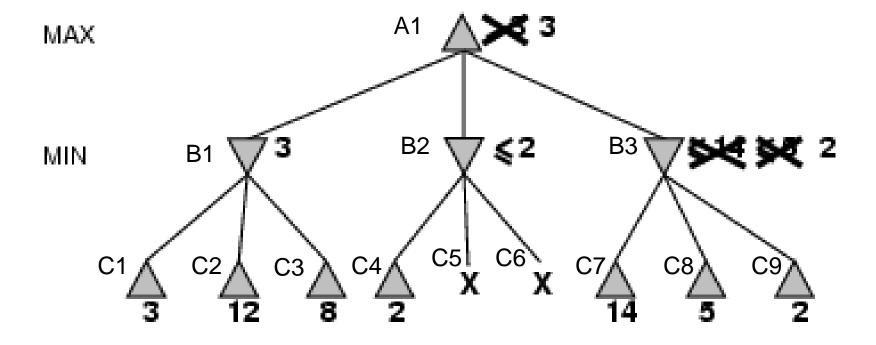
Alpha-Beta Search

```
function AlphaBetaDecision(state) returns an action
    v = MaxValue(state, -infinity, +infinity)
    return the a in Actions(state) leading to a successor state with utility v.
function MaxValue(state, alpha, beta) returns a utility value
    if TerminalTest(state) then return Utility(state)
    v = -infinity
    for a, s in Successors(state) do
        v = Max(v, MinValue(s, alpha, beta))
        if v >= beta then return v
        alpha = Max(alpha, v)
    return v
function MinValue(state, alpha, beta) returns a utility value
    if TerminalTest(state) then return Utility(state)
    v = +infinity
    for a, s in Successors(state) do
        v = Min(v, MaxValue(s, alpha, beta))
        if v <= alpha then return v
        beta = Min(beta, v)
    return v
```



```
    MaxValue(A1,-infinity,+infinity)
        TerminalState(A1)? No
        v = -infinity
        Successors(A1) = {B1, B2, B3}
        s = B1
        MinValue(s, alpha, beta) = MinValue(B1, -infinity, +infinity)
```

MinValue(B1, -infinity, +infinity)

state = B1
alpha = -infinity
beta = +infinity

```
MaxValue(A1,-infinity,+infinity)
TerminalState(A1)? No
v = -infinity
Successors(A1) = {B1, B2, B3}
s = B1
MinValue(s, alpha, beta) = MinValue(B1, -infinity, +infinity)
```

```
MaxValue(A1,-infinity,+infinity)
TerminalState(A1)? No
v = -infinity
Successors(A1) = {B1, B2, B3}
s = B1
MinValue(s, alpha, beta) = MinValue(B1, -infinity, +infinity)
```

```
• MinValue(B1, -infinity, +infinity) state = B1 

TerminalState(B1)? No alpha = -infinity 

v = +infinity beta = +infinity v = 3 

s = C1 v = 3 v = C1 v = 3 v = C1 v = MaxValue(s, alpha, beta) = MaxValue(C1, -infinity, +infinity) = 3 

<math>v = Min(v, 3) = Min(+infinity, 3) = 3 

v = alpha? 3 < v = -infinity? No
```

```
MaxValue(A1,-infinity,+infinity)
TerminalState(A1)? No
v = -infinity
Successors(A1) = {B1, B2, B3}
s = B1
MinValue(s, alpha, beta) = MinValue(B1, -infinity, +infinity)
```

```
• MinValue(B1, -infinity, +infinity)
TerminalState(B1)? No
v = +infinity
Successors(B1) = {C1, C2, C3}
s = C1
MaxValue(s, alpha, beta) = MaxValue(C1, -infinity, +infinity) = 3
v = Min(v, 3) = Min(+infinity, 3) = 3
v <= alpha? 3 <= -infinity? No</p>
beta = Min(beta, v) = min(+infinity, 3) = 3
```

```
MaxValue(A1,-infinity,+infinity)
TerminalState(A1)? No
v = -infinity
Successors(A1) = {B1, B2, B3}
s = B1
MinValue(s, alpha, beta) = MinValue(B1, -infinity, +infinity)
```

```
• MinValue(B1, -infinity, +infinity) state = B1 

TerminalState(B1)? No alpha = -infinity 

v = +infinity beta = 3 

v = 3 

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MaxValue(s, alpha, beta) = MaxValue(C2, -infinity, 3) = 12 

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```
