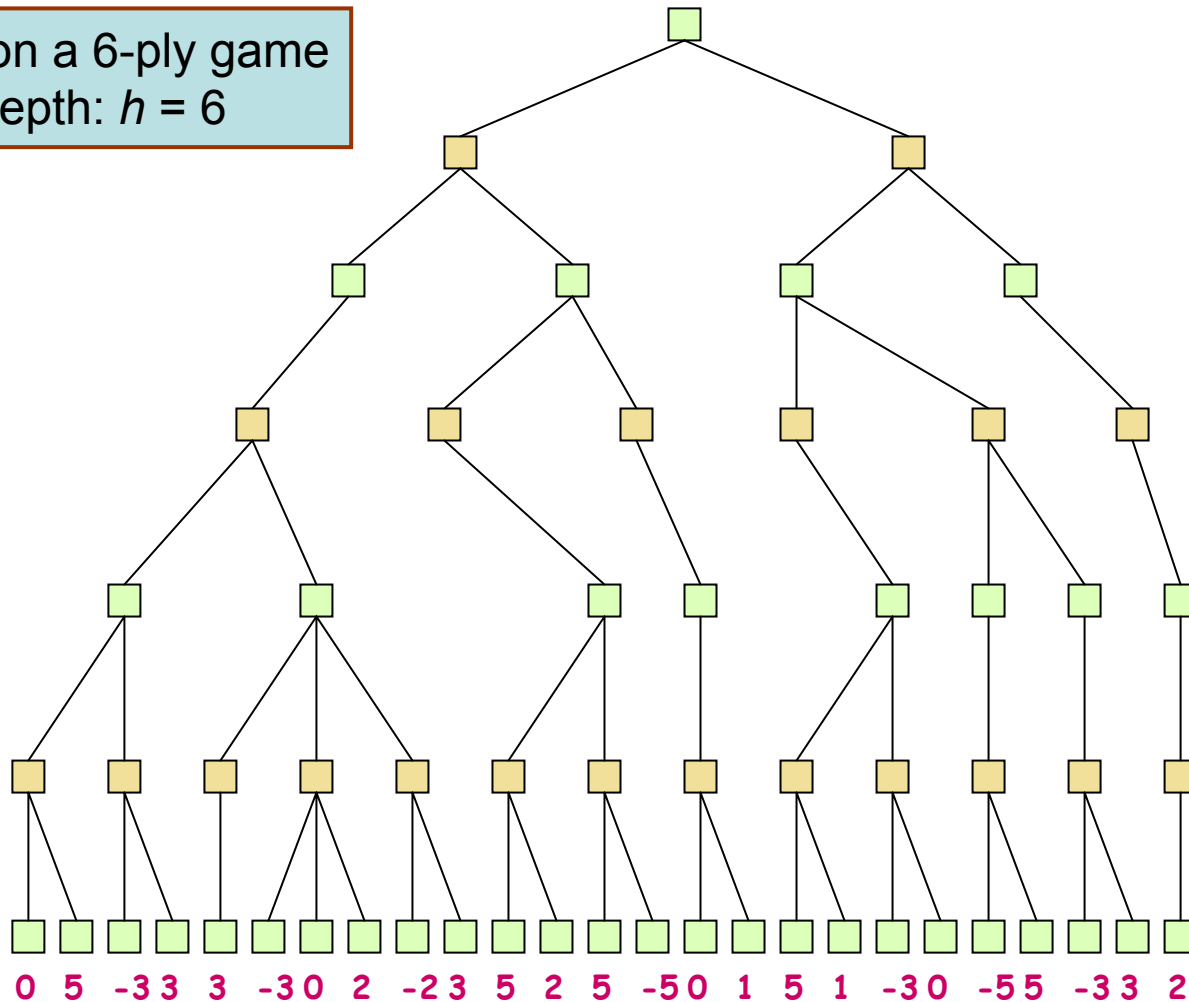
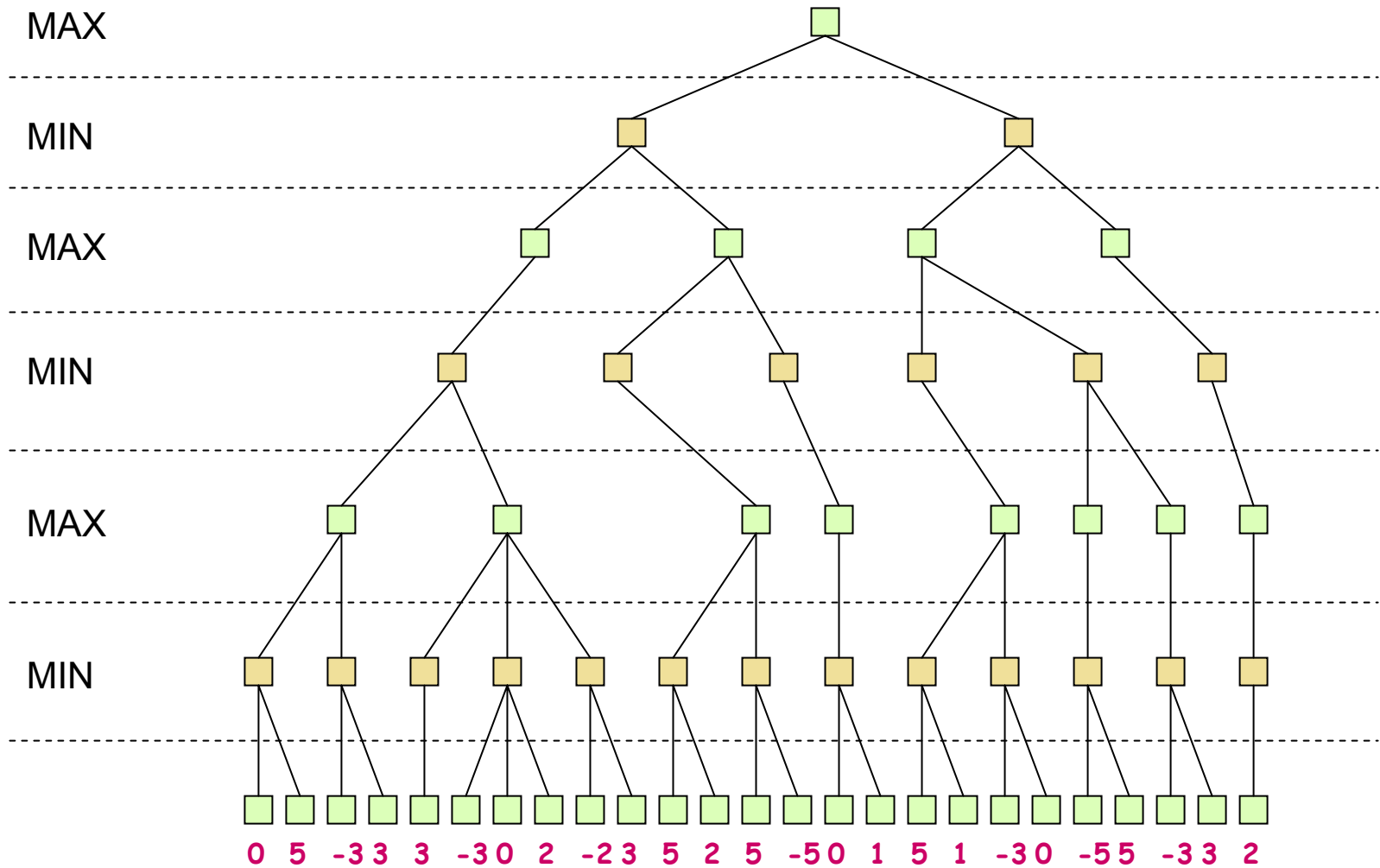


# Alpha-Beta Pruning – Example

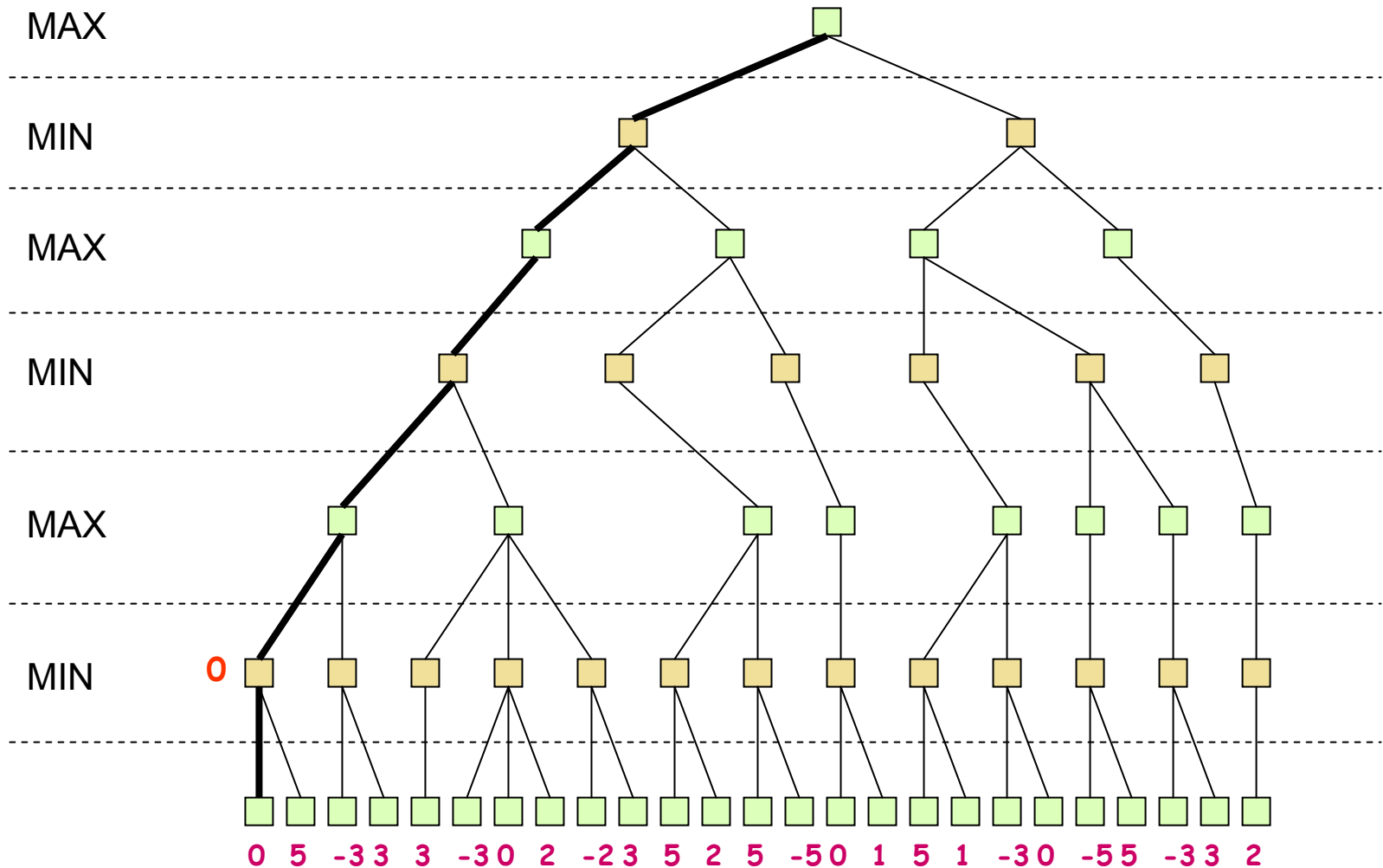
Minimax on a 6-ply game  
Horizon depth:  $h = 6$



