National University of Computer and Emerging Sciences, Lahore Campus

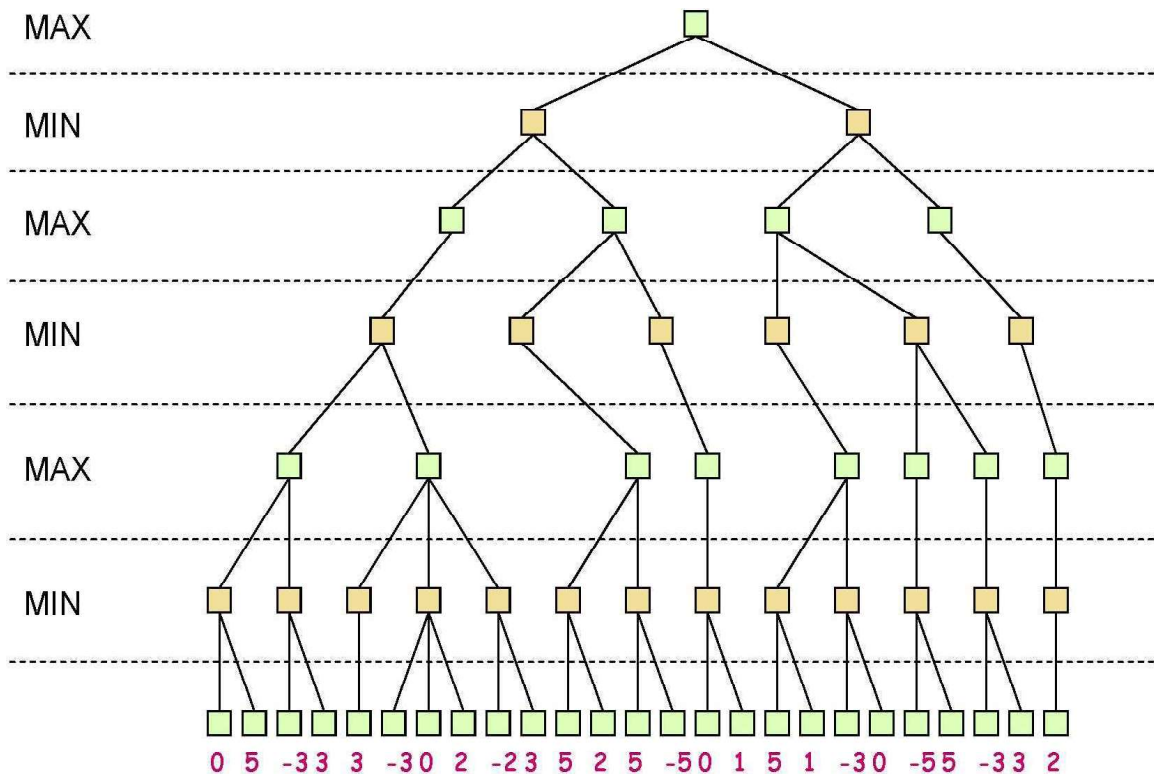| Course Name:	Artificial Intelligence	Course Code:	CS 401
Program:	BS(CS)	Semester:	Spring 2019
Duration:	20 Minutes	Total Points:	10
Paper Date:	Thursday, February 21, 2019	Weight	3%
Section:	C, D, E	Page(s):	2
Exam Type:	Quiz 1		

Student : Name:_____ Roll No._____ Section:_____

Problem. Adversarial Search [3 + 7 Points]

At some point in a two player game the possible actions for the two players are shown in the following tree.

Assume that MINIMAX algorithm with alpha-beta pruning is used to determine the move for MAX at this point in the game.

Determine

- the minimax value of each of the nodes in this tree

- the nodes that will be pruned and value of alpha and beta when the pruning decision was taken