaBetaMin(Node, \alpha, \beta)

IF isLeafNode(b) is true THEN Return MinMaxValue(b) //false childrenNodes = getChildren(Node)

WHILE childrenNodes is NOT empty

\beta = \min(\beta, \text{AlphaBetaMax}(\text{first}(\text{childrenNodes}), \alpha, \beta))
\text{IF } \beta \leq \alpha \text{ THEN Return } \alpha
\text{childrenNodes} = \text{rest}(\text{childrenNodes})
\text{Return } \beta
```

Node: b  $\alpha$ : - $\infty$  b:  $\infty$  isLeafNode(b): false



```
Start:AlphaBetaMax(a, -\infty, \infty)
```

```
AlphaBetaMax(Node, \alpha, \beta)

IF isLeafNode(a) is true THEN Return MinMaxValue(a)

childrenNodes = getChildren(a)

WHILE childrenNodes is NOT empty //not empty - go on

\alpha = \max(-\infty, \text{AlphaBetaMin}(\mathbf{b}, -\infty, \infty)) \blacktriangleleft

IF \alpha \ge \beta THEN Return \beta

childrenNodes = rest(childrenNodes)

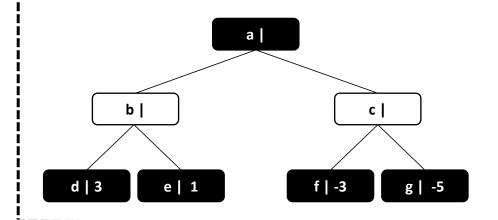
Return \alpha
```

```
AlphaBetaMin(Node, \alpha, \beta)
IF isLeafNode(b) is true THEN Return MinMaxValue(b)
childrenNodes = getChildren(b)
WHILE childrenNodes is NOT empty
\beta = \min(\beta, \text{AlphaBetaMax}(\text{first}(\text{childrenNodes}), \alpha, \beta))
IF \beta \leq \alpha THEN Return \alpha
childrenNodes = rest(childrenNodes)
Return \beta
```

Node: b  $\alpha$ :  $-\infty$  b:  $\infty$ 

isLeafNode(b): false

childrenNodes: d, e



```
Start:AlphaBetaMax(a, -\infty, \infty)
```

```
AlphaBetaMax(Node, \alpha, \beta)

IF isLeafNode(a) is true THEN Return MinMaxValue(a)

childrenNodes = getChildren(a)

WHILE childrenNodes is NOT empty //not empty - go on

\alpha = \max(-\infty, \text{AlphaBetaMin}(\mathbf{b}, -\infty, \infty)) \blacktriangleleft

IF \alpha \geq \beta THEN Return \beta

childrenNodes = rest(childrenNodes)

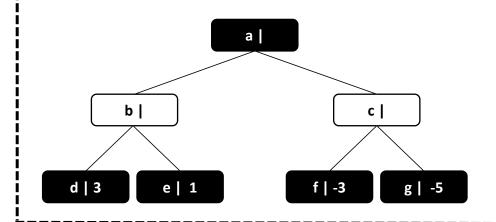
Return \alpha
```

```
AlphaBetaMin(Node, \alpha, \beta)
IF isLeafNode(b) is true THEN Return MinMaxValue(b)
childrenNodes = getChildren(b)
WHILE childrenNodes is NOT empty //not empty - go on
\beta = \min(\beta, \text{AlphaBetaMax}(\text{first}(\text{childrenNodes}), \alpha, \beta))
IF \beta \le \alpha THEN Return \alpha
childrenNodes = rest(childrenNodes)
Return \beta
```

Node: b  $\alpha$ :  $-\infty$  b:  $\infty$ 

isLeafNode(b): false

childrenNodes: d, e



```
AlphaBetaMax(Node, \alpha, \beta)

IF isLeafNode(a) is true THEN Return MinMaxValue(a)

childrenNodes = getChildren(a)

WHILE childrenNodes is NOT empty //not empty - go on

\alpha = \max(-\infty, \text{AlphaBetaMin}(\mathbf{b}, -\infty, \infty)) \blacktriangleleft

IF \alpha \ge \beta THEN Return \beta

childrenNodes = rest(childrenNodes)

Return \alpha
```

We can't calculate that yet. We have to go deeper first.

```
AlphaBetaMin(Node, \alpha, \beta)

IF isLeafNode(b) is true THEN Return MinMaxValue(b)

childrenNodes = getChildren(b)

WHILE childrenNodes is NOT empty //not empty - go on

\beta = \min(\infty, \text{AlphaBetaMax}(\mathbf{d}, -\infty, \infty)) \blacktriangleleft

IF \beta \le \alpha THEN Return \alpha

childrenNodes = rest(childrenNodes)

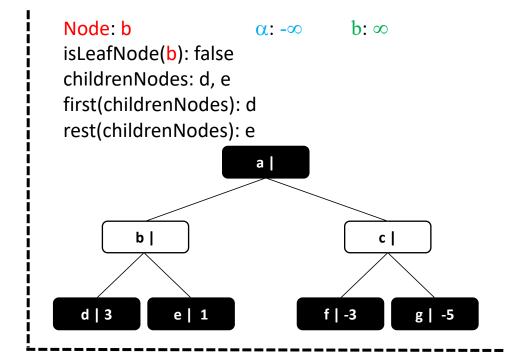
Return \beta
```

Node: b
isLeafNode(b): false
childrenNodes: d, e
first(childrenNodes): d
rest(childrenNodes): e

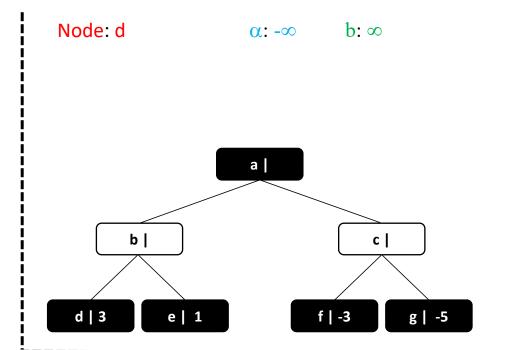
a |

d | 3 |
e | 1 |
f | -3 |
g | -5

```
Start:AlphaBetaMax(a, -\infty, \infty)
     AlphaBetaMax(Node, \alpha, \beta)
     IF isLeafNode(a) is true THEN Return MinMaxValue(a)
    childrenNodes = getChildren(a)
     WHILE childrenNodes is NOT empty //not empty - go on
                                                                                        We can't calculate that yet.
                    \alpha = \max(-\infty, AlphaBetaMin(b, -\infty, \infty)) \leftarrow
                                                                                        We have to go deeper first.
                    IF \alpha \geq \beta THEN Return \beta
                    childrenNodes = rest(childrenNodes)
    Return ox
                  AlphaBetaMin(Node, \alpha, \beta)
                 IF isLeafNode(b) is true THEN Return MinMaxValue(b)
                 childrenNodes = getChildren(b)
                  WHILE childrenNodes is NOT empty //not empty - go on
                                  \beta = \min(\infty, AlphaBetaMax(d, -\infty, \infty))
                                 IF \beta \leq \alpha THEN Return \alpha
                                  childrenNodes = rest(childrenNodes)
                                                                                                    We can't calculate that yet.
                 Return B
                                                                                                    We have to go deeper first.
                                AlphaBetaMax(Node, \alpha, \beta)
                                IF isLeafNode(Node) is true THEN Return MinMaxValue(Node)
                                childrenNodes = getChildren(Node)
                                WHILE childrenNodes is NOT empty
                                                \alpha = \max(\alpha, AlphaBetaMin(first(childrenNodes), \alpha, \beta))
                                                IF \alpha \ge \beta THEN Return \beta
                                                childrenNodes = rest(childrenNodes)
                                Return ox
```



```
Start:AlphaBetaMax(a, -\infty, \infty)
     AlphaBetaMax(Node, \alpha, \beta)
     IF isLeafNode(a) is true THEN Return MinMaxValue(a)
    childrenNodes = getChildren(a)
     WHILE childrenNodes is NOT empty //not empty - go on
                                                                                        We can't calculate that yet.
                    \alpha = \max(-\infty, AlphaBetaMin(b, -\infty, \infty)) \leftarrow
                                                                                        We have to go deeper first.
                    IF \alpha \ge \beta THEN Return \beta
                    childrenNodes = rest(childrenNodes)
    Return ox
                  AlphaBetaMin(Node, \alpha, \beta)
                 IF isLeafNode(b) is true THEN Return MinMaxValue(b)
                 childrenNodes = getChildren(b)
                 WHILE childrenNodes is NOT empty //not empty - go on
                                  \beta = \min(\infty, AlphaBetaMax(d, -\infty, \infty))
                                 IF \beta \leq \alpha THEN Return \alpha
                                  childrenNodes = rest(childrenNodes)
                 Return B
                                AlphaBetaMax(Node, \alpha, \beta)
                                IF isLeafNode(Node) is true THEN Return MinMaxValue(Node)
                                childrenNodes = getChildren(Node)
                                WHILE childrenNodes is NOT empty
                                                \alpha = \max(\alpha, AlphaBetaMin(first(childrenNodes), \alpha, \beta))
                                                IF \alpha \ge \beta THEN Return \beta
                                                childrenNodes = rest(childrenNodes)
                                Return ox
```