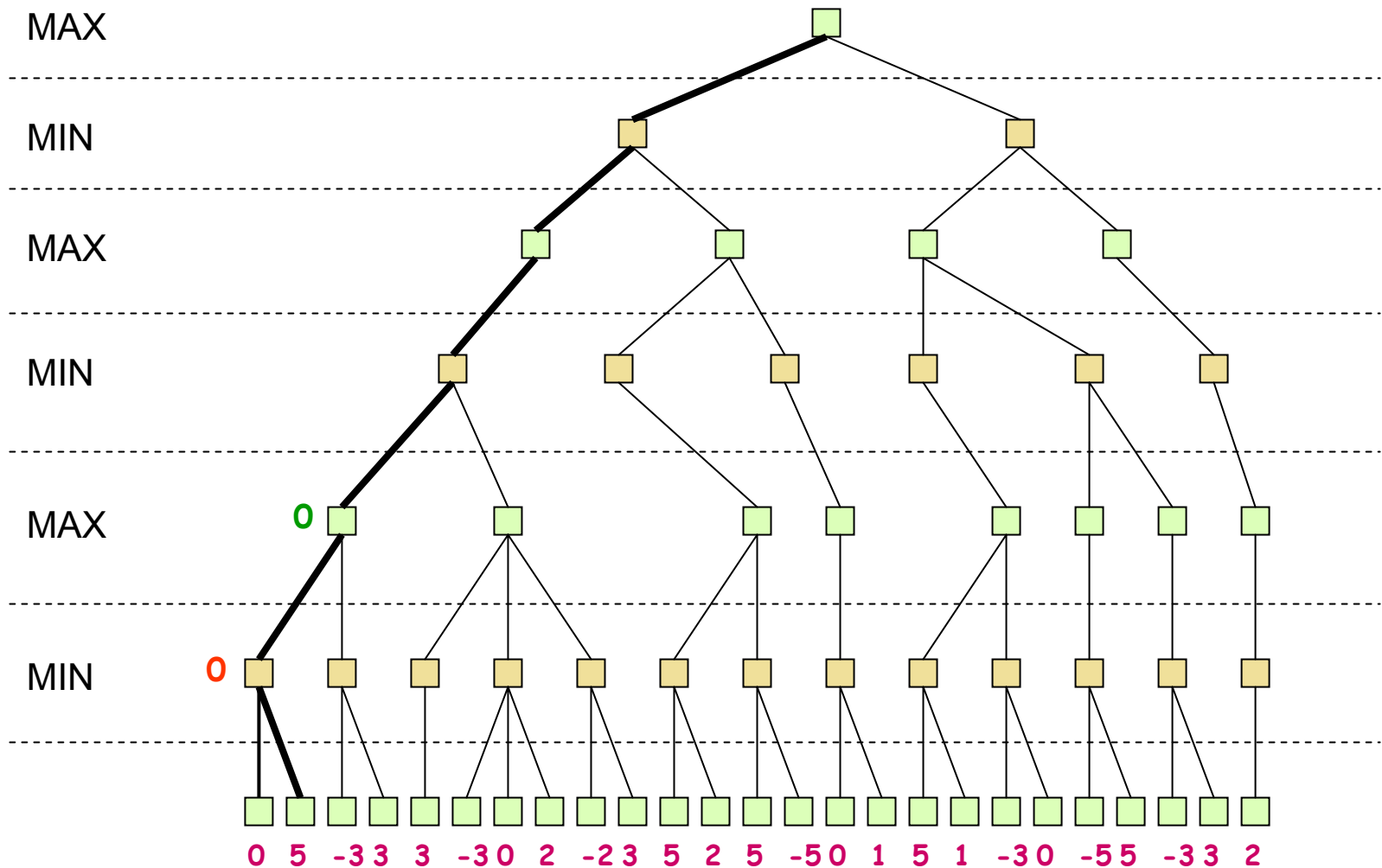
# Alpha-Beta Pruning – Example



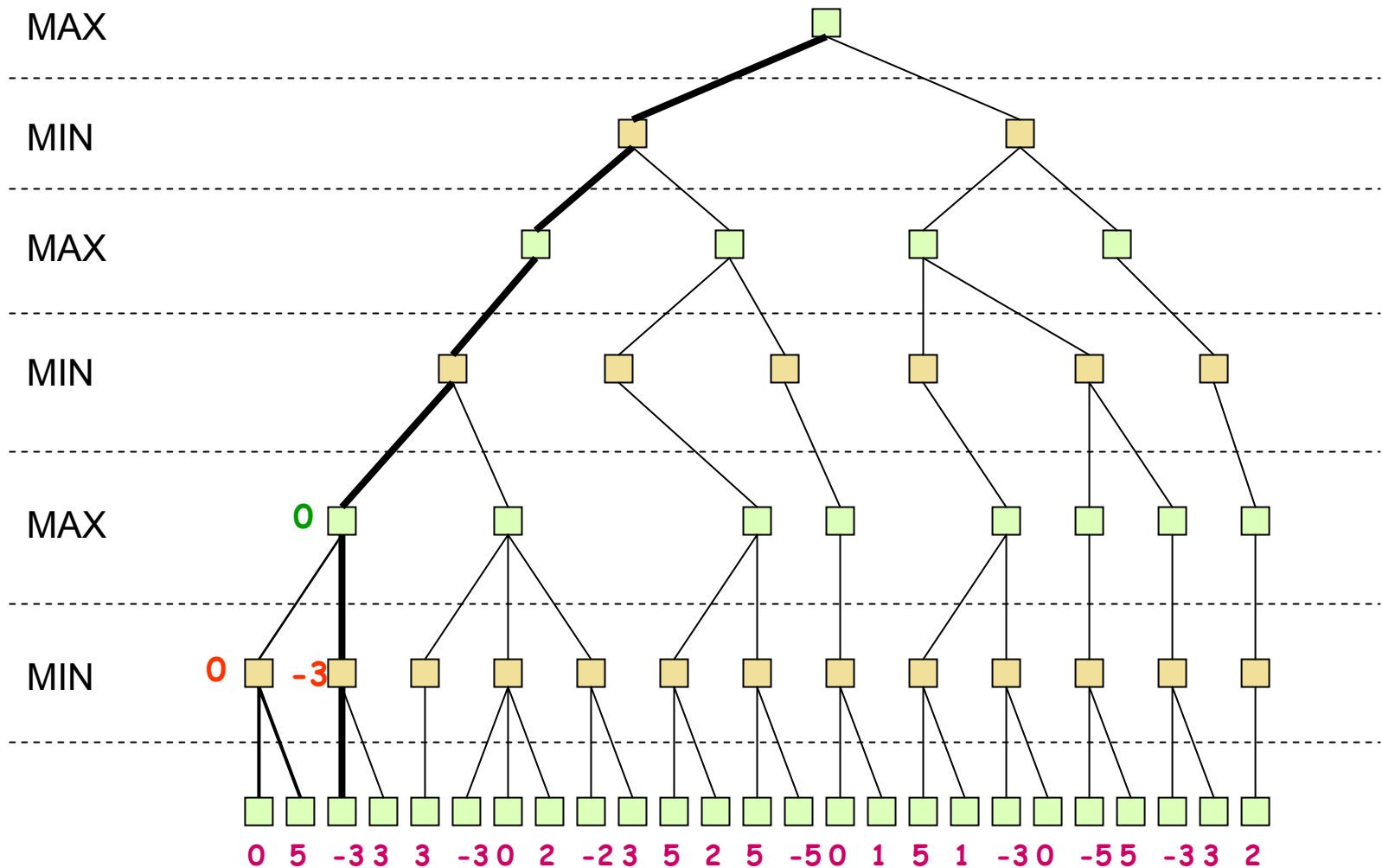
# Alpha-Beta Pruning – Example



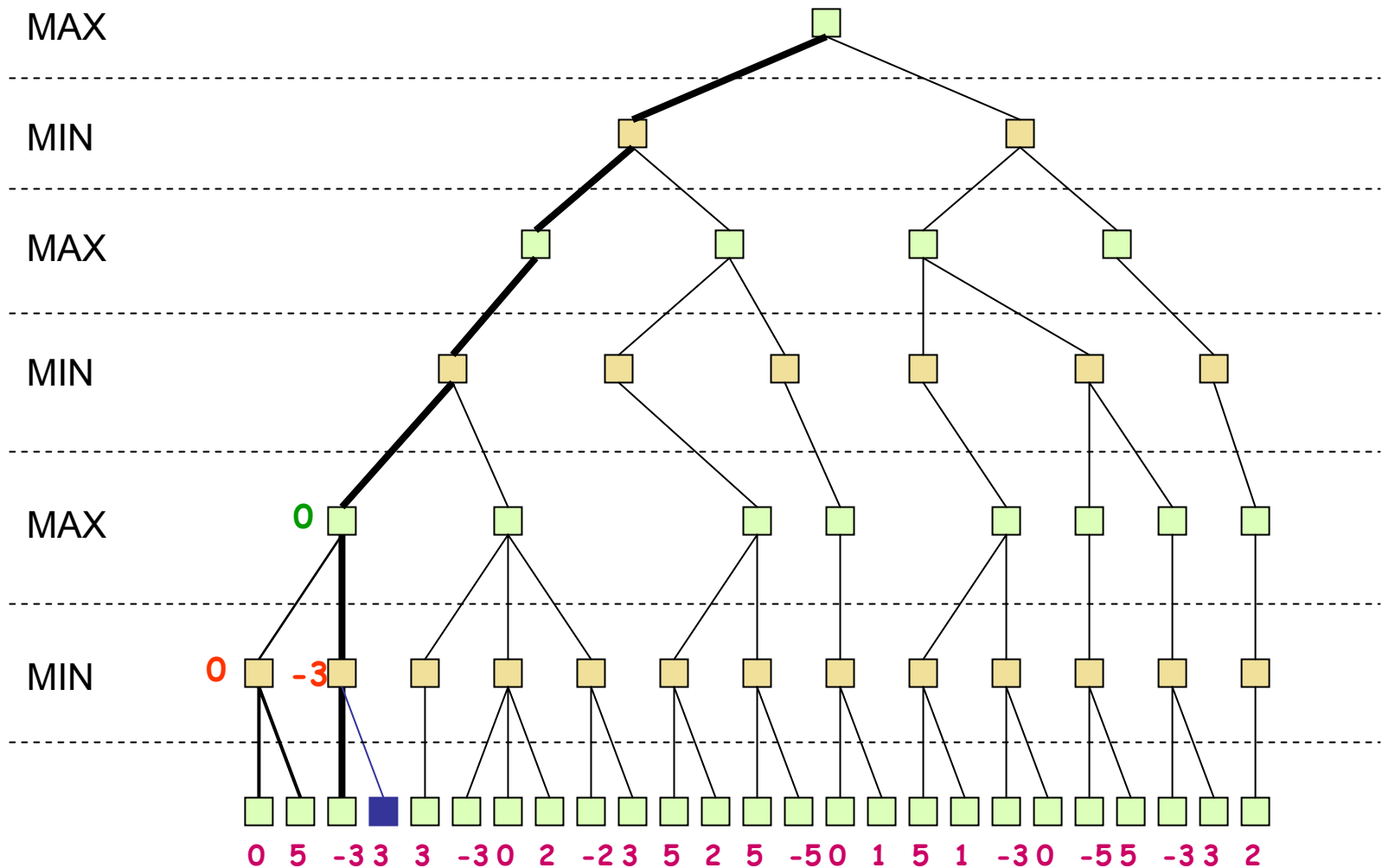
# Alpha-Beta Pruning – Example



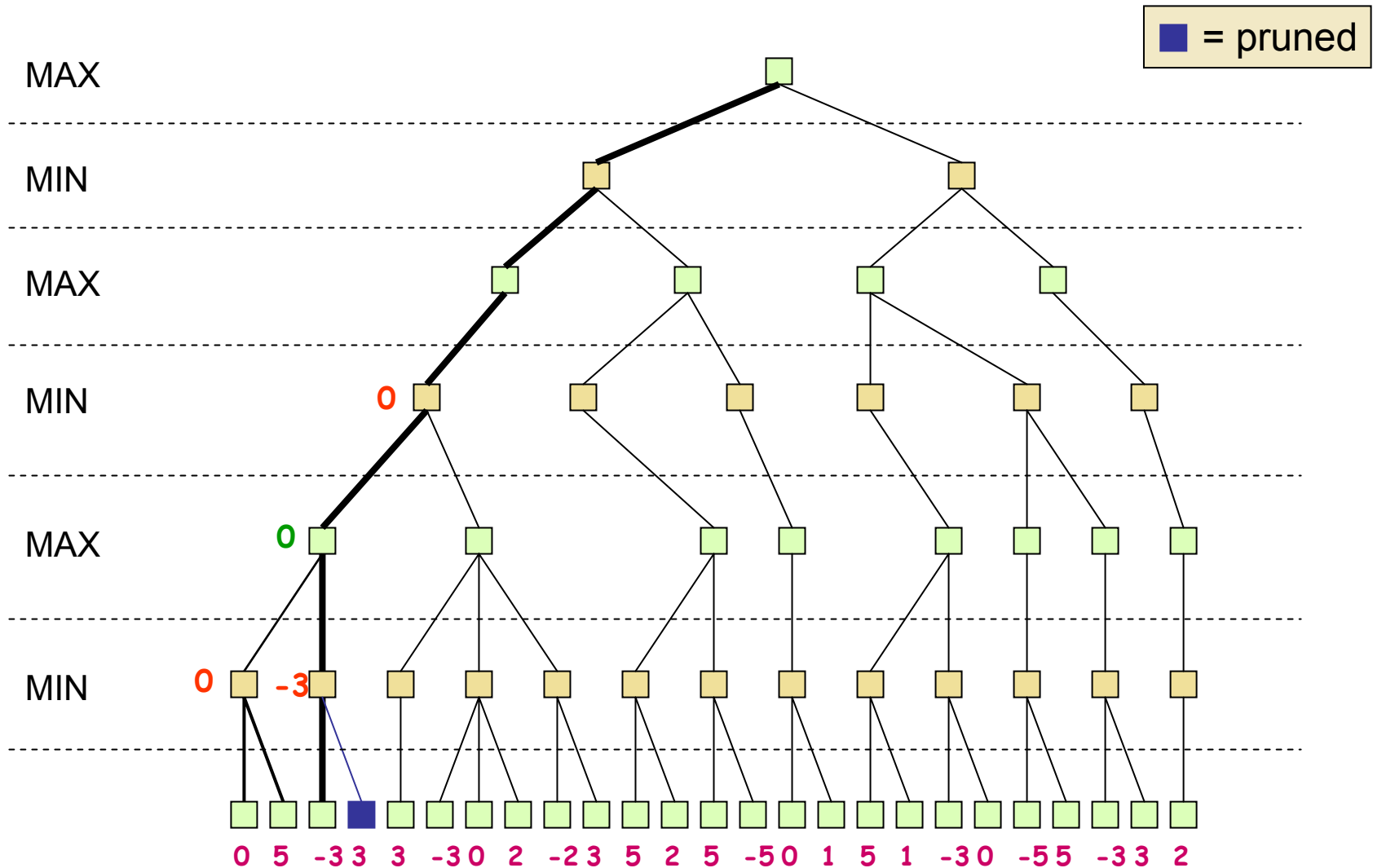
