```
def negamax_value(state, player):
         if terminal(state):
             return player * utility(state)
         best = -inf
         for (a, s) in successors(state):
             v = -negamax_value(s, -player)
             if v > best:
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                 best = v
         return best
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     def negamax_best_action(state, player):
         best, best_action = -inf, None
         for (a, s) in successors(state):
             v = -negamax_value(s, -player)
             if v > best:
                 best, best_action = v, a
         return best_action
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```