```
Start:AlphaBetaMax(a, -\infty, \infty)
     AlphaBetaMax(Node, \alpha, \beta)
     IF isLeafNode(a) is true THEN Return MinMaxValue(a)
    childrenNodes = getChildren(a)
     WHILE childrenNodes is NOT empty //not empty - go on
                                                                                       We can't calculate that yet.
                    \alpha = \max(-\infty, AlphaBetaMin(b, -\infty, \infty)) \leftarrow
                                                                                       We have to go deeper first.
                    IF \alpha \ge \beta THEN Return \beta
                    childrenNodes = rest(childrenNodes)
    Return ox
                  AlphaBetaMin(Node, \alpha, \beta)
                 IF isLeafNode(b) is true THEN Return MinMaxValue(b)
                 childrenNodes = getChildren(b)
                 WHILE childrenNodes is NOT empty //not empty - go on
                                  \beta = \min(\infty, AlphaBetaMax(d, -\infty, \infty))
                                 IF \beta \leq \alpha THEN Return \alpha
                                  childrenNodes = rest(childrenNodes)
                                                                                                    We can't calculate that yet.
                 Return B
                                                                                                    We have to go deeper first.
                                AlphaBetaMax(Node, \alpha, \beta)
                                IF isLeafNode(d) is true THEN Return MinMaxValue(d) //true!
                                childrenNodes = getChildren(Node)
                                WHILE childrenNodes is NOT empty
                                                \alpha = \max(\alpha, AlphaBetaMin(first(childrenNodes), \alpha, \beta))
                                                IF \alpha \ge \beta THEN Return \beta
                                                childrenNodes = rest(childrenNodes)
                                Return ox
```

 $\alpha$ :  $-\infty$ isLeafNode(d): true a | b | c | e | 1 f | -3 d | 3

**b**: ∞

Node: d

```
Start:AlphaBetaMax(a, -\infty, \infty)
     AlphaBetaMax(Node, \alpha, \beta)
     IF isLeafNode(a) is true THEN Return MinMaxValue(a)
     childrenNodes = getChildren(a)
     WHILE childrenNodes is NOT empty //not empty - go on
                                                                                        We can't calculate that yet.
                    \alpha = \max(-\infty, AlphaBetaMin(b, -\infty, \infty)) \leftarrow
                                                                                        We have to go deeper first.
                    IF \alpha \ge \beta THEN Return \beta
                    childrenNodes = rest(childrenNodes)
     Return ox
                  AlphaBetaMin(Node, \alpha, \beta)
                  IF isLeafNode(b) is true THEN Return MinMaxValue(b)
                  childrenNodes = getChildren(b)
                  WHILE childrenNodes is NOT empty //not empty - go on
                                  \beta = \min(\infty, AlphaBetaMax(d, -\infty, \infty))
                                 IF \beta \leq \alpha THEN Return \alpha
                                  childrenNodes = rest(childrenNodes)
                  Return B
                                AlphaBetaMax(Node, \alpha, \beta)
                                IF isLeafNode(d) is true THEN Return 3 //true!
                                childrenNodes = getChildren(Node)
                                WHILE childrenNodes is NOT empty
                                                \alpha = \max(\alpha, AlphaBetaMin(first(childrenNodes), \alpha, \beta))
                                                IF \alpha \ge \beta THEN Return \beta
                                                childrenNodes = rest(childrenNodes)
                                Return ox
```

Node: d **b**: ∞  $\alpha$ :  $-\infty$ isLeafNode(d): true a | b | c | e | 1 f | -3 d | 3

```
Start:AlphaBetaMax(a, -\infty, \infty)
     AlphaBetaMax(Node, \alpha, \beta)
     IF isLeafNode(a) is true THEN Return MinMaxValue(a)
    childrenNodes = getChildren(a)
     WHILE childrenNodes is NOT empty //not empty - go on
                                                                                        We can't calculate that yet.
                    \alpha = \max(-\infty, AlphaBetaMin(b, -\infty, \infty)) \leftarrow
                                                                                        We have to go deeper first.
                    IF \alpha \ge \beta THEN Return \beta
                    childrenNodes = rest(childrenNodes)
    Return ox
                  AlphaBetaMin(Node, \alpha, \beta)
                 IF isLeafNode(b) is true THEN Return MinMaxValue(b)
                 childrenNodes = getChildren(b)
                 WHILE childrenNodes is NOT empty //not empty - go on
                                  \beta = \min(\infty, AlphaBetaMax(d, -\infty, \infty)) 
                                 IF \beta \leq \alpha THEN Return \alpha
                                  childrenNodes = rest(childrenNodes)
                                                                                                     We can't calculate that yet.
                 Return B
                                                                                                     We have to go deeper first.
                                                                             returned
                                AlphaBetaMax(Node, \alpha, \beta)
                                IF isLeafNode(d) is true THEN Return 3 //true!
                                childrenNodes = getChildren(Node)
                                WHILE childrenNodes is NOT empty
                                                \alpha = \max(\alpha, AlphaBetaMin(first(childrenNodes), \alpha, \beta))
                                                IF \alpha \ge \beta THEN Return \beta
                                                childrenNodes = rest(childrenNodes)
                                Return ox
```

Node: d isLeafNode(d): true

a |

b |

c |

d | 3 |

e | 1 |

f | -3 |

g | -5

```
Start:AlphaBetaMax(a, -\infty, \infty)
```

```
AlphaBetaMax(Node, \alpha, \beta)

IF isLeafNode(a) is true THEN Return MinMaxValue(a)

childrenNodes = getChildren(a)

WHILE childrenNodes is NOT empty //not empty - go on

\alpha = \max(-\infty, \text{AlphaBetaMin}(\mathbf{b}, -\infty, \infty)) \blacktriangleleft

IF \alpha \geq \beta THEN Return \beta

childrenNodes = rest(childrenNodes)

Return \alpha
```

```
AlphaBetaMin(Node, \alpha, \beta)

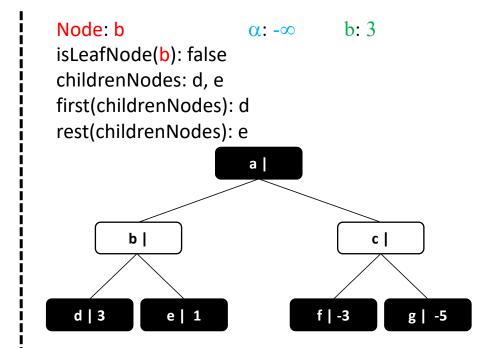
IF isLeafNode(b) is true THEN Return MinMaxValue(b)

childrenNodes = getChildren(b)

WHILE childrenNodes is NOT empty //not empty - go on

\beta = \min(\infty, 3) \quad // \text{ we can calculate and get 3}
\text{IF } \beta \leq \alpha \text{ THEN Return } \alpha
\text{childrenNodes} = \text{rest(childrenNodes)}

Return \beta
```



```
Start:AlphaBetaMax(a, -\infty, \infty)
```

```
AlphaBetaMax(Node, \alpha, \beta)

IF isLeafNode(a) is true THEN Return MinMaxValue(a)

childrenNodes = getChildren(a)

WHILE childrenNodes is NOT empty //not empty - go on

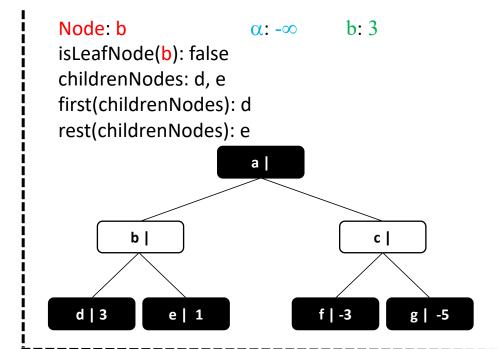
\alpha = \max(-\infty, \text{AlphaBetaMin}(b, -\infty, \infty)) \blacktriangleleft

IF \alpha \ge \beta THEN Return \beta

childrenNodes = rest(childrenNodes)

Return \alpha
```

```
AlphaBetaMin(Node, \alpha, \beta)
IF isLeafNode(b) is true THEN Return MinMaxValue(b)
childrenNodes = getChildren(b)
WHILE childrenNodes is NOT empty //not empty - go on
\beta = 3 \quad // \text{ we can calculate and get 3}
\text{IF } \beta \leq \alpha \text{ THEN Return } \alpha
\text{childrenNodes} = \text{rest(childrenNodes)}
Return \beta
```



```
Start:AlphaBetaMax(a, -\infty, \infty)
```

```
AlphaBetaMax(Node, \alpha, \beta)

IF isLeafNode(a) is true THEN Return MinMaxValue(a)

childrenNodes = getChildren(a)

WHILE childrenNodes is NOT empty //not empty - go on

\alpha = \max(-\infty, \text{AlphaBetaMin}(\mathbf{b}, -\infty, \infty)) \blacktriangleleft

IF \alpha \geq \beta THEN Return \beta

childrenNodes = rest(childrenNodes)

Return \alpha
```

```
AlphaBetaMin(Node, \alpha, \beta)

IF isLeafNode(b) is true THEN Return MinMaxValue(b)

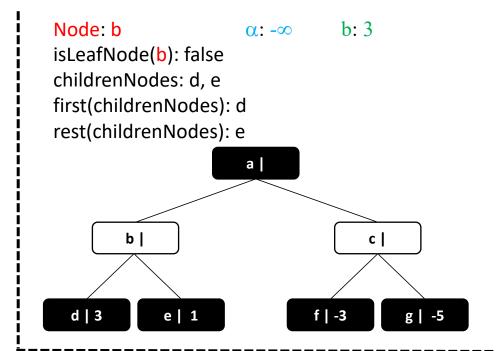
childrenNodes = getChildren(b)

WHILE childrenNodes is NOT empty //not empty - go on

\beta = 3

IF \beta \le \alpha THEN Return \alpha // \beta \le \alpha is false childrenNodes = rest(childrenNodes)

Return \beta
```



```
Start:AlphaBetaMax(a, -\infty, \infty)
```

```
AlphaBetaMax(Node, \alpha, \beta)

IF isLeafNode(a) is true THEN Return MinMaxValue(a)

childrenNodes = getChildren(a)