# Alpha-Beta Pruning – Example



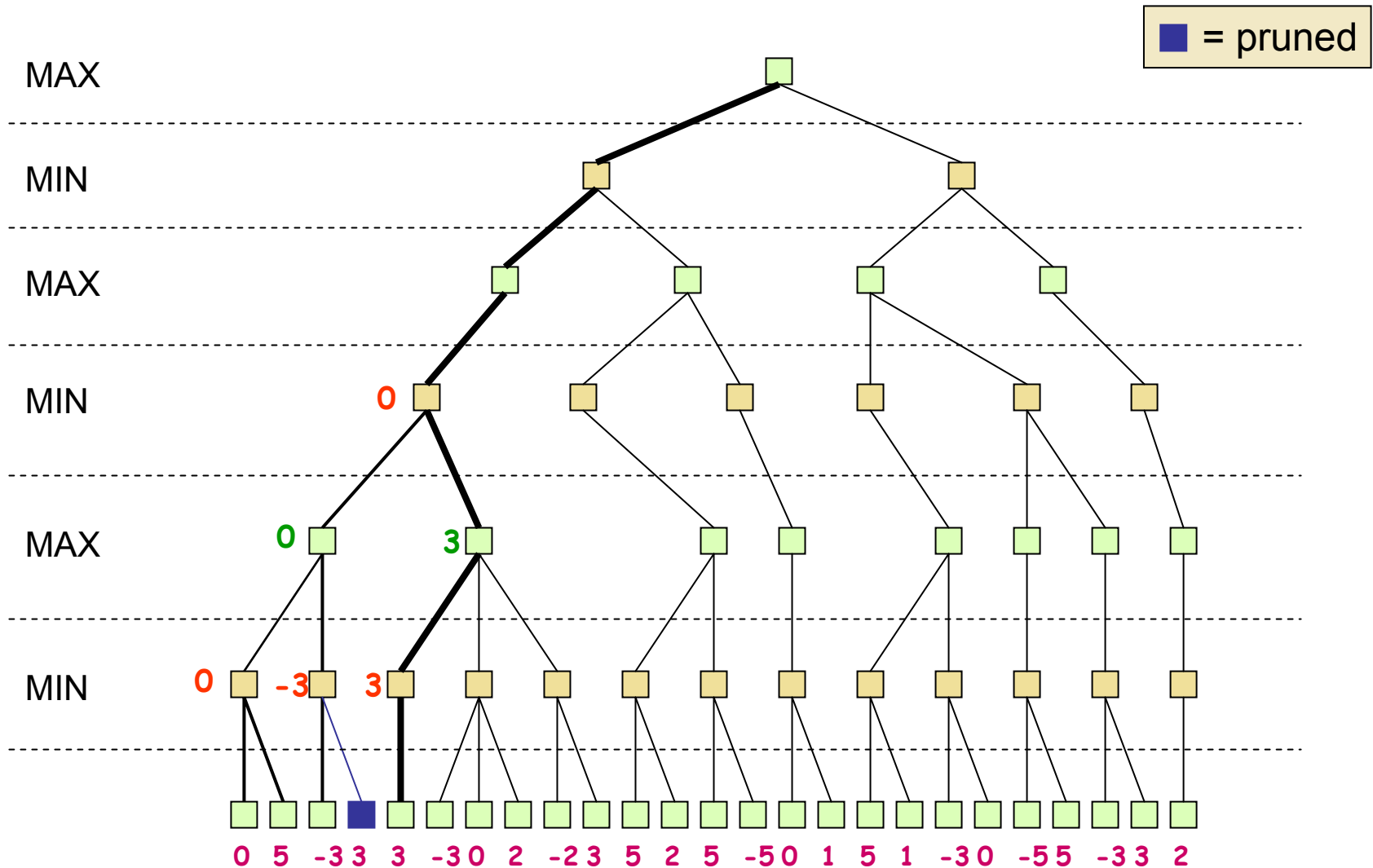
# Alpha-Beta Pruning – Example



# Alpha-Beta Pruning – Example

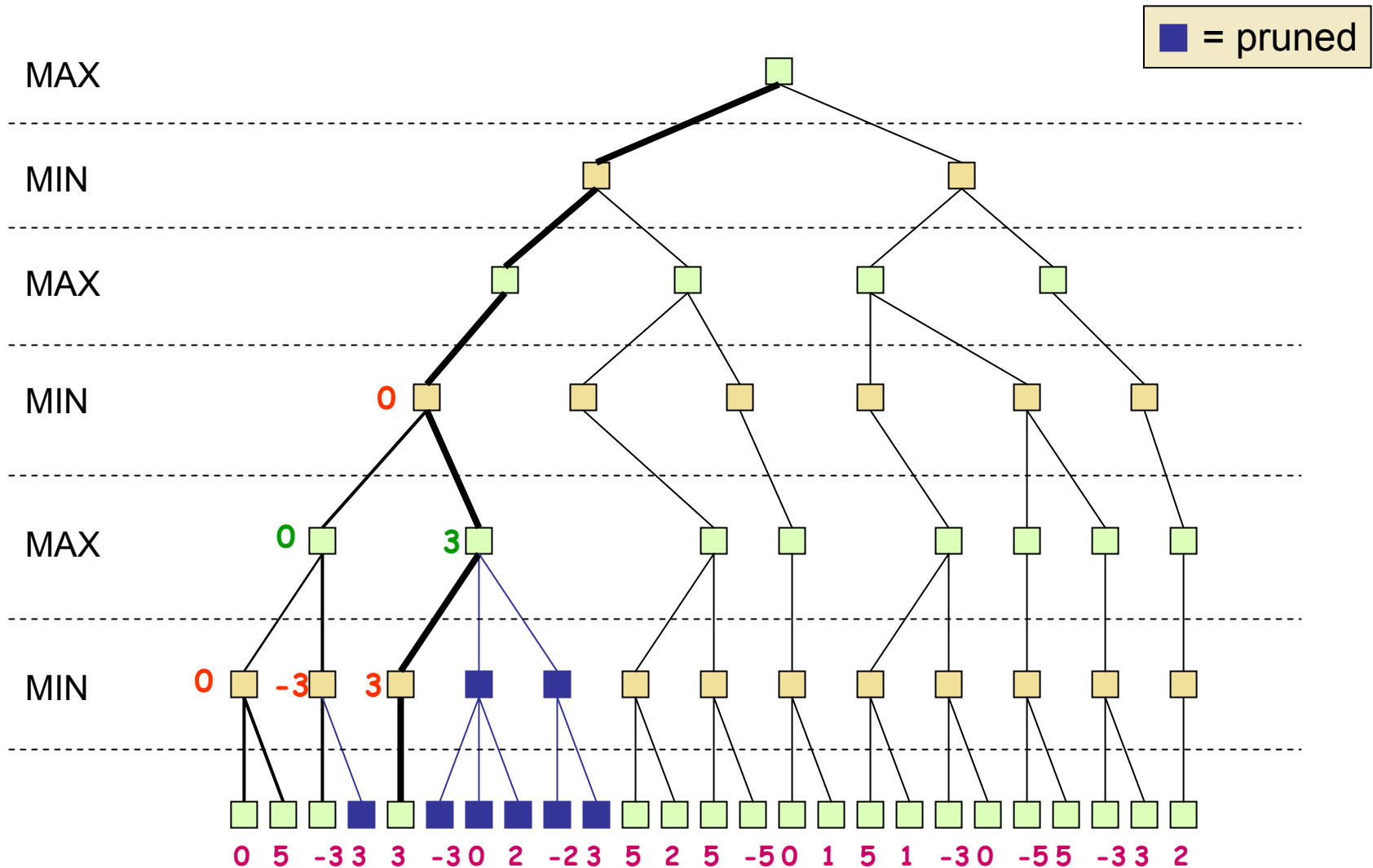


# Alpha-Beta Pruning – Example

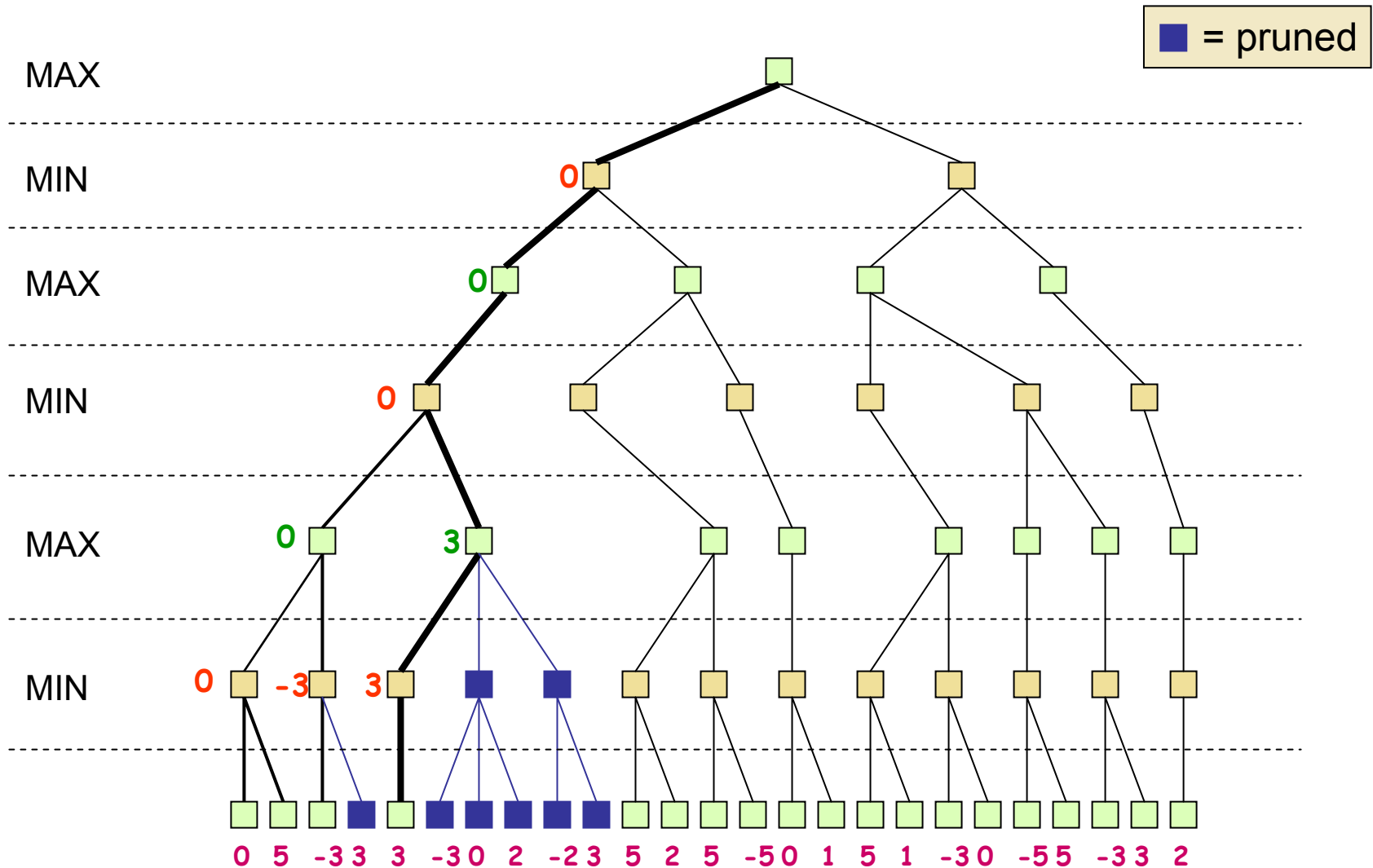