MaxValue(A1,-infinity,+infinity)
TerminalState(A1)? No
v = -infinity
Successors(A1) = {B1, B2, B3}
s = B1
MinValue(s, alpha, beta) = MinValue(B1, -infinity, +infinity)
```

```
• MinValue(B1, -infinity, +infinity) state = B1 

TerminalState(B1)? No alpha = -infinity 

v = +infinity beta = 3 

v = 3 v = 3 v = 3 v = 3 v = 3 v = 3 v = 3 v = 3 v = 3 v = 3 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4 v = 4
```

```
MaxValue(A1,-infinity,+infinity)
TerminalState(A1)? No
v = -infinity
Successors(A1) = {B1, B2, B3}
s = B1
MinValue(s, alpha, beta) = MinValue(B1, -infinity, +infinity)
```

```
MinValue(B1, -infinity, +infinity)
TerminalState(B1)? No
v = +infinity
Successors(B1) = {C1, C2, C3}
s = C3
MaxValue(s, alpha, beta) = MaxValue(C3, -infinity, 3) = 8
v = Min(v, 8) = Min(3, 12) = 3
v <= alpha? 3 <= -infinity? No</li>
beta = Min(beta, v) = min(3, 3) = 3
```

```
    MaxValue(A1,-infinity,+infinity)
        TerminalState(A1)? No
        v = -infinity
        v = -infinity
        Successors(A1) = {B1, B2, B3}
        s = B1
        s = B1
        MinValue(s, alpha, beta) = MinValue(B1, -infinity, +infinity) = 3
        v = Max(v, MinValue(B1, -infinity, +infinity)) = Max(-infinity, 3) = 3
```

```
MaxValue(A1,-infinity,+infinity)
TerminalState(A1)? No
v = -infinity
Successors(A1) = {B1, B2, B3}
s = B1
MinValue(s, alpha, beta) = MinValue(B1, -infinity, +infinity) = 3
v = Max(v, MinValue(B1, -infinity, +infinity)) = Max(-infinity, 3) = 3
v >= beta? 3 >= +infinity? No
alpha = Max(alpha, v) = Max(-infinity, 3) = 3
```

```
    MaxValue(A1,-infinity,+infinity)
        TerminalState(A1)? No
        v = -infinity
        Successors(A1) = {B1, B2, B3}
        s = B2
        MinValue(s, alpha, beta) = MinValue(B2, 3, +infinity)
```

```
    MaxValue(A1,-infinity,+infinity)
        TerminalState(A1)? No
        v = -infinity
        Successors(A1) = {B1, B2, B3}
        s = B2
        MinValue(s, alpha, beta) = MinValue(B2, 3, +infinity)
```

```
    MaxValue(A1,-infinity,+infinity)
        TerminalState(A1)? No
        v = -infinity
        Successors(A1) = {B1, B2, B3}
        s = B2
        MinValue(s, alpha, beta) = MinValue(B2, 3, +infinity)
```

```
• MinValue(B2, 3, +infinity) state = B2 alpha = 3 beta = +infinity v = +infinity Successors(B2) = {C4, C5, C6} v = +infinity v = +infini
```

```
MaxValue(A1,-infinity,+infinity)
TerminalState(A1)? No
v = -infinity
Successors(A1) = {B1, B2, B3}
s = B2
MinValue(s, alpha, beta) = MinValue(B2, 3, +infinity)
```

```
• MinValue(B2, 3, +infinity) state = B2

TerminalState(B1)? No

v = +infinity
Successors(B2) = {C4, C5, C6}
s = C4
s = C4
MaxValue(s, alpha, beta) = MaxValue(C4, 3, +infinity) = 2

v = Min(v, 3) = Min(+infinity, 2) = 2
v <= alpha? 2 <= 3? YES

return v: returns 2
```