WHILE childrenNodes is NOT empty //not empty - go on

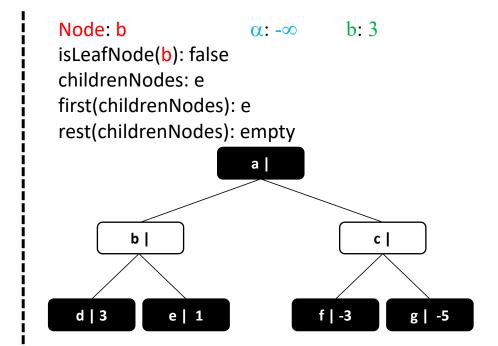
\alpha = \max(-\infty, \text{AlphaBetaMin}(\mathbf{b}, -\infty, \infty)) \blacktriangleleft

IF \alpha \geq \beta THEN Return \beta

childrenNodes = rest(childrenNodes)

Return \alpha
```

```
AlphaBetaMin(Node, \alpha, \beta)
IF isLeafNode(b) is true THEN Return MinMaxValue(b)
childrenNodes = getChildren(b)
WHILE childrenNodes is NOT empty //not empty - go on
\beta = 3
IF \beta \le \alpha THEN Return \alpha
childrenNodes = rest(childrenNodes)
Return \beta
```



```
Start:AlphaBetaMax(a, -\infty, \infty)
```

```
AlphaBetaMax(Node, \alpha, \beta)

IF isLeafNode(a) is true THEN Return MinMaxValue(a)

childrenNodes = getChildren(a)

WHILE childrenNodes is NOT empty //not empty - go on

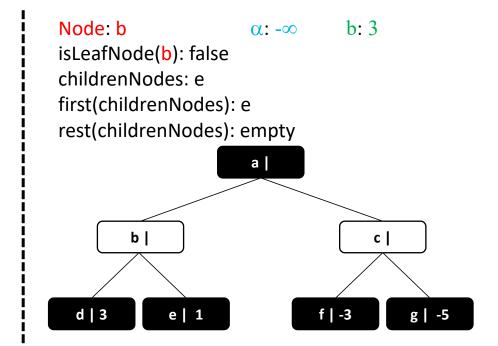
\alpha = \max(-\infty, \text{AlphaBetaMin}(\mathbf{b}, -\infty, \infty)) \blacktriangleleft

IF \alpha \geq \beta THEN Return \beta

childrenNodes = rest(childrenNodes)

Return \alpha
```

```
AlphaBetaMin(Node, \alpha, \beta)
IF isLeafNode(b) is true THEN Return MinMaxValue(b)
childrenNodes = getChildren(b)
WHILE childrenNodes is NOT empty //not empty - go on
\beta = \min(\beta, \text{AlphaBetaMax}(\text{first}(\text{childrenNodes}), \alpha, \beta))
IF \beta \le \alpha THEN Return \alpha
childrenNodes = rest(childrenNodes)
Return \beta
```



```
Start:AlphaBetaMax(a, -\infty, \infty)
```

```
AlphaBetaMax(Node, \alpha, \beta)

IF isLeafNode(a) is true THEN Return MinMaxValue(a)

childrenNodes = getChildren(a)

WHILE childrenNodes is NOT empty //not empty - go on

\alpha = \max(-\infty, \text{AlphaBetaMin}(\mathbf{b}, -\infty, \infty)) \blacktriangleleft

IF \alpha \geq \beta THEN Return \beta

childrenNodes = rest(childrenNodes)

Return \alpha
```

```
AlphaBetaMin(Node, \alpha, \beta)

IF isLeafNode(b) is true THEN Return MinMaxValue(b)

childrenNodes = getChildren(b)

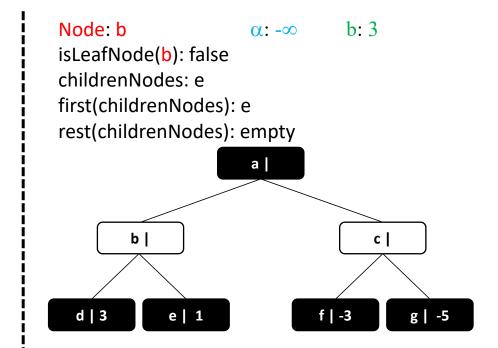
WHILE childrenNodes is NOT empty //not empty - go on

\beta = min(\beta, AlphaBetaMax(first(childrenNodes), \alpha, \beta))

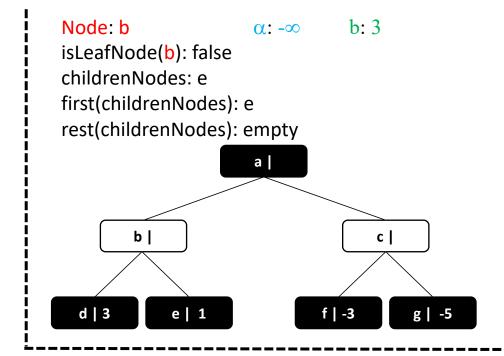
IF \beta \le \alpha THEN Return \alpha

childrenNodes = rest(childrenNodes)

Return \beta
```



```
Start:AlphaBetaMax(a, -\infty, \infty)
     AlphaBetaMax(Node, \alpha, \beta)
     IF isLeafNode(a) is true THEN Return MinMaxValue(a)
    childrenNodes = getChildren(a)
     WHILE childrenNodes is NOT empty //not empty - go on
                                                                                       We can't calculate that yet.
                    \alpha = \max(-\infty, AlphaBetaMin(b, -\infty, \infty)) \leftarrow
                                                                                       We have to go deeper first.
                    IF \alpha \geq \beta THEN Return \beta
                    childrenNodes = rest(childrenNodes)
    Return ox
                 AlphaBetaMin(Node, \alpha, \beta)
                 IF isLeafNode(b) is true THEN Return MinMaxValue(b)
                 childrenNodes = getChildren(b)
                 WHILE childrenNodes is NOT empty //not empty - go on
                                 \beta = \min(3, AlphaBetaMax(e, -\infty, 3))
                                 IF \beta \leq \alpha THEN Return \alpha
                                 childrenNodes = rest(childrenNodes)
                                                                                                    We can't calculate that yet.
                 Return B
                                                                                                    We have to go deeper first.
                                AlphaBetaMax(Node, \alpha, \beta)
                                IF isLeafNode(Node) is true THEN Return MinMaxValue(Node)
                                childrenNodes = getChildren(Node)
                                WHILE childrenNodes is NOT empty
                                               \alpha = \max(\alpha, AlphaBetaMin(first(childrenNodes), \alpha, \beta))
                                               IF \alpha \ge \beta THEN Return \beta
                                               childrenNodes = rest(childrenNodes)
                                Return ox
```



```
Start:AlphaBetaMax(a, -\infty, \infty)
     AlphaBetaMax(Node, \alpha, \beta)
     IF isLeafNode(a) is true THEN Return MinMaxValue(a)
    childrenNodes = getChildren(a)
     WHILE childrenNodes is NOT empty //not empty - go on
                                                                                       We can't calculate that yet.
                    \alpha = \max(-\infty, AlphaBetaMin(b, -\infty, \infty)) \leftarrow
                                                                                       We have to go deeper first.
                    IF \alpha \ge \beta THEN Return \beta
                    childrenNodes = rest(childrenNodes)
    Return ox
                 AlphaBetaMin(Node, \alpha, \beta)
                 IF isLeafNode(b) is true THEN Return MinMaxValue(b)
                 childrenNodes = getChildren(b)
                 WHILE childrenNodes is NOT empty //not empty - go on
                                 \beta = \min(3, AlphaBetaMax(e, -\infty, 3))
                                 IF \beta \leq \alpha THEN Return \alpha
                                 childrenNodes = rest(childrenNodes)
                                                                                                   We can't calculate that yet.
                 Return B
                                                                                                   We have to go deeper first.
                                AlphaBetaMax(Node, \alpha, \beta)
                                IF isLeafNode(e) is true THEN Return MinMaxValue(e) //true!
                                childrenNodes = getChildren(Node)
                                WHILE childrenNodes is NOT empty
                                               \alpha = \max(\alpha, AlphaBetaMin(first(childrenNodes), \alpha, \beta))
                                               IF \alpha \ge \beta THEN Return \beta
                                               childrenNodes = rest(childrenNodes)
                                Return ox
```

isLeafNode(e): true

 $\alpha$ :  $-\infty$ 

b: 3

Node: e

```
Start:AlphaBetaMax(a, -\infty, \infty)
     AlphaBetaMax(Node, \alpha, \beta)
     IF isLeafNode(a) is true THEN Return MinMaxValue(a)
    childrenNodes = getChildren(a)
     WHILE childrenNodes is NOT empty //not empty - go on
                                                                                       We can't calculate that yet.
                    \alpha = \max(-\infty, AlphaBetaMin(b, -\infty, \infty)) \leftarrow
                                                                                       We have to go deeper first.
                    IF \alpha \ge \beta THEN Return \beta
                    childrenNodes = rest(childrenNodes)
    Return ox
                 AlphaBetaMin(Node, \alpha, \beta)
                 IF isLeafNode(b) is true THEN Return MinMaxValue(b)
                 childrenNodes = getChildren(b)
                 WHILE childrenNodes is NOT empty //not empty - go on
                                 \beta = \min(3, AlphaBetaMax(e, -\infty, 3))
                                 IF \beta \leq \alpha THEN Return \alpha
                                 childrenNodes = rest(childrenNodes)
                                                                                                    We can't calculate that yet.
                 Return B
                                                                                                    We have to go deeper first.
                                AlphaBetaMax(Node, \alpha, \beta)
                                IF isLeafNode(e) is true THEN Return 1 //true!
                                childrenNodes = getChildren(Node)
                                WHILE childrenNodes is NOT empty
                                                \alpha = \max(\alpha, AlphaBetaMin(first(childrenNodes), \alpha, \beta))
                                                IF \alpha \ge \beta THEN Return \beta
                                                childrenNodes = rest(childrenNodes)
                                Return ox
```

Node: e α: -∞ b: 3 isLeafNode(e): true