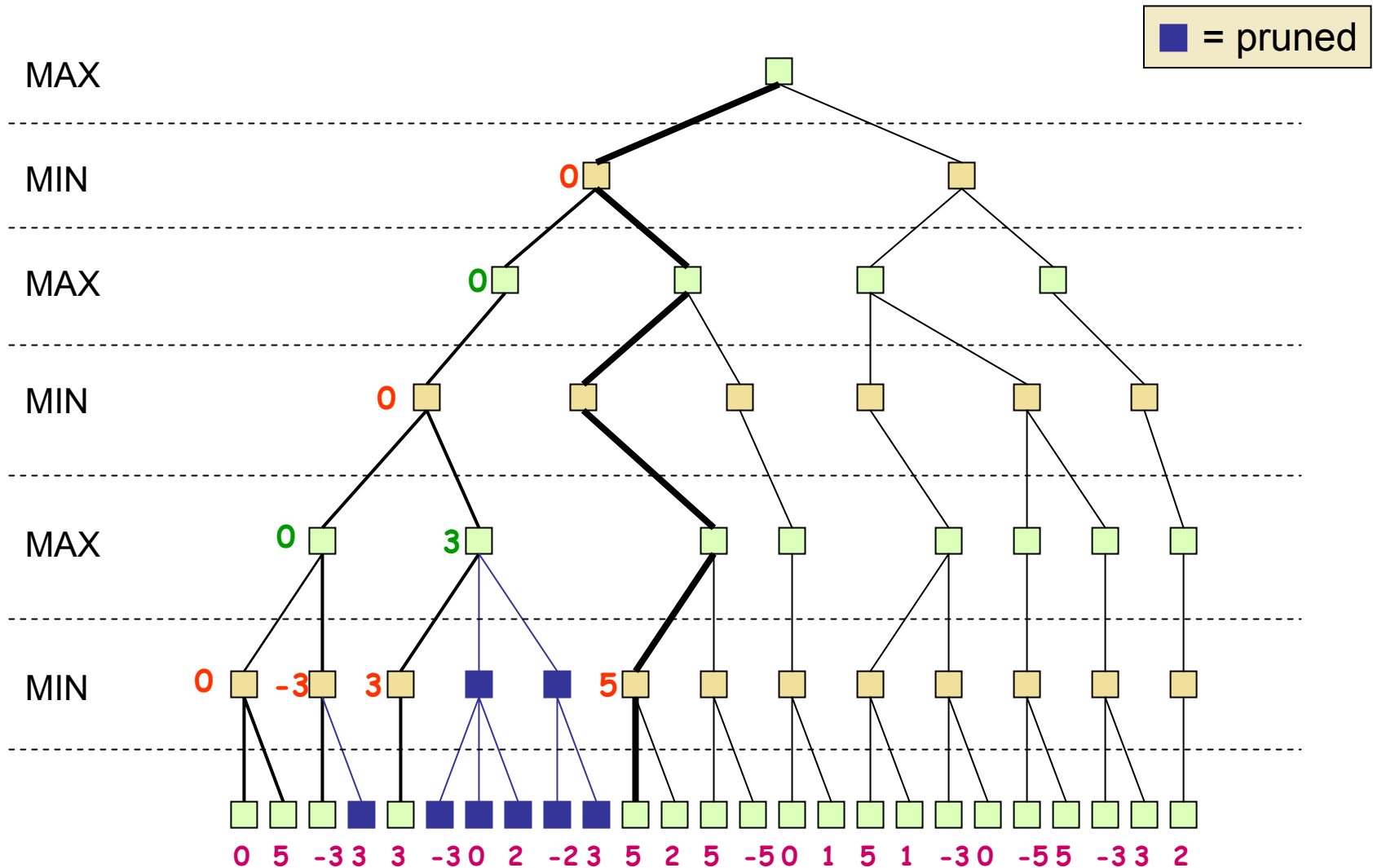
# Alpha-Beta Pruning – Example



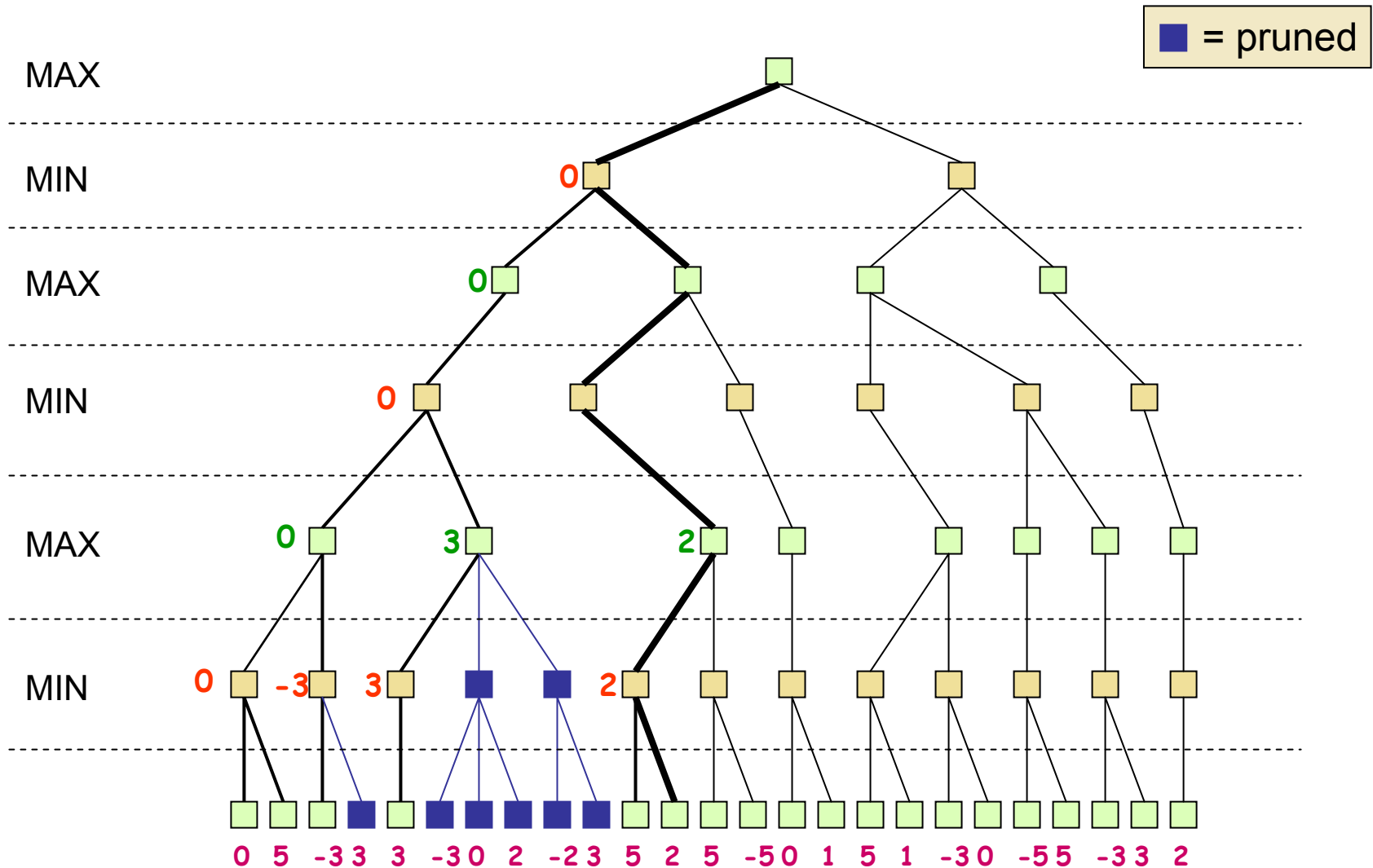
# Alpha-Beta Pruning – Example



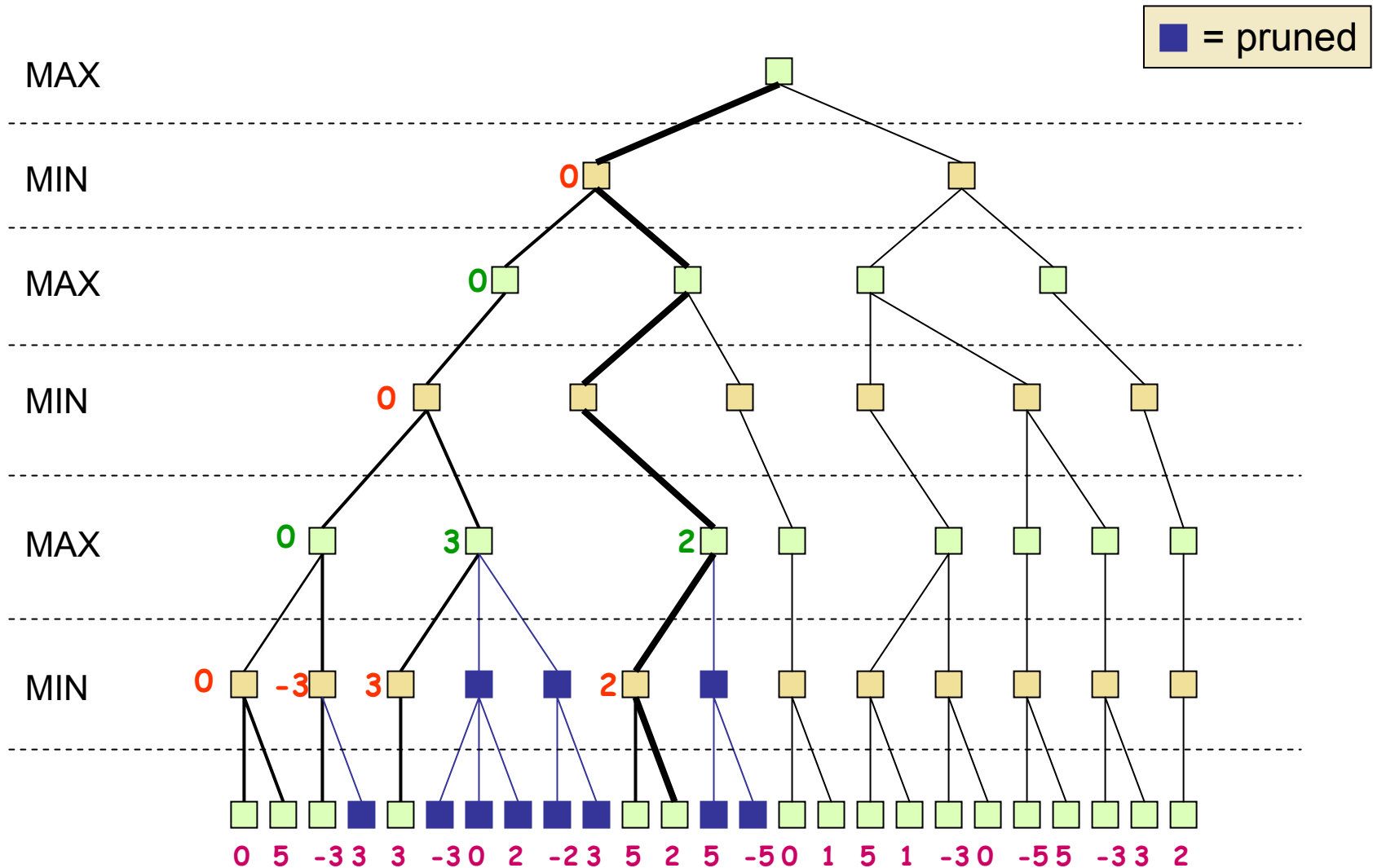
# Alpha-Beta Pruning – Example



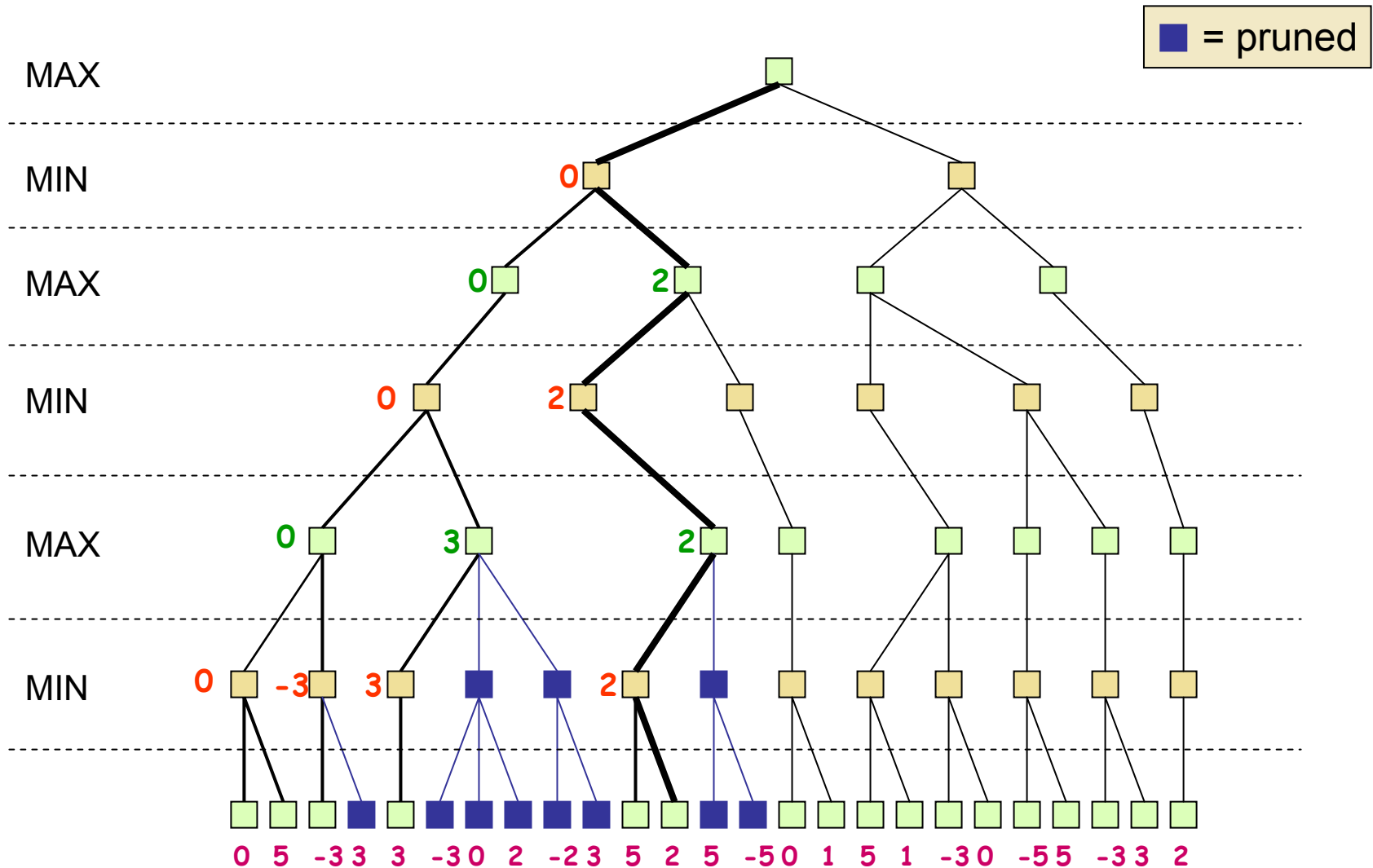
