



## AU332 Quiz4

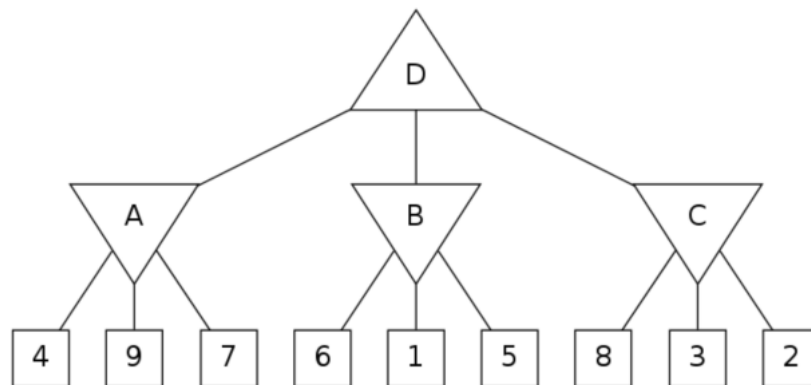
\* 基本信息:

姓名:

学号:

Consider the game tree shown below. Triangles that point up, such as at the top node (root), represent choices for the maximizing player; triangles that point down represent choices for the minimizing player. Assuming both players act optimally, use alpha-beta pruning to find the value of the root node. The search goes from left to right; when choosing which child to visit first, choose the left-most unvisited child. In Question 1-4, choose the values of the nodes. Then, in Question 5, choose the leaf nodes that don't get visited due to pruning.

Hint: Note that the value of a node where pruning occurs is not necessarily the maximum or minimum (depending on which node) of its children. When you prune on conditions  $V > \beta$  or  $V < \alpha$ , assume that the value of the node is  $V$ .



\*1. Choose value of node A

- ☒ 4  
☐ 9  
☐ 7

\*2. Choose value of node B

- ☐ 6  
☒ 1  
☐ 5

\*3. Choose value of node C

- 8
- ☒ 3
- 2

\*4. Choose value of node D

- ☒ 4
- 9
- 7
- 6
- 1
- 5
- 8
- 3
- 2

\*5. Choose the leaf nodes that don't get visited due to pruning. 【多选题】

- 4
- 9
- 7
- 6
- 1
- ☒ 5
- 8
- 3
- ☒ 2

提交

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