```
Start:AlphaBetaMax(a, -\infty, \infty)
     AlphaBetaMax(Node, \alpha, \beta)
     IF isLeafNode(a) is true THEN Return MinMaxValue(a)
    childrenNodes = getChildren(a)
     WHILE childrenNodes is NOT empty //not empty - go on
                                                                                       We can't calculate that yet.
                    \alpha = \max(-\infty, AlphaBetaMin(b, -\infty, \infty)) \leftarrow
                                                                                       We have to go deeper first.
                    IF \alpha \ge \beta THEN Return \beta
                    childrenNodes = rest(childrenNodes)
    Return ox
                 AlphaBetaMin(Node, \alpha, \beta)
                 IF isLeafNode(b) is true THEN Return MinMaxValue(b)
                 childrenNodes = getChildren(b)
                 WHILE childrenNodes is NOT empty //not empty - go on
                                  \beta = \min(3, AlphaBetaMax(e, -\infty, 3))
                                 IF \beta \leq \alpha THEN Return \alpha
                                 childrenNodes = rest(childrenNodes)
                 Return B
                                                                            returned
                                AlphaBetaMax(Node, \alpha, \beta)
                                IF isLeafNode(e) is true THEN Return 1 //true!
                                childrenNodes = getChildren(Node)
                                WHILE childrenNodes is NOT empty
                                                \alpha = \max(\alpha, AlphaBetaMin(first(childrenNodes), \alpha, \beta))
                                                IF \alpha \ge \beta THEN Return \beta
                                                childrenNodes = rest(childrenNodes)
                                Return ox
```

isLeafNode(e): true a | b | c |

e | 1

 $\alpha$ :  $-\infty$ 

b: 3

f | -3

Node: e

d | 3

```
Start:AlphaBetaMax(a, -\infty, \infty)
```

```
AlphaBetaMax(Node, \alpha, \beta)

IF isLeafNode(a) is true THEN Return MinMaxValue(a)

childrenNodes = getChildren(a)

WHILE childrenNodes is NOT empty //not empty - go on

\alpha = \max(-\infty, \text{AlphaBetaMin}(\mathbf{b}, -\infty, \infty)) \blacktriangleleft

IF \alpha \geq \beta THEN Return \beta

childrenNodes = rest(childrenNodes)

Return \alpha
```

```
AlphaBetaMin(Node, \alpha, \beta)

IF isLeafNode(b) is true THEN Return MinMaxValue(b)

childrenNodes = getChildren(b)

WHILE childrenNodes is NOT empty //not empty - go on
\beta = min(3, 1) // we can calculate and get 1
IF \beta \leq \alpha THEN Return \alpha
childrenNodes = rest(childrenNodes)
Return \beta
```

Node: b
isLeafNode(b): false
childrenNodes: e
first(childrenNodes): e
rest(childrenNodes): empty

a |

d | 3 e | 1 f | -3 g | -5

```
Start:AlphaBetaMax(a, -\infty, \infty)
```

```
AlphaBetaMax(Node, \alpha, \beta)

IF isLeafNode(a) is true THEN Return MinMaxValue(a)

childrenNodes = getChildren(a)

WHILE childrenNodes is NOT empty //not empty - go on

\alpha = \max(-\infty, \text{AlphaBetaMin}(\mathbf{b}, -\infty, \infty)) \blacktriangleleft

IF \alpha \geq \beta THEN Return \beta

childrenNodes = rest(childrenNodes)

Return \alpha
```

```
AlphaBetaMin(Node, \alpha, \beta)

IF isLeafNode(b) is true THEN Return MinMaxValue(b)

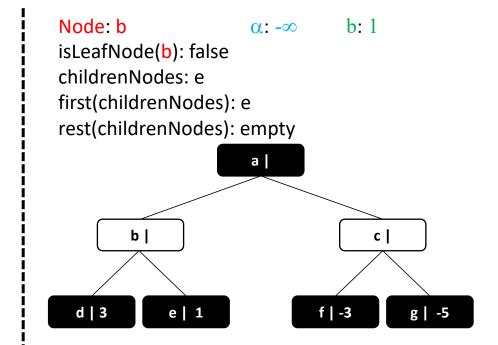
childrenNodes = getChildren(b)

WHILE childrenNodes is NOT empty //not empty - go on

\beta = 1

IF \beta \le \alpha THEN Return \alpha // \beta \le \alpha is false childrenNodes = rest(childrenNodes)

Return \beta
```



```
Start:AlphaBetaMax(a, -\infty, \infty)
```

```
AlphaBetaMax(Node, \alpha, \beta)

IF isLeafNode(a) is true THEN Return MinMaxValue(a)

childrenNodes = getChildren(a)

WHILE childrenNodes is NOT empty //not empty - go on

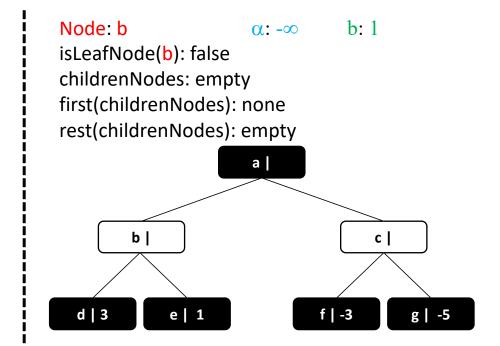
\alpha = \max(-\infty, \text{AlphaBetaMin}(\mathbf{b}, -\infty, \infty)) \blacktriangleleft

IF \alpha \ge \beta THEN Return \beta

childrenNodes = rest(childrenNodes)

Return \alpha
```

```
AlphaBetaMin(Node, \alpha, \beta)
IF isLeafNode(b) is true THEN Return MinMaxValue(b)
childrenNodes = getChildren(b)
WHILE childrenNodes is NOT empty //not empty - go on
\beta = 1
IF \beta \le \alpha THEN Return \alpha
childrenNodes = rest(childrenNodes)
Return \beta
```



```
Start:AlphaBetaMax(a, -\infty, \infty)
```

```
AlphaBetaMax(Node, \alpha, \beta)

IF isLeafNode(a) is true THEN Return MinMaxValue(a)

childrenNodes = getChildren(a)

WHILE childrenNodes is NOT empty //not empty - go on

\alpha = \max(-\infty, \text{AlphaBetaMin}(\mathbf{b}, -\infty, \infty)) \blacktriangleleft

IF \alpha \ge \beta THEN Return \beta

childrenNodes = rest(childrenNodes)

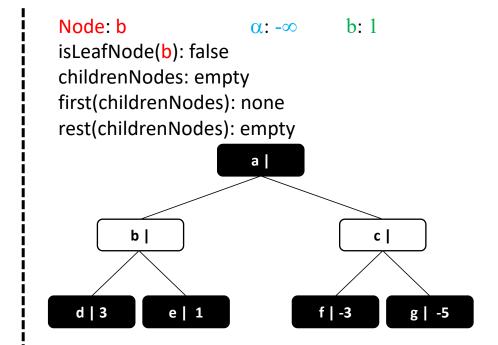
Return \alpha
```

```
AlphaBetaMin(Node, \alpha, \beta)

IF isLeafNode(b) is true THEN Return MinMaxValue(b)

childrenNodes = getChildren(b)

WHILE childrenNodes is NOT empty //empty! leave the loop
\beta = \min(\beta, \text{AlphaBetaMax}(\text{first}(\text{childrenNodes}), \alpha, \beta))
IF \beta \leq \alpha \text{ THEN Return } \alpha
\text{childrenNodes} = \text{rest}(\text{childrenNodes})
Return \beta
```



```
Start:AlphaBetaMax(a, -\infty, \infty)
```

```
AlphaBetaMax(Node, \alpha, \beta)

IF isLeafNode(a) is true THEN Return MinMaxValue(a)

childrenNodes = getChildren(a)

WHILE childrenNodes is NOT empty //not empty - go on

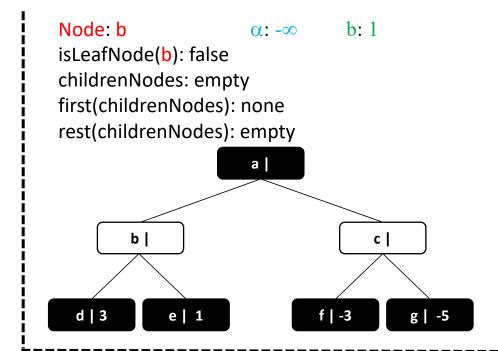
\alpha = \max(-\infty, \text{AlphaBetaMin}(\mathbf{b}, -\infty, \infty)) \blacktriangleleft

IF \alpha \geq \beta THEN Return \beta

childrenNodes = rest(childrenNodes)

Return \alpha
```

```
AlphaBetaMin(Node, \alpha, \beta)
IF isLeafNode(b) is true THEN Return MinMaxValue(b)
childrenNodes = getChildren(b)
WHILE childrenNodes is NOT empty //empty! leave the loop
\beta = \min(\beta, \text{AlphaBetaMax}(\text{first}(\text{childrenNodes}), \alpha, \beta))
IF \beta \leq \alpha THEN Return \alpha
childrenNodes = rest(childrenNodes)
Return \beta // time to go back
```



```
Start:AlphaBetaMax(a, -\infty, \infty)
```

```
AlphaBetaMax(Node, \alpha, \beta)

IF isLeafNode(a) is true THEN Return MinMaxValue(a)

childrenNodes = getChildren(a)