# Alpha-Beta Pruning – Example



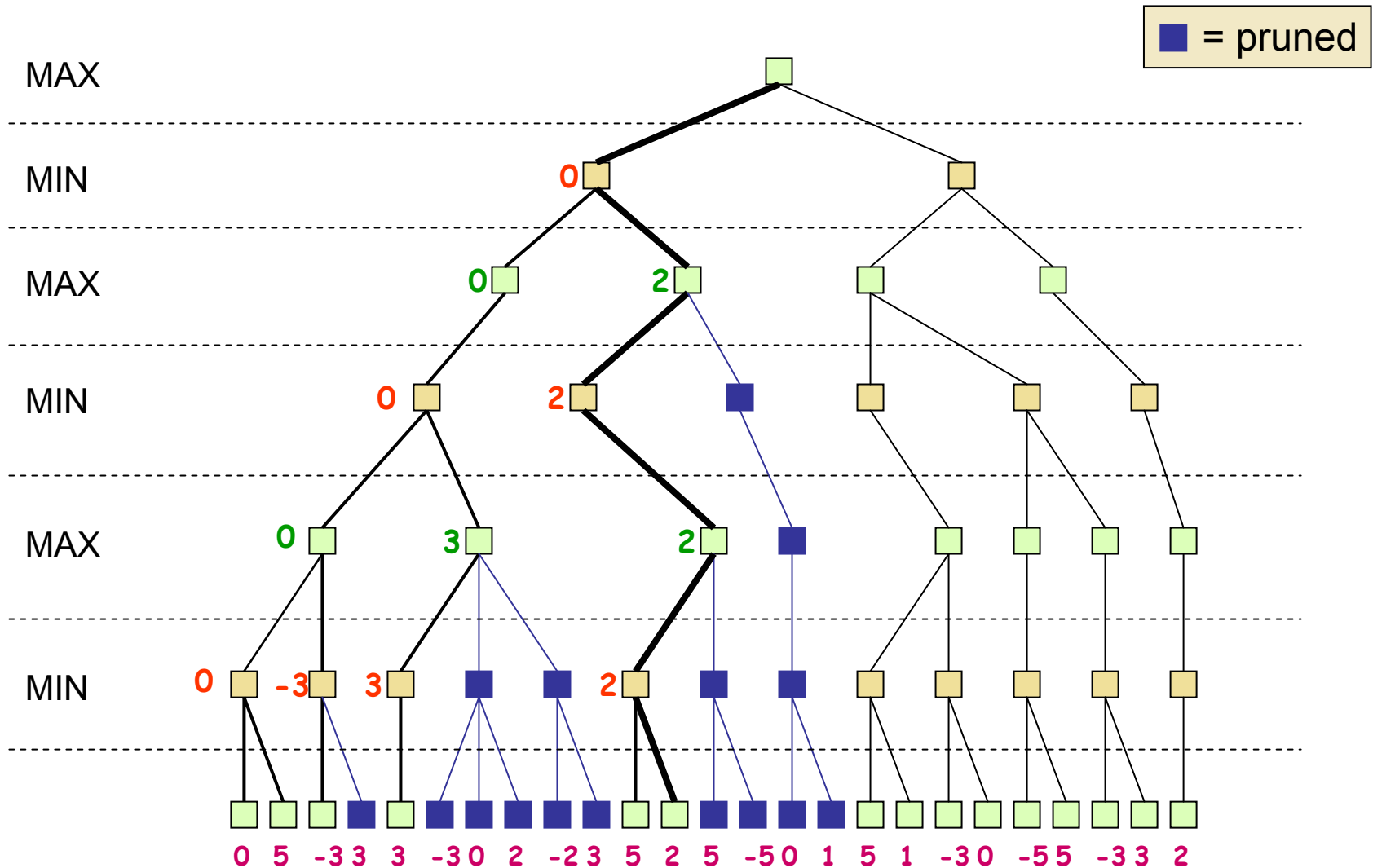
# Alpha-Beta Pruning – Example



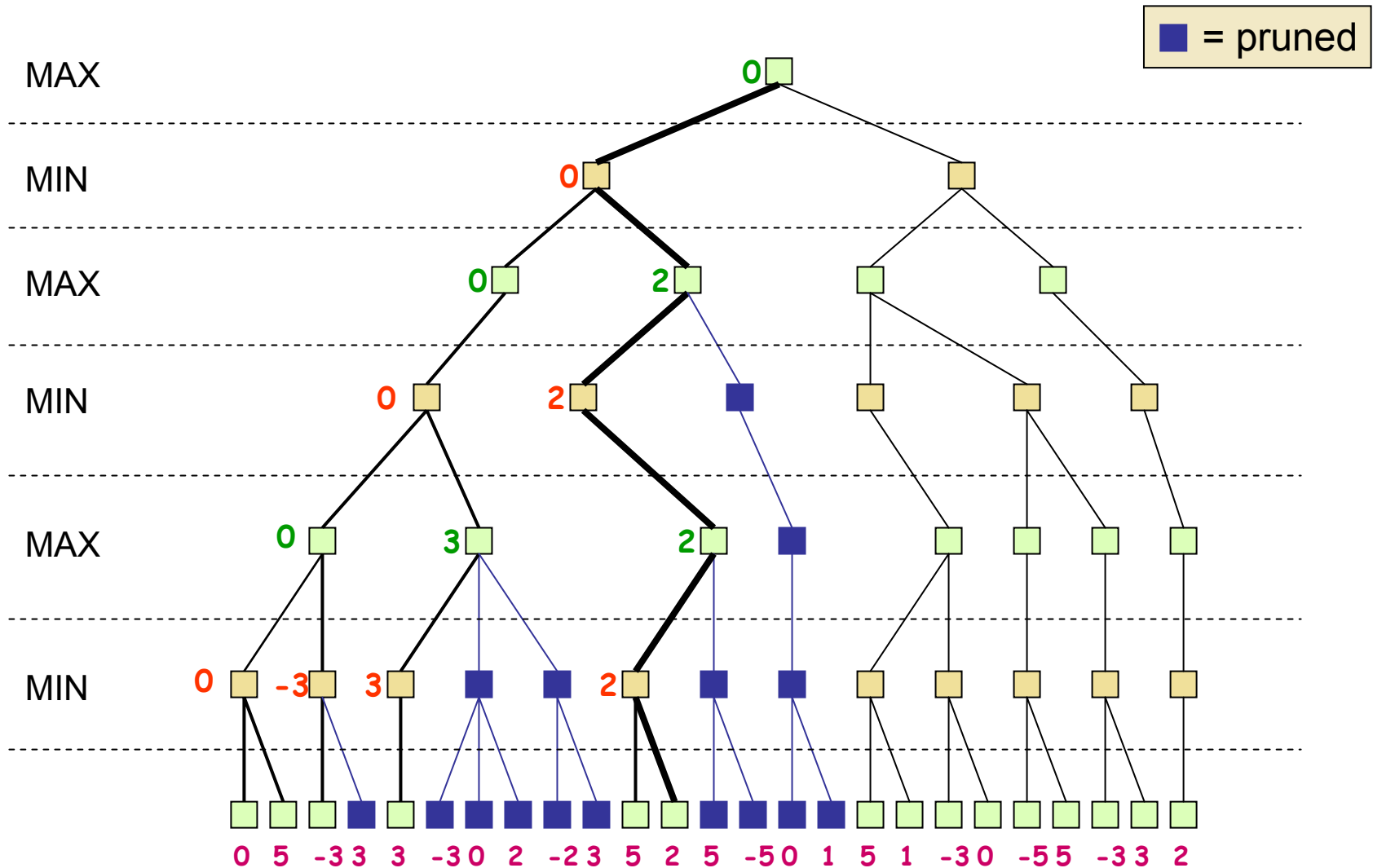
# Alpha-Beta Pruning – Example



# Alpha-Beta Pruning – Example

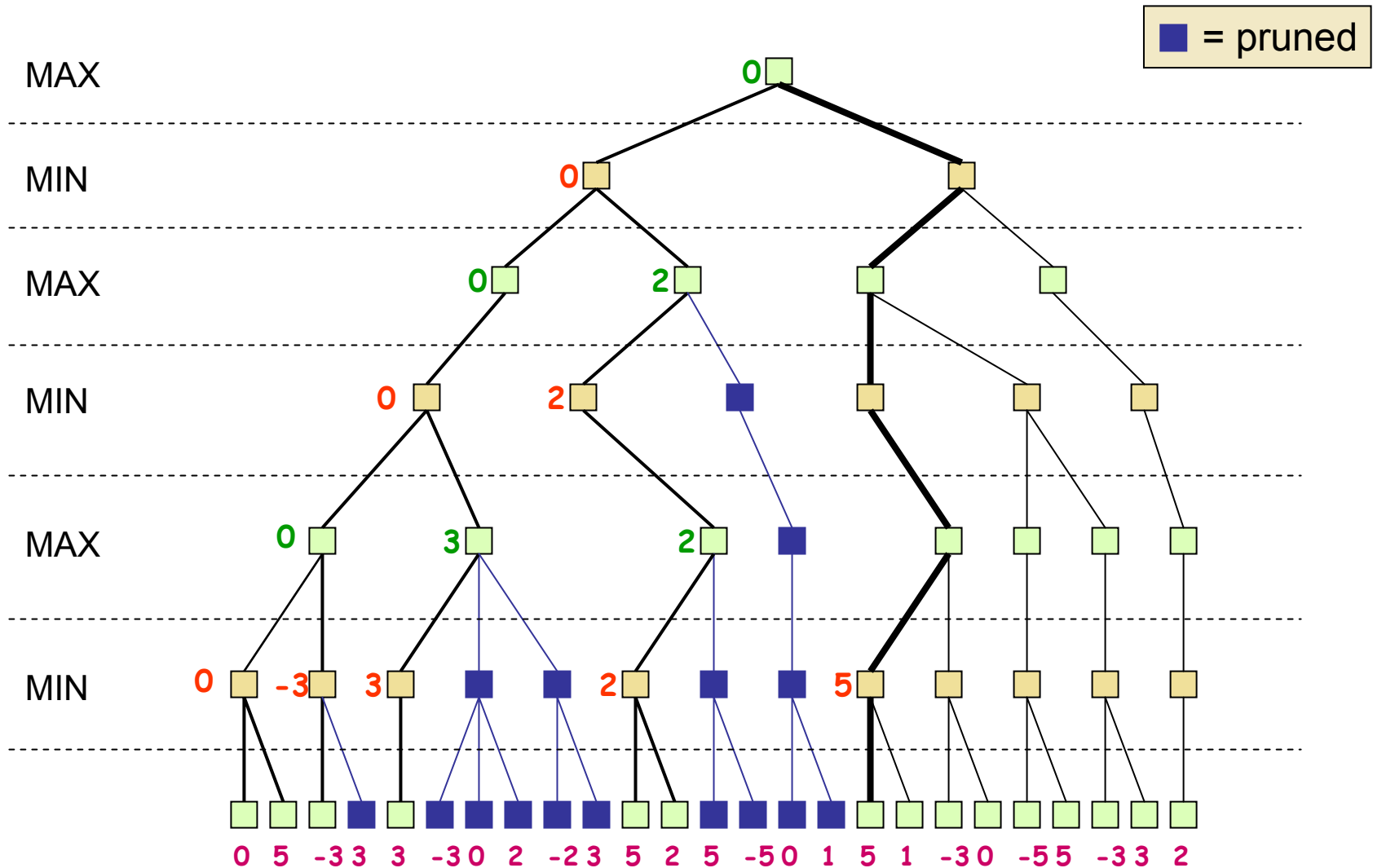


