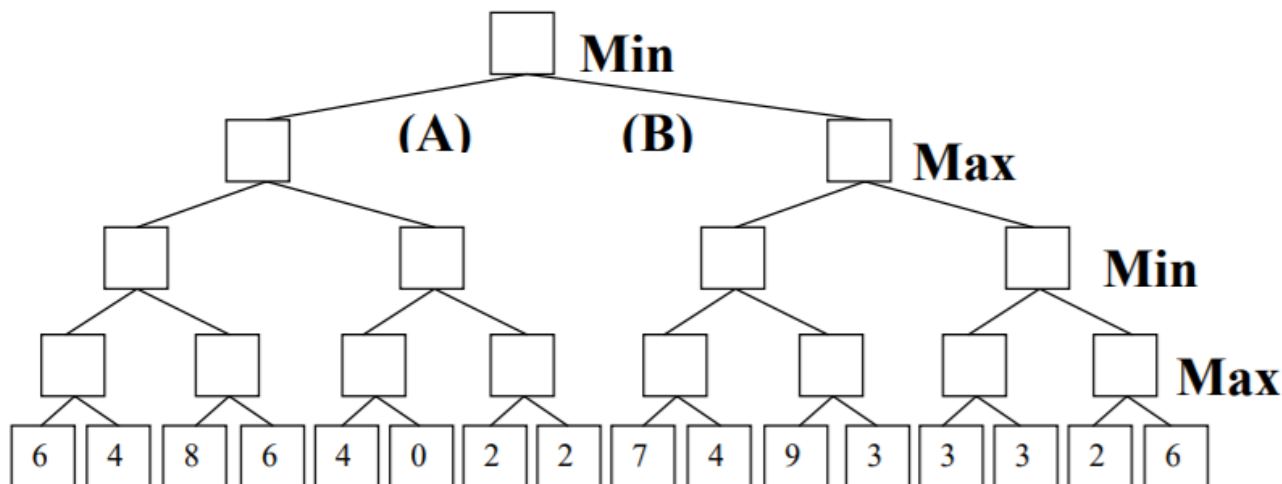


# Homework 05

**Problem 1: Mini-max Search in Game Trees.** Given the game tree above, it illustrates a position reached in a mini-max game. Inside each leaf node is the estimated score of that resulting position returned by the heuristic static evaluator. It's MIN's turn to move.



- Please fill in the blank squares correct values according to mini-max search.
- What's the best move for MIN? Answer (A or B):
- Please add a cross (X) to each leaf node that will not be examined because it's pruned by Alpha-Beta Pruning.

## Problem 2:

Repeat the task in problem 1 for the following game. It's MAX turn to move.