WHILE childrenNodes is NOT empty //not empty - go on

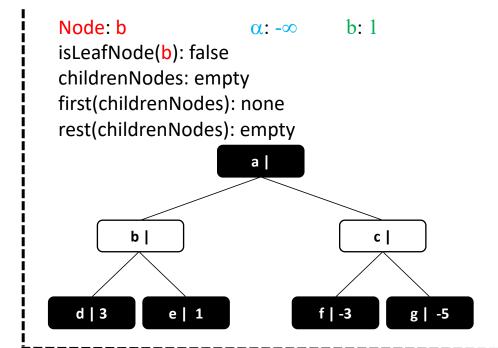
\alpha = \max(-\infty, \text{AlphaBetaMin}(\mathbf{b}, -\infty, \infty)) \blacktriangleleft

IF \alpha \geq \beta THEN Return \beta

childrenNodes = rest(childrenNodes)

Return \alpha
```

```
AlphaBetaMin(Node, \alpha, \beta)
IF isLeafNode(b) is true THEN Return MinMaxValue(b)
childrenNodes = getChildren(b)
WHILE childrenNodes is NOT empty //empty! leave the loop
\beta = \min(3, 1)
IF \beta \le \alpha THEN Return \alpha
childrenNodes = rest(childrenNodes)
Return \beta // time to go back and return beta
```



```
Start:AlphaBetaMax(a, -\infty, \infty)
```

```
AlphaBetaMax(Node, \alpha, \beta)

IF isLeafNode(a) is true THEN Return MinMaxValue(a)

childrenNodes = getChildren(a)

WHILE childrenNodes is NOT empty //not empty - go on

\alpha = \max(-\infty, \text{AlphaBetaMin}(b, -\infty, \infty)) \blacktriangleleft

IF \alpha \ge \beta THEN Return \beta

childrenNodes = rest(childrenNodes)

Return \alpha
```

AlphaBetaMin(Node,  $\alpha$ ,  $\beta$ )
IF isLeafNode(b) is true THEN Return MinMaxValue(b)
childrenNodes = getChildren(b)
WHILE childrenNodes is NOT empty //empty! leave the loop  $\beta = \min(3, 1)$ IF  $\beta \le \alpha$  THEN Return  $\alpha$ childrenNodes = rest(childrenNodes)
Return  $\beta$  // time to go back and return beta

Node: b
isLeafNode(b): false
childrenNodes: empty
first(childrenNodes): none
rest(childrenNodes): empty

a |

d | 3 e | 1 f | -3 g | -5

```
AlphaBetaMax(Node, \alpha, \beta)

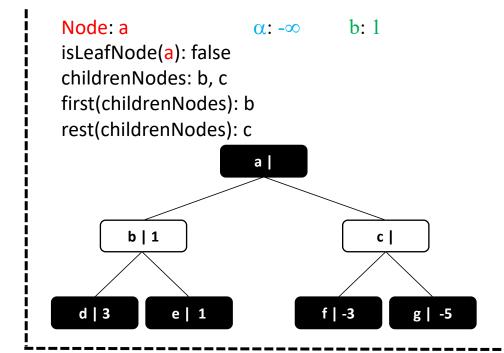
IF isLeafNode(a) is true THEN Return MinMaxValue(a)

childrenNodes = getChildren(a)

WHILE childrenNodes is NOT empty //not empty - go on

\alpha = \max(-\infty, 1) // \text{ we can calculate and get 1}
\text{IF } \alpha \geq \beta \text{ THEN Return } \beta
\text{childrenNodes} = \text{rest(childrenNodes)}

Return \alpha
```



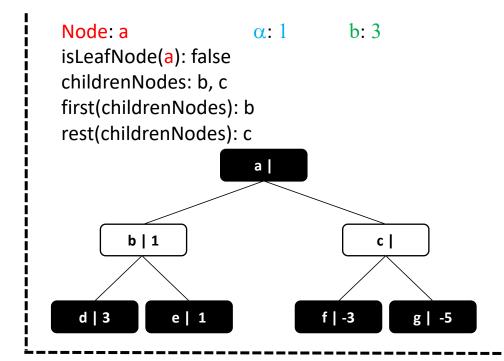
```
AlphaBetaMax(Node, \alpha, \beta)

IF isLeafNode(a) is true THEN Return MinMaxValue(a) childrenNodes = getChildren(a)

WHILE childrenNodes is NOT empty //not empty - go on \alpha = 1

IF \alpha \ge \beta THEN Return \beta childrenNodes = rest(childrenNodes)

Return \alpha
```



```
AlphaBetaMax(Node, \alpha, \beta)

IF isLeafNode(a) is true THEN Return MinMaxValue(a)

childrenNodes = getChildren(a)

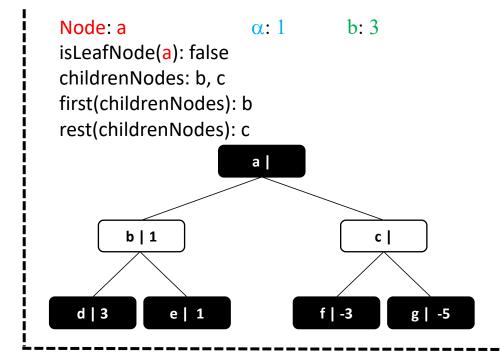
WHILE childrenNodes is NOT empty //not empty - go on

\alpha = 1

IF \alpha \ge \beta THEN Return \beta // \alpha \ge \beta is false

childrenNodes = rest(childrenNodes)

Return \alpha
```



```
AlphaBetaMax(Node, \alpha, \beta)

IF isLeafNode(a) is true THEN Return MinMaxValue(a) childrenNodes = getChildren(a)

WHILE childrenNodes is NOT empty //not empty - go on \alpha = 1

IF \alpha \ge \beta THEN Return \beta

childrenNodes = rest(childrenNodes)

Return \alpha
```

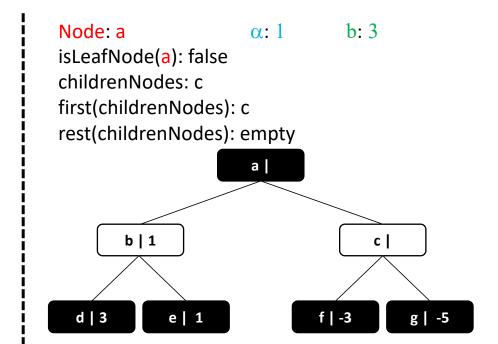
```
AlphaBetaMax(Node, \alpha, \beta)

IF isLeafNode(a) is true THEN Return MinMaxValue(a)

childrenNodes = getChildren(a)

WHILE childrenNodes is NOT empty //not empty - go on

\alpha = \max(\alpha, \text{AlphaBetaMin}(\text{first}(\text{childrenNodes}), \alpha, \beta))
\text{IF } \alpha \geq \beta \text{ THEN Return } \beta
\text{childrenNodes} = \text{rest}(\text{childrenNodes})
\text{Return } \alpha
```



```
AlphaBetaMax(Node, \alpha, \beta)

IF isLeafNode(a) is true THEN Return MinMaxValue(a)

childrenNodes = getChildren(a)

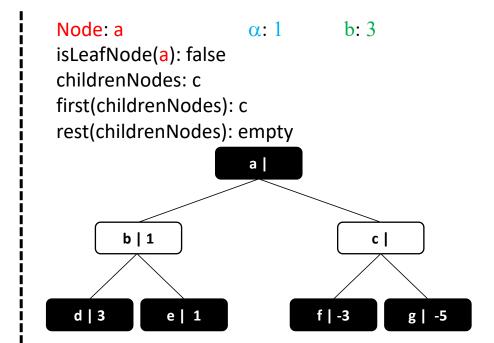
WHILE childrenNodes is NOT empty //not empty - go on

\alpha = \max(\alpha, \text{AlphaBetaMin(first(childrenNodes)}, \alpha, \beta))

IF \alpha \ge \beta THEN Return \beta

childrenNodes = rest(childrenNodes)

Return \alpha
```



```
AlphaBetaMax(Node, \alpha, \beta)

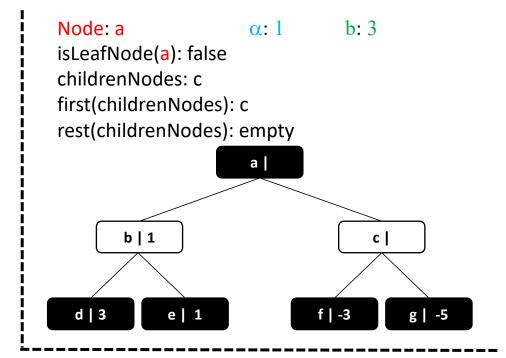
IF isLeafNode(a) is true THEN Return MinMaxValue(a)

childrenNodes = getChildren(a)

WHILE childrenNodes is NOT empty //not empty - go on

\alpha = \max(1, \text{AlphaBetaMin}(c), 1, 3))
\text{IF } \alpha \geq \beta \text{ THEN Return } \beta
\text{childrenNodes} = \text{rest}(\text{childrenNodes})

Return \alpha
```



```
Start:AlphaBetaMax(a, -\infty, \infty)
```

```
AlphaBetaMax(Node, \alpha, \beta)

IF isLeafNode(a) is true THEN Return MinMaxValue(a)

childrenNodes = getChildren(a)

WHILE childrenNodes is NOT empty //not empty - go on

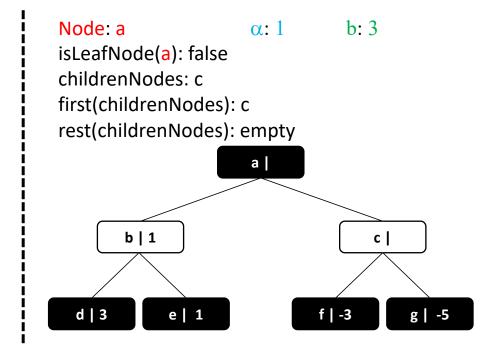
\alpha = \max(1, \text{AlphaBetaMin}(c), 1, 3))

IF \alpha \ge \beta THEN Return \beta

childrenNodes = rest(childrenNodes)