# Alpha-Beta Pruning – Example

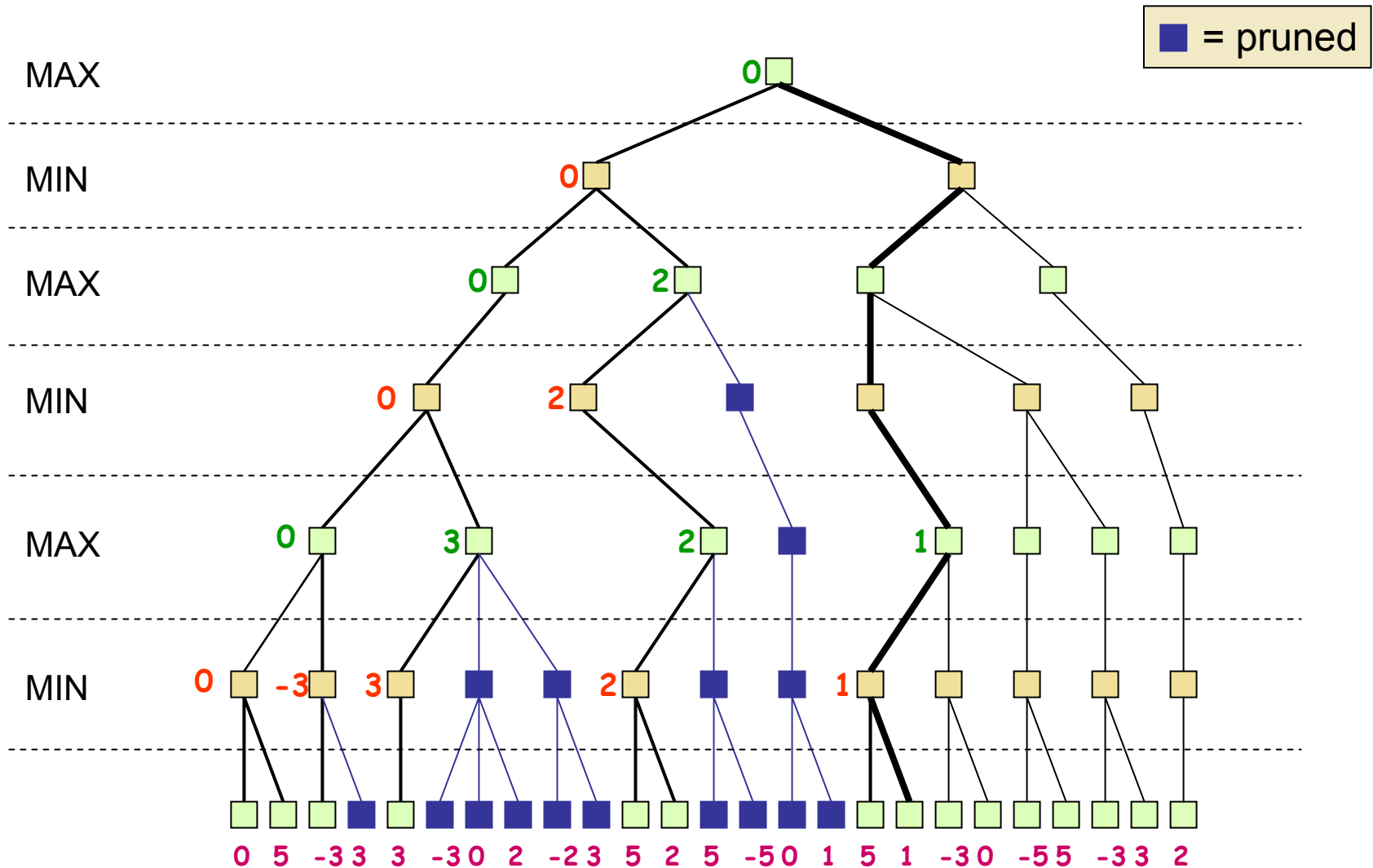




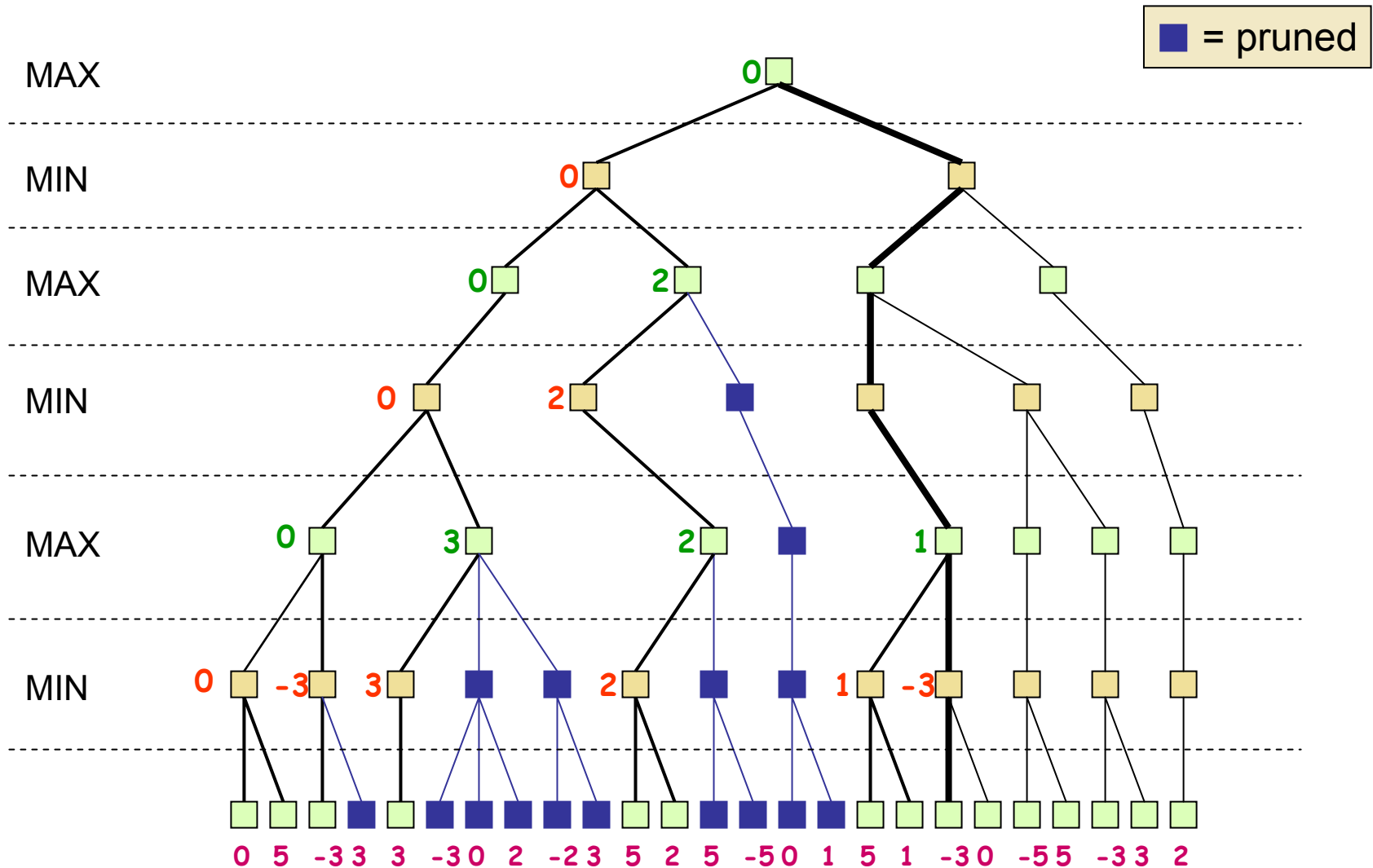
# Alpha-Beta Pruning – Example



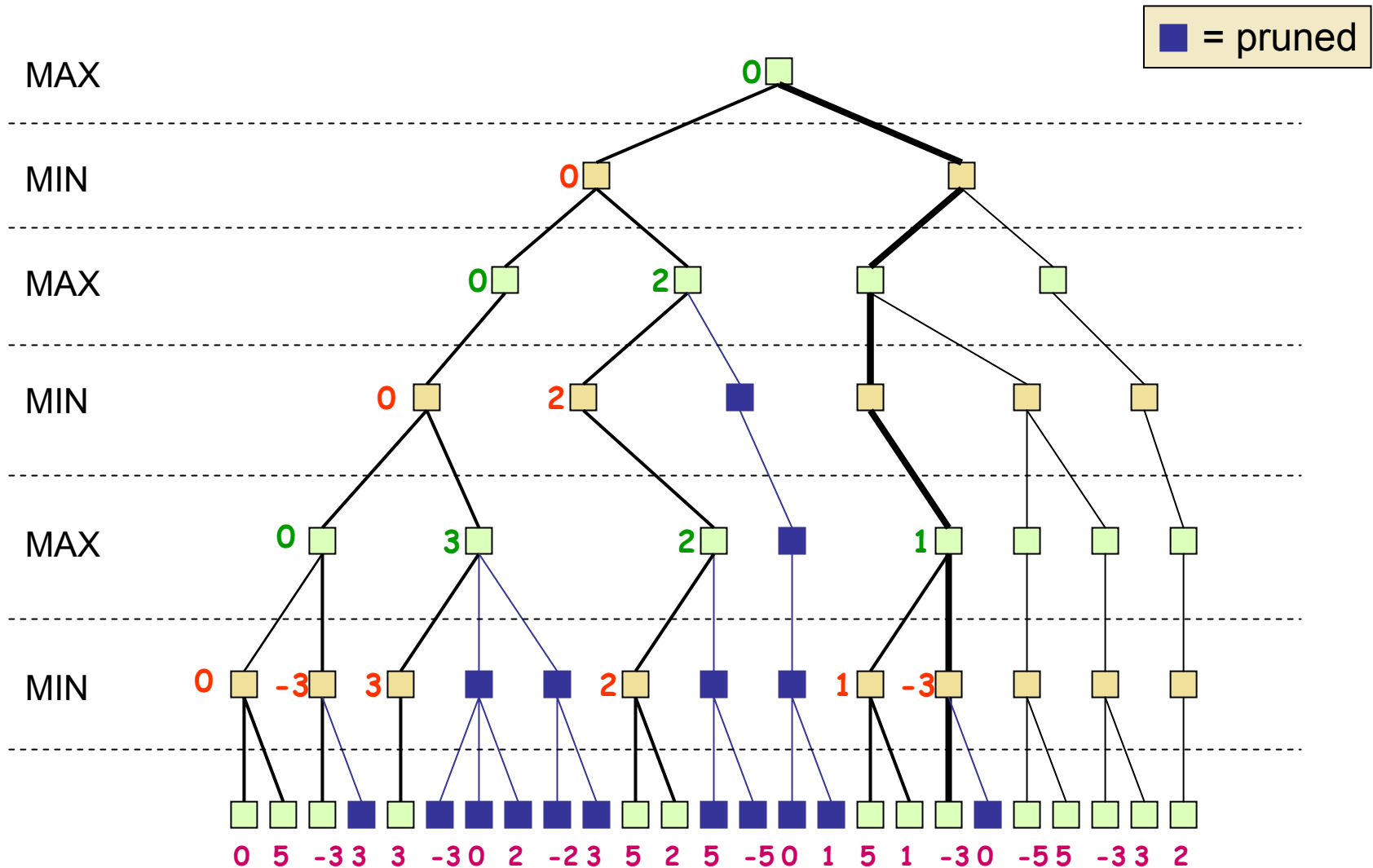
# Alpha-Beta Pruning – Example



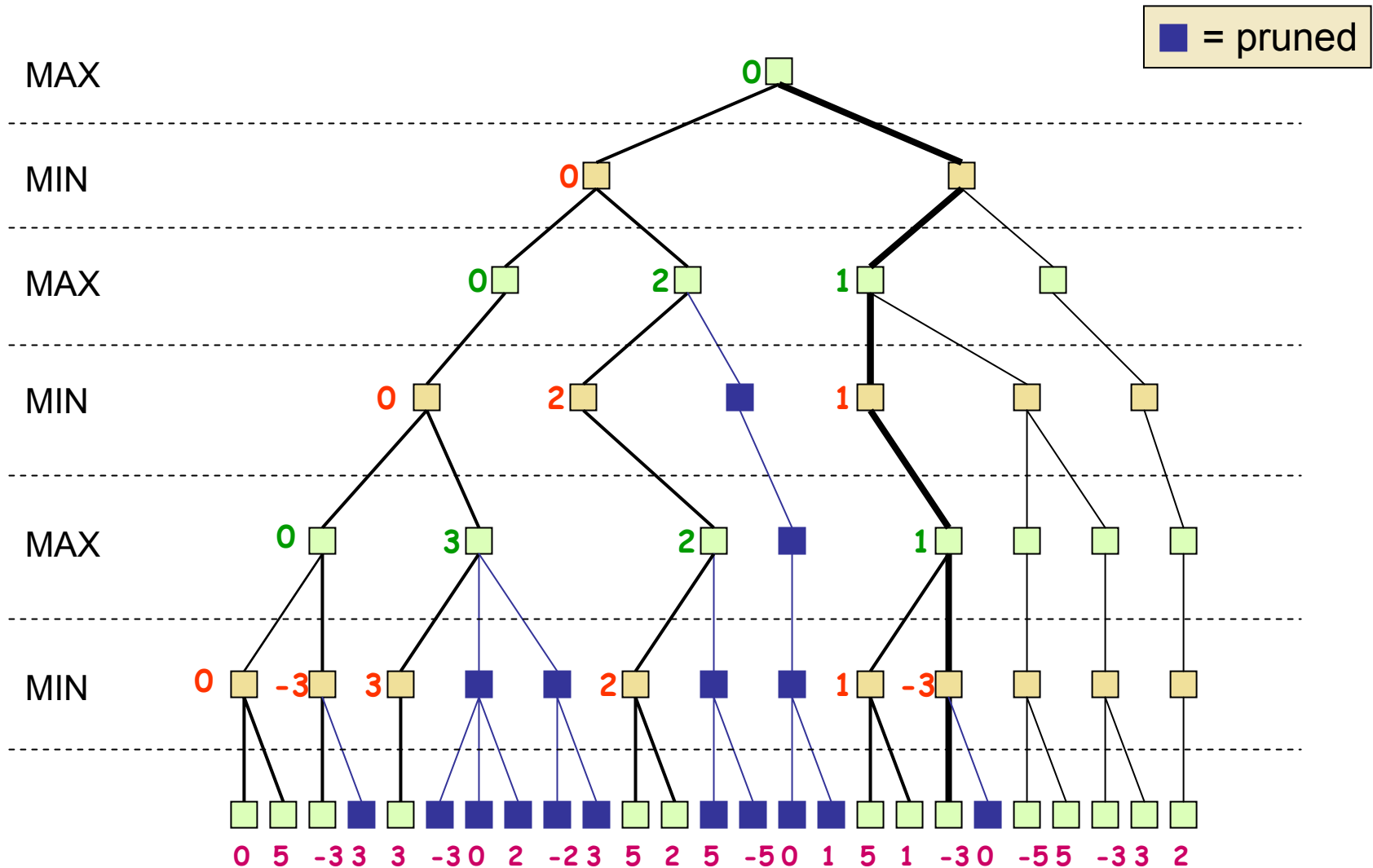
