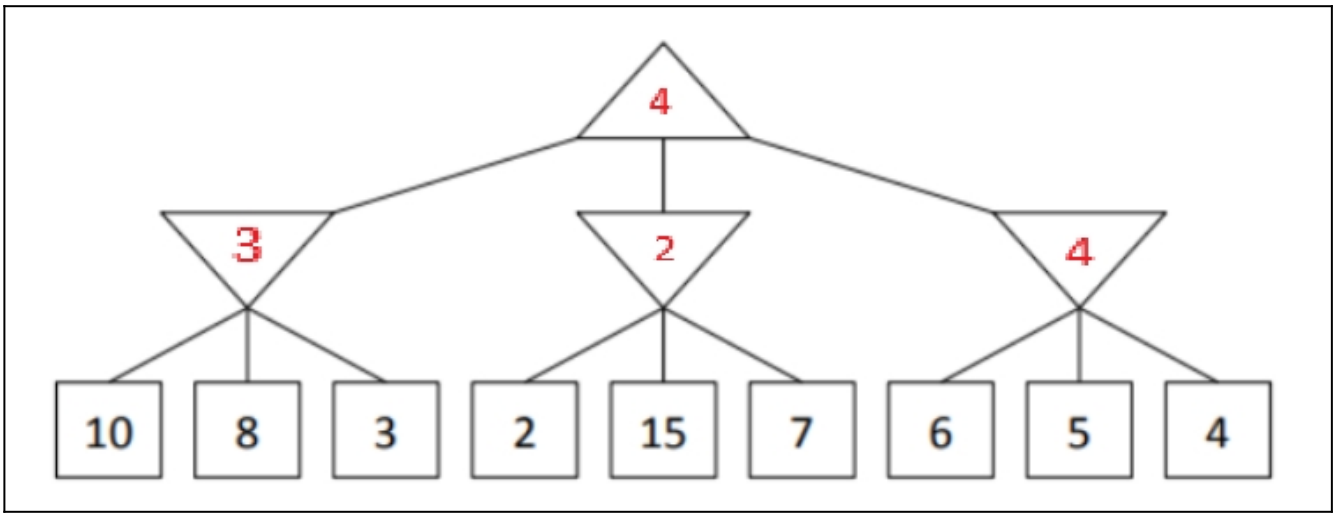
Consider the zero-sum game tree shown below. Triangles that point up, such as at the top node (root), represent choices for the maximizing player; triangles that point down represent choices for the minimizing player. Assuming both players act optimally, fill in the minimax value of each node. Fill in the values of the states on the maximizers and minimizers.



Which nodes can be pruned from the game tree above through pruning? Assuming the search goes from left to right.

- Nodes 15 and 7 can be pruned, since 3 is more than 2 and MAX will only take the highest value it will ignore that part of the tree.