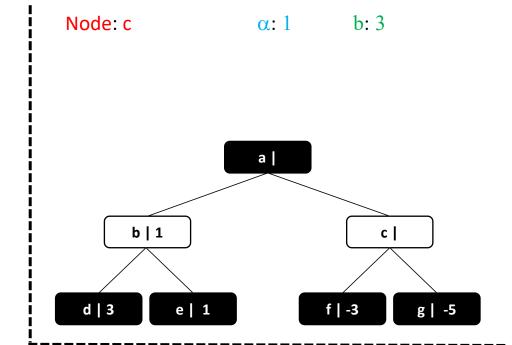
Return \alpha
```

```
AlphaBetaMin(Node, \alpha, \beta)
IF isLeafNode(Node) is true THEN Return MinMaxValue(Node)
childrenNodes = getChildren(Node)
WHILE childrenNodes is NOT empty
\beta = \min(\beta, \text{AlphaBetaMax}(\text{first}(\text{childrenNodes}), \alpha, \beta))
IF \beta \leq \alpha THEN Return \alpha
childrenNodes = rest(childrenNodes)
Return \beta
```



```
Start:AlphaBetaMax(a, -\infty, \infty)
AlphaBetaMax(Node, \alpha, \beta)
IF isLeafNode(a) is true THEN Return MinMaxValue(a) \\ childrenNodes = getChildren(a)
WHILE childrenNodes is NOT empty //not empty - go on
\alpha = max(1, AlphaBetaMin(c), 1, 3))
IF \alpha \ge \beta \text{ THEN Return } \beta
childrenNodes = rest(childrenNodes)
Return \alpha
We can't calculate that yet.
We have to go deeper first.
```

```
AlphaBetaMin(Node, \alpha, \beta)
IF isLeafNode(Node) is true THEN Return MinMaxValue(Node)
childrenNodes = getChildren(Node)
WHILE childrenNodes is NOT empty
\beta = \min(\beta, \text{AlphaBetaMax}(\text{first}(\text{childrenNodes}), \alpha, \beta))
IF \beta \le \alpha THEN Return \alpha
childrenNodes = rest(childrenNodes)
Return \beta
```



```
Start:AlphaBetaMax(a, -\infty, \infty)

AlphaBetaMax(Node, \alpha, \beta)

IF isLeafNode(a) is true THEN Return MinMaxValue(a)

childrenNodes = getChildren(a)

WHILE childrenNodes is NOT empty //not empty - go on

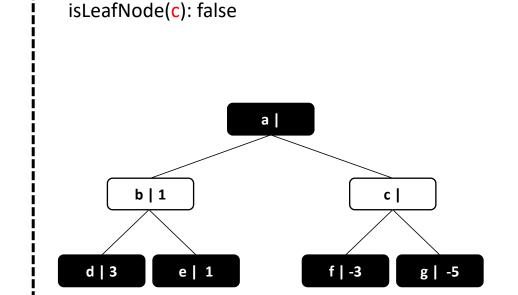
\alpha = \max(1, \text{AlphaBetaMin}(c), 1, 3))
\text{IF } \alpha \geq \beta \text{ THEN Return } \beta
\text{childrenNodes} = \text{rest}(\text{childrenNodes})

Return \alpha
```

```
AlphaBetaMin(Node, \alpha, \beta)

IF isLeafNode(c) is true THEN Return MinMaxValue(c) //false childrenNodes = getChildren(Node)

WHILE childrenNodes is NOT empty
\beta = \min(\beta, \text{AlphaBetaMax}(\text{first}(\text{childrenNodes}), \alpha, \beta))
\text{IF } \beta \leq \alpha \text{ THEN Return } \alpha
\text{childrenNodes} = \text{rest}(\text{childrenNodes})
\text{Return } \beta
```



 $\alpha$ : 1

b: 3

Node: c

```
Start:AlphaBetaMax(a, -\infty, \infty)
```

```
AlphaBetaMax(Node, \alpha, \beta)

IF isLeafNode(a) is true THEN Return MinMaxValue(a)

childrenNodes = getChildren(a)

WHILE childrenNodes is NOT empty //not empty - go on

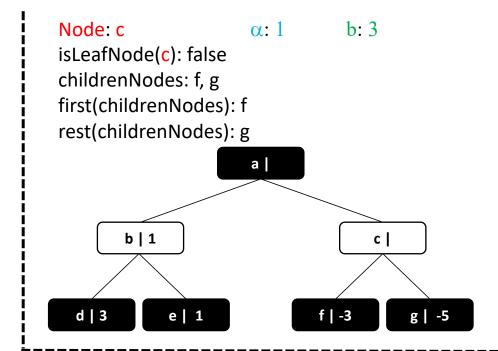
\alpha = \max(1, \text{AlphaBetaMin}(c), 1, 3))

IF \alpha \ge \beta THEN Return \beta

childrenNodes = rest(childrenNodes)

Return \alpha
```

```
AlphaBetaMin(Node, \alpha, \beta)
IF isLeafNode(c) is true THEN Return MinMaxValue(c)
childrenNodes = getChildren(c)
WHILE childrenNodes is NOT empty
\beta = \min(\beta, \text{AlphaBetaMax}(\text{first}(\text{childrenNodes}), \alpha, \beta))
IF \beta \le \alpha THEN Return \alpha
childrenNodes = rest(childrenNodes)
Return \beta
```



```
Start:AlphaBetaMax(a, -\infty, \infty)
```

```
AlphaBetaMax(Node, \alpha, \beta)

IF isLeafNode(a) is true THEN Return MinMaxValue(a)

childrenNodes = getChildren(a)

WHILE childrenNodes is NOT empty //not empty - go on

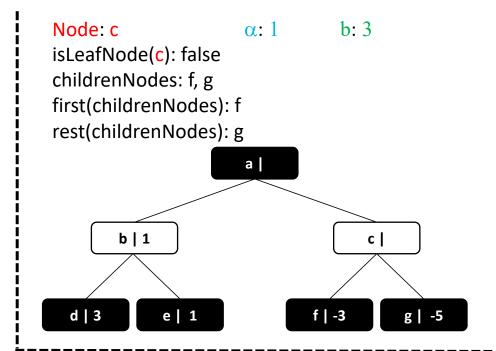
\alpha = \max(1, \text{AlphaBetaMin}(c), 1, 3))

IF \alpha \ge \beta THEN Return \beta

childrenNodes = rest(childrenNodes)

Return \alpha
```

```
AlphaBetaMin(Node, \alpha, \beta)
IF isLeafNode(c) is true THEN Return MinMaxValue(c)
childrenNodes = getChildren(c)
WHILE childrenNodes is NOT empty //not empty - go on
\beta = \min(\beta, \text{AlphaBetaMax}(\text{first}(\text{childrenNodes}), \alpha, \beta))
IF \beta \leq \alpha THEN Return \alpha
childrenNodes = rest(childrenNodes)
Return \beta
```



```
Start:AlphaBetaMax(a, -\infty, \infty)
```

```
AlphaBetaMax(Node, \alpha, \beta)

IF isLeafNode(a) is true THEN Return MinMaxValue(a)

childrenNodes = getChildren(a)

WHILE childrenNodes is NOT empty //not empty - go on

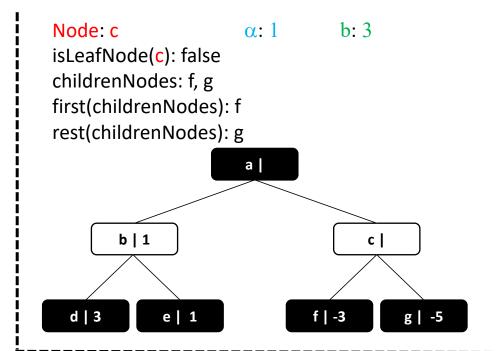
\alpha = \max(1, \text{AlphaBetaMin}(c), 1, 3))

IF \alpha \ge \beta THEN Return \beta

childrenNodes = rest(childrenNodes)

Return \alpha
```

```
AlphaBetaMin(Node, \alpha, \beta)
IF isLeafNode(c) is true THEN Return MinMaxValue(c)
childrenNodes = getChildren(c)
WHILE childrenNodes is NOT empty //not empty - go on
\beta = min(\beta, AlphaBetaMax(first(childrenNodes), \alpha, \beta))
IF \beta \le \alpha THEN Return \alpha
childrenNodes = rest(childrenNodes)
Return \beta
```



```
AlphaBetaMax(Node, \alpha, \beta)

IF isLeafNode(a) is true THEN Return MinMaxValue(a)

childrenNodes = getChildren(a)

WHILE childrenNodes is NOT empty //not empty - go on

\alpha = \max(1, \text{AlphaBetaMin}(c), 1, 3))

IF \alpha \ge \beta THEN Return \beta

childrenNodes = rest(childrenNodes)

Return \alpha
```

We can't calculate that yet. We have to go deeper first.