# Alpha-Beta Pruning – Example



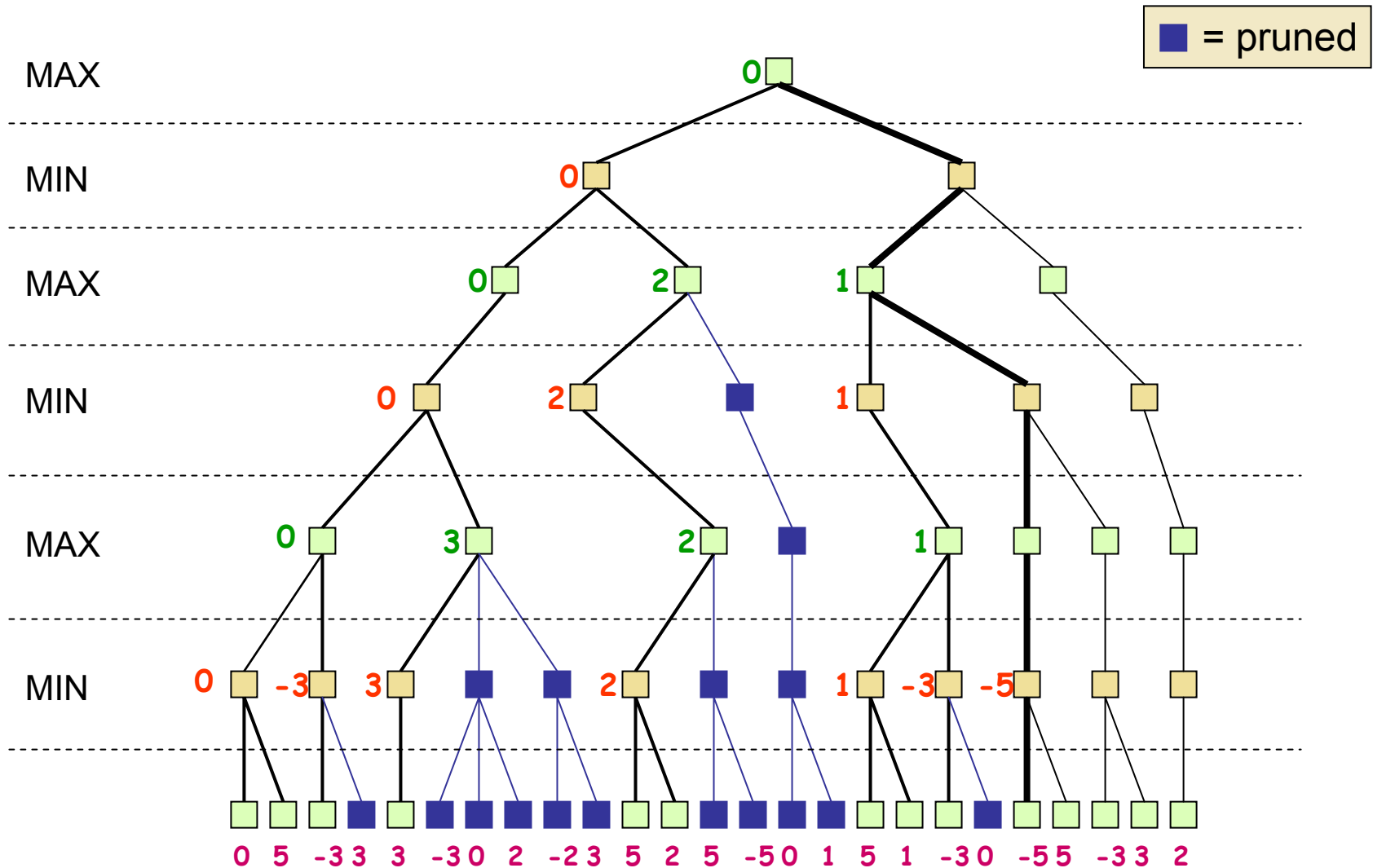
# Alpha-Beta Pruning – Example



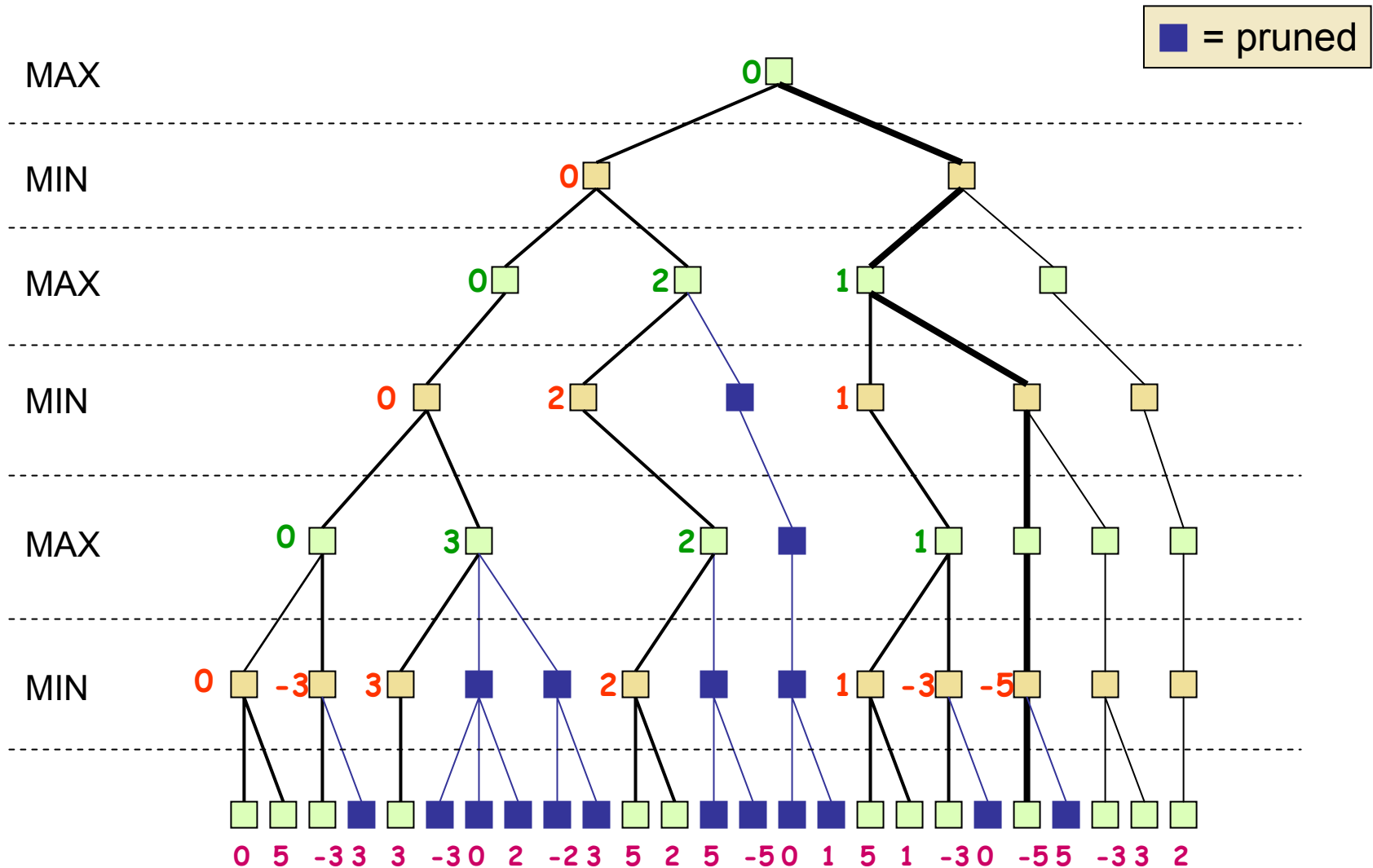
# Alpha-Beta Pruning – Example



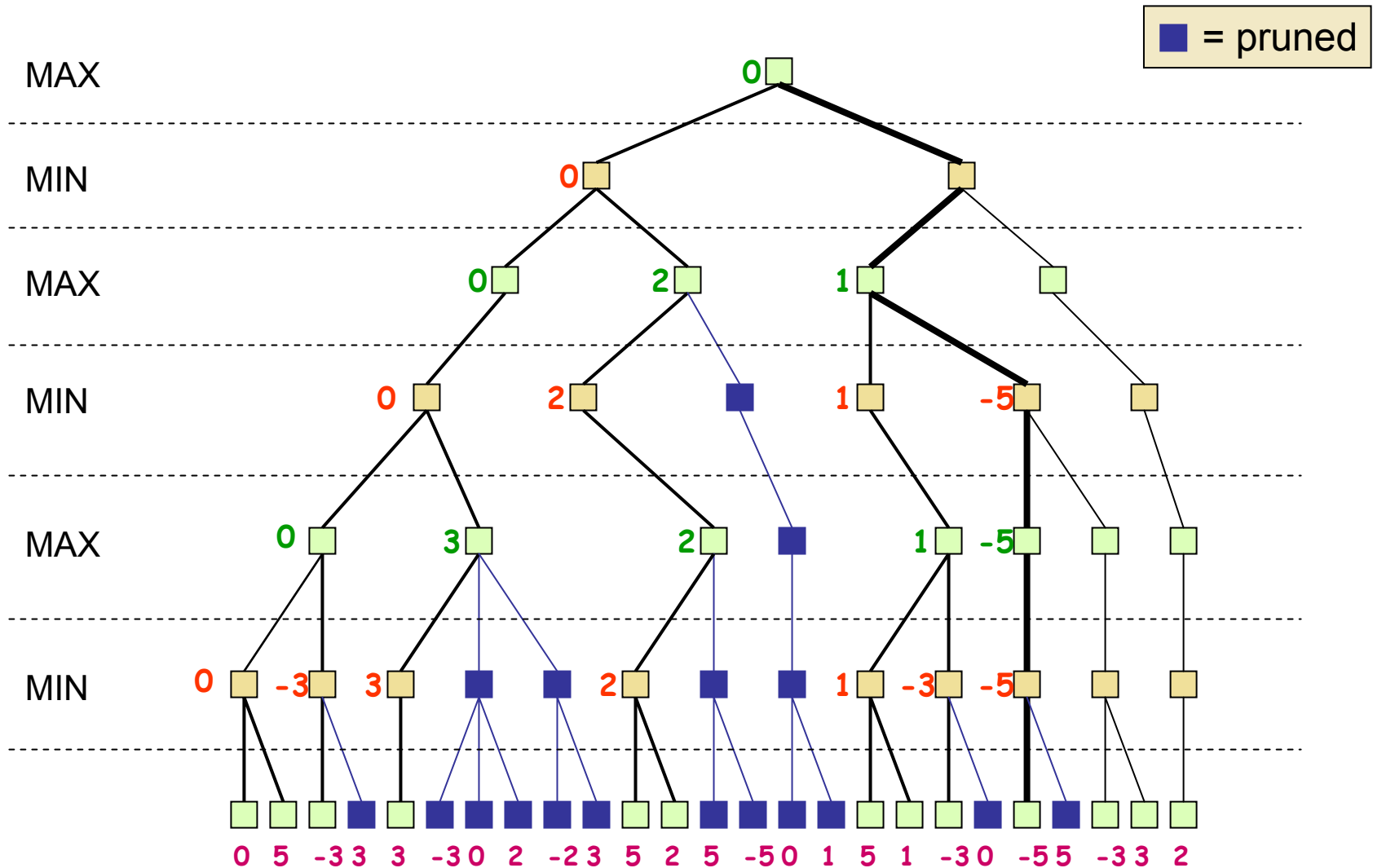
# Alpha-Beta Pruning – Example



# Alpha-Beta Pruning – Example

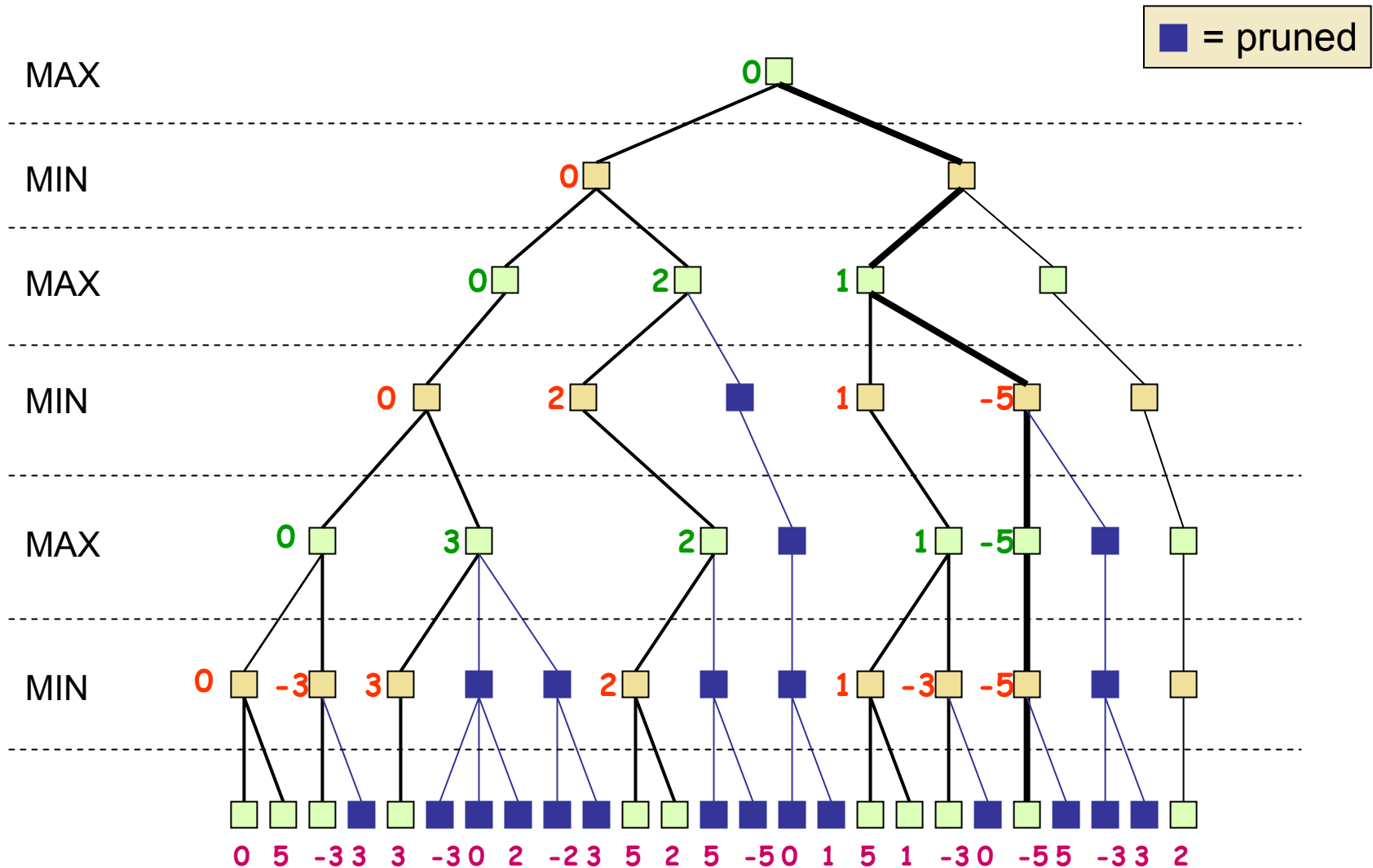


# Alpha-Beta Pruning – Example

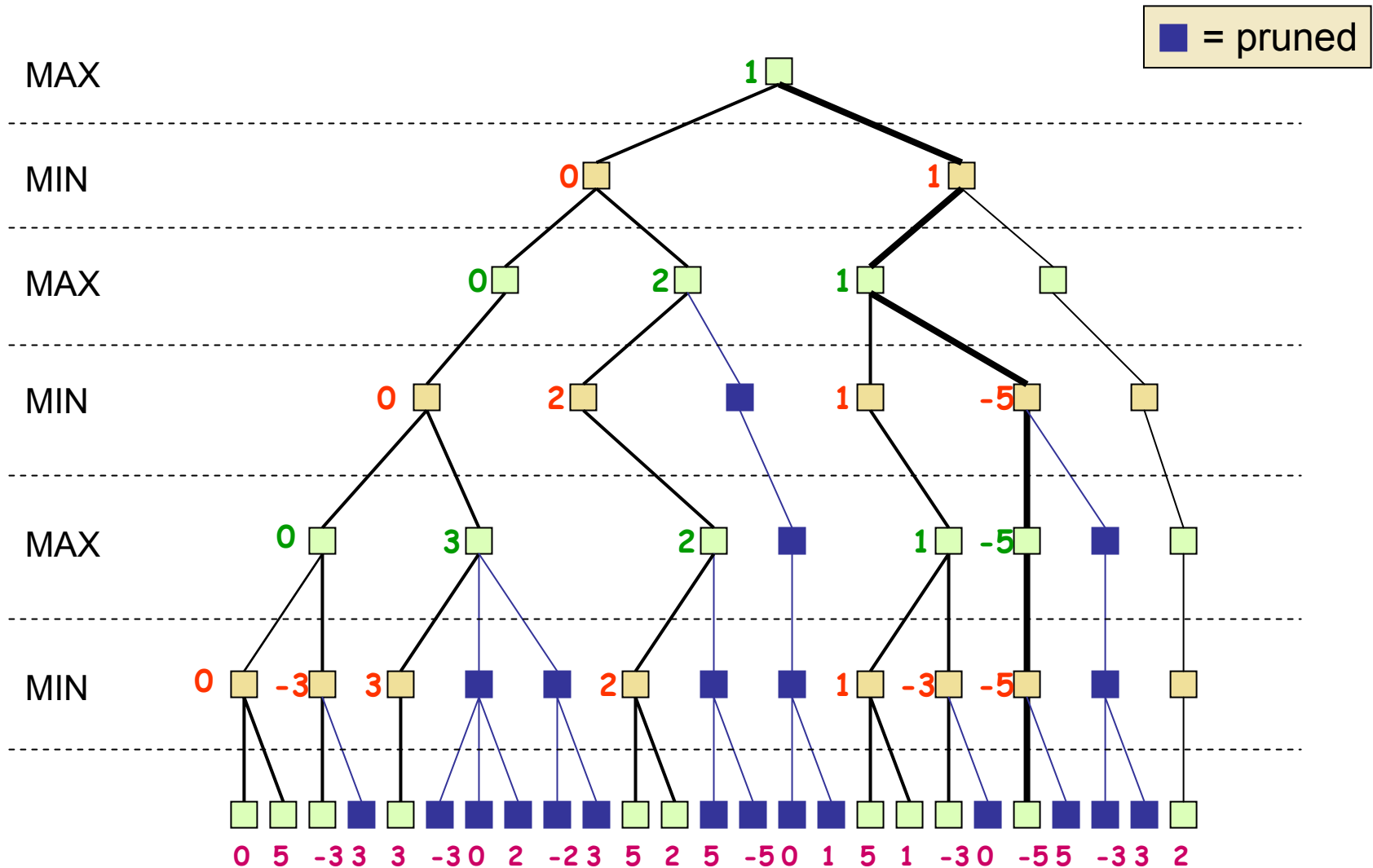




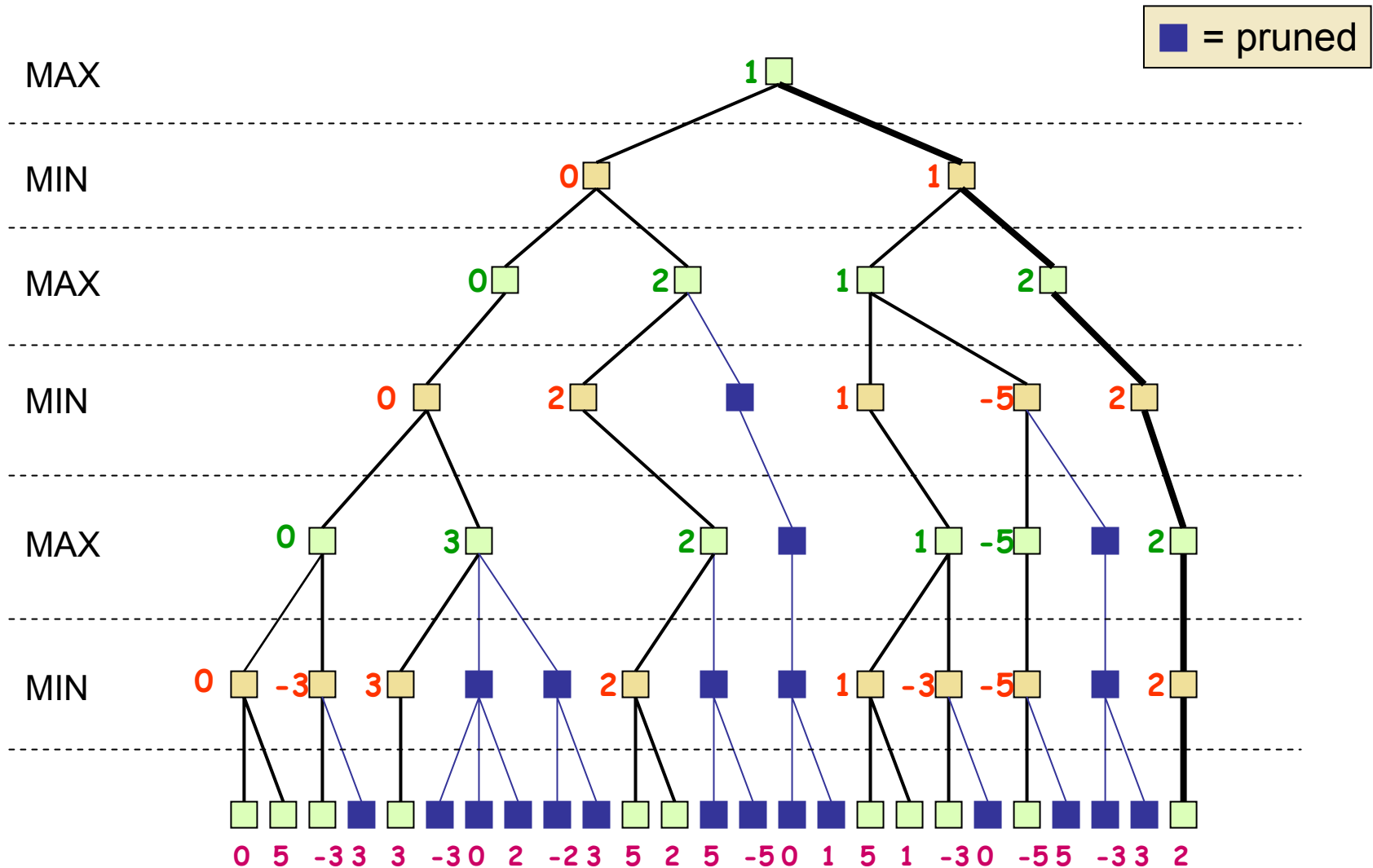
# Alpha-Beta Pruning – Example



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