```
AlphaBetaMin(Node, \alpha, \beta)

IF isLeafNode(c) is true THEN Return MinMaxValue(c)

childrenNodes = getChildren(c)

WHILE childrenNodes is NOT empty //not empty - go on

\beta = \min(3, \text{AlphaBetaMax}(f, 1, 3))
\text{IF } \beta \leq \alpha \text{ THEN Return } \alpha
\text{childrenNodes} = \text{rest}(\text{childrenNodes})

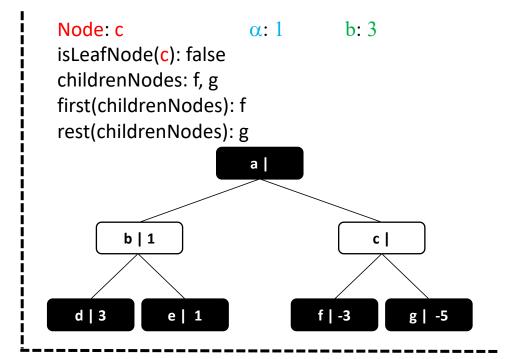
Return \beta
```

Node: c
isLeafNode(c): false
childrenNodes: f, g
first(childrenNodes): f
rest(childrenNodes): g

a |

d | 3 |
e | 1 |
f | -3 |
g | -5

```
Start:AlphaBetaMax(a, -\infty, \infty)
     AlphaBetaMax(Node, \alpha, \beta)
     IF isLeafNode(a) is true THEN Return MinMaxValue(a)
    childrenNodes = getChildren(a)
     WHILE childrenNodes is NOT empty //not empty - go on
                                                                                     We can't calculate that yet.
                    \alpha = \max(1, AlphaBetaMin(c), 1, 3)
                                                                                     We have to go deeper first.
                    IF \alpha \ge \beta THEN Return \beta
                    childrenNodes = rest(childrenNodes)
    Return ox
                 AlphaBetaMin(Node, \alpha, \beta)
                 IF isLeafNode(c) is true THEN Return MinMaxValue(c)
                 childrenNodes = getChildren(c)
                 WHILE childrenNodes is NOT empty //not empty - go on
                                 \beta = \min(3, AlphaBetaMax(f, 1, 3))
                                IF \beta \leq \alpha THEN Return \alpha
                                 childrenNodes = rest(childrenNodes)
                 Return B
                               AlphaBetaMax(Node, \alpha, \beta)
                               IF isLeafNode(Node) is true THEN Return MinMaxValue(Node)
                               childrenNodes = getChildren(Node)
                               WHILE childrenNodes is NOT empty
                                              \alpha = \max(\alpha, AlphaBetaMin(first(childrenNodes), \alpha, \beta))
                                              IF \alpha \ge \beta THEN Return \beta
                                              childrenNodes = rest(childrenNodes)
                               Return \alpha
```



```
Start:AlphaBetaMax(a, -\infty, \infty)
    AlphaBetaMax(Node, \alpha, \beta)
    IF isLeafNode(a) is true THEN Return MinMaxValue(a)
    childrenNodes = getChildren(a)
    WHILE childrenNodes is NOT empty //not empty - go on
                                                                                     We can't calculate that yet.
                    \alpha = \max(1, AlphaBetaMin(c), 1, 3)
                                                                                     We have to go deeper first.
                    IF \alpha \geq \beta THEN Return \beta
                    childrenNodes = rest(childrenNodes)
    Return ox
                 AlphaBetaMin(Node, \alpha, \beta)
                 IF isLeafNode(c) is true THEN Return MinMaxValue(c)
                 childrenNodes = getChildren(c)
                 WHILE childrenNodes is NOT empty //not empty - go on
                                 \beta = \min(3, AlphaBetaMax(f, 1, 3))
                                IF \beta \leq \alpha THEN Return \alpha
                                childrenNodes = rest(childrenNodes)
                 Return B
                               AlphaBetaMax(Node, \alpha, \beta)
                               IF isLeafNode(f) is true THEN Return MinMaxValue(f)
                               childrenNodes = getChildren(Node)
                               WHILE childrenNodes is NOT empty
                                              \alpha = \max(\alpha, AlphaBetaMin(first(childrenNodes), \alpha, \beta))
                                              IF \alpha \ge \beta THEN Return \beta
                                              childrenNodes = rest(childrenNodes)
                               Return ox
```

Node: f  $\alpha$ : 1 b: 3 isLeafNode(f): true a | b | 1 c | e | 1 f | -3 d | 3

```
Start:AlphaBetaMax(a, -\infty, \infty)
     AlphaBetaMax(Node, \alpha, \beta)
     IF isLeafNode(a) is true THEN Return MinMaxValue(a)
    childrenNodes = getChildren(a)
     WHILE childrenNodes is NOT empty //not empty - go on
                                                                                     We can't calculate that yet.
                    \alpha = \max(1, AlphaBetaMin(c), 1, 3)
                                                                                     We have to go deeper first.
                    IF \alpha \geq \beta THEN Return \beta
                    childrenNodes = rest(childrenNodes)
    Return ox
                 AlphaBetaMin(Node, \alpha, \beta)
                 IF isLeafNode(c) is true THEN Return MinMaxValue(c)
                 childrenNodes = getChildren(c)
                 WHILE childrenNodes is NOT empty //not empty - go on
                                 \beta = \min(3, AlphaBetaMax(f, 1, 3))
                                IF \beta \leq \alpha THEN Return \alpha
                                 childrenNodes = rest(childrenNodes)
                 Return B
                               AlphaBetaMax(Node, \alpha, \beta)
                               IF isLeafNode(f) is true THEN Return -3
                               childrenNodes = getChildren(Node)
                               WHILE childrenNodes is NOT empty
                                              \alpha = \max(\alpha, AlphaBetaMin(first(childrenNodes), \alpha, \beta))
                                              IF \alpha \ge \beta THEN Return \beta
                                              childrenNodes = rest(childrenNodes)
                               Return ox
```

isLeafNode(f): true a | b | 1 c | e | 1 f | -3 d | 3

 $\alpha$ : 1

b: 3

Node: f

```
Start:AlphaBetaMax(a, -\infty, \infty)
    AlphaBetaMax(Node, \alpha, \beta)
    IF isLeafNode(a) is true THEN Return MinMaxValue(a)
    childrenNodes = getChildren(a)
    WHILE childrenNodes is NOT empty //not empty - go on
                                                                                     We can't calculate that yet.
                    \alpha = \max(1, AlphaBetaMin(c), 1, 3)
                                                                                     We have to go deeper first.
                    IF \alpha \geq \beta THEN Return \beta
                    childrenNodes = rest(childrenNodes)
    Return ox
                 AlphaBetaMin(Node, \alpha, \beta)
                 IF isLeafNode(c) is true THEN Return MinMaxValue(c)
                 childrenNodes = getChildren(c)
                 WHILE childrenNodes is NOT empty //not empty - go on
                                 \beta = \min(3, AlphaBetaMax(f, 1, 3))
                                IF \beta \leq \alpha THEN Return \alpha
                                 childrenNodes = rest(childrenNodes)
                 Return B
                                                                          -3
                                                                          returned
                               AlphaBetaMax(Node, \alpha, \beta)
                               IF isLeafNode(f) is true THEN Return -3
                               childrenNodes = getChildren(Node)
                               WHILE childrenNodes is NOT empty
                                              \alpha = \max(\alpha, AlphaBetaMin(first(childrenNodes), \alpha, \beta))
                                              IF \alpha \ge \beta THEN Return \beta
                                              childrenNodes = rest(childrenNodes)
                               Return ox
```

Node: f  $\alpha$ : 1 b: 3 isLeafNode(f): true a | b | 1 c | e | 1 f | -3 d | 3

```
Start:AlphaBetaMax(a, -\infty, \infty)
```

```
AlphaBetaMax(Node, \alpha, \beta)

IF isLeafNode(a) is true THEN Return MinMaxValue(a)

childrenNodes = getChildren(a)

WHILE childrenNodes is NOT empty //not empty - go on

\alpha = \max(1, \text{AlphaBetaMin}(c), 1, 3))

IF \alpha \ge \beta THEN Return \beta

childrenNodes = rest(childrenNodes)

Return \alpha
```

```
AlphaBetaMin(Node, \alpha, \beta)

IF isLeafNode(c) is true THEN Return MinMaxValue(c)

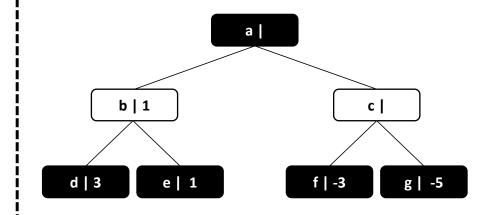
childrenNodes = getChildren(c)

WHILE childrenNodes is NOT empty //not empty - go on

\beta = \min(3, -3) \text{ // we can calculate and get -3}
\text{IF } \beta \leq \alpha \text{ THEN Return } \alpha
\text{childrenNodes} = \text{rest(childrenNodes)}

Return \beta
```

Node: f  $\alpha$ : 1 b: 3 isLeafNode(f): true



```
Start:AlphaBetaMax(a, -\infty, \infty)
```

```
AlphaBetaMax(Node, \alpha, \beta)

IF isLeafNode(a) is true THEN Return MinMaxValue(a)

childrenNodes = getChildren(a)

WHILE childrenNodes is NOT empty //not empty - go on

\alpha = \max(1, \text{AlphaBetaMin}(c), 1, 3))

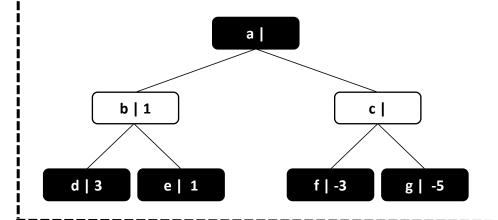
IF \alpha \ge \beta THEN Return \beta

childrenNodes = rest(childrenNodes)

Return \alpha
```

```
AlphaBetaMin(Node, \alpha, \beta)
IF isLeafNode(c) is true THEN Return MinMaxValue(c)
childrenNodes = getChildren(c)
WHILE childrenNodes is NOT empty //not empty - go on
\beta = -3
IF \beta \le \alpha THEN Return \alpha
childrenNodes = rest(childrenNodes)
Return \beta
```

Node: f  $\alpha$ : 1 b: -3 isLeafNode(f): true



```
Start:AlphaBetaMax(a, -\infty, \infty)
```

```
AlphaBetaMax(Node, \alpha, \beta)

IF isLeafNode(a) is true THEN Return MinMaxValue(a)

childrenNodes = getChildren(a)

WHILE childrenNodes is NOT empty //not empty - go on

\alpha = \max(1, \text{AlphaBetaMin}(c), 1, 3))

IF \alpha \ge \beta THEN Return \beta

childrenNodes = rest(childrenNodes)

Return \alpha
```

```
AlphaBetaMin(Node, \alpha, \beta)

IF isLeafNode(c) is true THEN Return MinMaxValue(c)

childrenNodes = getChildren(c)

WHILE childrenNodes is NOT empty //not empty - go on

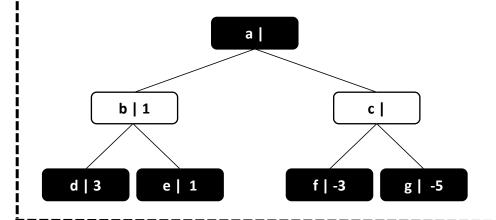
\beta = -3

IF \beta \le \alpha THEN Return \alpha //true! return alpha

childrenNodes = rest(childrenNodes)

Return \beta
```

Node: f  $\alpha$ : 1 b: -3 isLeafNode(f): true



```
Start:AlphaBetaMax(a, -\infty, \infty)
     AlphaBetaMax(Node, \alpha, \beta)
    IF isLeafNode(a) is true THEN Return MinMaxValue(a)
    childrenNodes = getChildren(a)
     WHILE childrenNodes is NOT empty //not empty - go on
                                                                                    We can't calculate that yet.
                    \alpha = \max(1, AlphaBetaMin(c), 1, 3)
                                                                                    We have to go deeper first.
                    IF \alpha \geq \beta THEN Return \beta
                    childrenNodes = rest(childrenNodes)
    Return \alpha
                                                           returned
                 AlphaBetaMin(Node, \alpha, \beta)
                 IF isLeafNode(c) is true THEN Return MinMaxValue(c)
                 childrenNodes = getChildren(c)
                 WHILE childrenNodes is NOT empty /\not empty - go on
                                \beta = -3
                                IF \beta \le \alpha THEN Return \alpha //true! prune / return alpha
                                childrenNodes = rest(childrenNodes)
                 Return β
```

 $\alpha$ : 1

b: -3

Node: f

```
AlphaBetaMax(Node, \alpha, \beta)

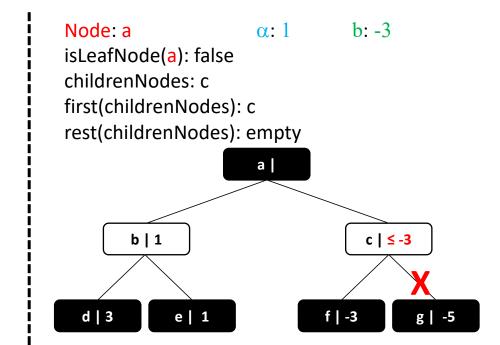
IF isLeafNode(a) is true THEN Return MinMaxValue(a)

childrenNodes = getChildren(a)

WHILE childrenNodes is NOT empty //not empty - go on

\alpha = \max(1, 1) \text{ // we can calculate and get 1}
\text{IF } \alpha \geq \beta \text{ THEN Return } \beta
\text{childrenNodes} = \text{rest(childrenNodes)}

Return \alpha
```



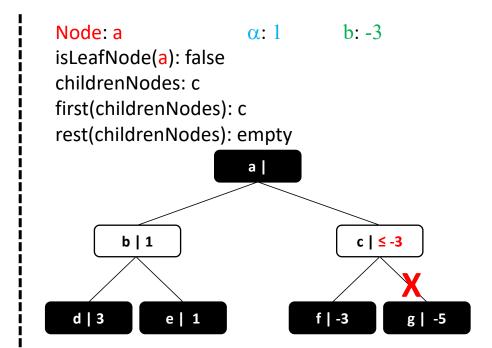
```
AlphaBetaMax(Node, \alpha, \beta)

IF isLeafNode(a) is true THEN Return MinMaxValue(a) childrenNodes = getChildren(a)

WHILE childrenNodes is NOT empty //not empty - go on \alpha = 1

IF \alpha \ge \beta THEN Return \beta childrenNodes = rest(childrenNodes)

Return \alpha
```



```
AlphaBetaMax(Node, \alpha, \beta)

IF isLeafNode(a) is true THEN Return MinMaxValue(a)

childrenNodes = getChildren(a)

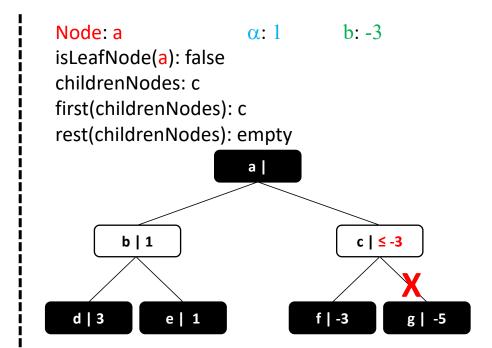
WHILE childrenNodes is NOT empty //not empty - go on

\alpha = 1

IF \alpha \ge \beta THEN Return \beta // false

childrenNodes = rest(childrenNodes)

Return \alpha
```



```
AlphaBetaMax(Node, \alpha, \beta)

IF isLeafNode(a) is true THEN Return MinMaxValue(a)

childrenNodes = getChildren(a)

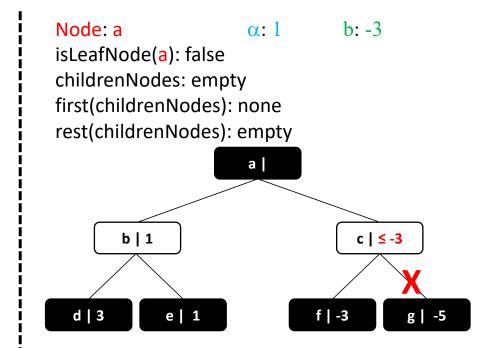
WHILE childrenNodes is NOT empty //not empty - go on

\alpha = 1

IF \alpha \ge \beta THEN Return \beta

childrenNodes = rest(childrenNodes)

Return \alpha
```



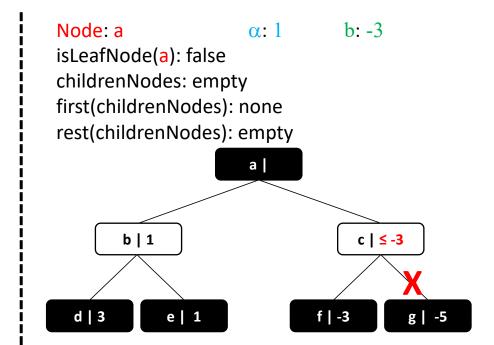
```
AlphaBetaMax(Node, \alpha, \beta)

IF isLeafNode(a) is true THEN Return MinMaxValue(a)

childrenNodes = getChildren(a)

WHILE childrenNodes is NOT empty // empty! leave the loop!

\alpha = \max(\alpha, \text{AlphaBetaMin}(\text{first}(\text{childrenNodes}), \alpha, \beta))
IF \alpha \geq \beta \text{ THEN Return } \beta
\text{childrenNodes} = \text{rest}(\text{childrenNodes})
Return \alpha
```



```
AlphaBetaMax(Node, \alpha, \beta)

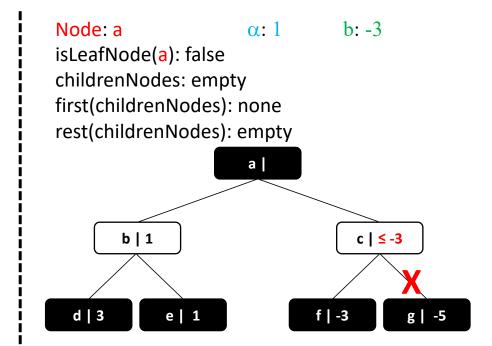
IF isLeafNode(a) is true THEN Return MinMaxValue(a)

childrenNodes = getChildren(a)

WHILE childrenNodes is NOT empty // empty! leave the loop!

\alpha = \max(\alpha, \text{AlphaBetaMin}(\text{first}(\text{childrenNodes}), \alpha, \beta))
\text{IF } \alpha \geq \beta \text{ THEN Return } \beta
\text{childrenNodes} = \text{rest}(\text{childrenNodes})

Return \alpha
```



```
Start:AlphaBetaMax(a, -\infty, \infty)

AlphaBetaMax(Node, \alpha, \beta)

IF isLeafNode(a) is true THEN Return MinMaxValue(a)

childrenNodes = getChildren(a)

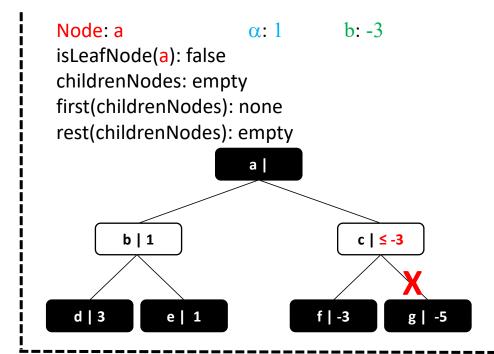
WHILE childrenNodes is NOT empty // empty! leave the loop!

\alpha = \max(\alpha, \text{AlphaBetaMin}(\text{first}(\text{childrenNodes}), \alpha, \beta))

IF \alpha \ge \beta THEN Return \beta

childrenNodes = rest(childrenNodes)

Return \alpha
```



```
Start:AlphaBetaMax(a, -\infty, \infty)

AlphaBetaMax(Node, \alpha, \beta)

IF isLeafNode(a) is true THEN Return MinMaxValue(a)

childrenNodes = getChildren(a)

WHILE childrenNodes is NOT empty // empty! leave the loop!

\alpha = \max(\alpha, \text{AlphaBetaMin}(\text{first}(\text{childrenNodes}), \alpha, \beta))

IF \alpha \ge \beta THEN Return \beta

childrenNodes = rest(childrenNodes)

Return \alpha
```

