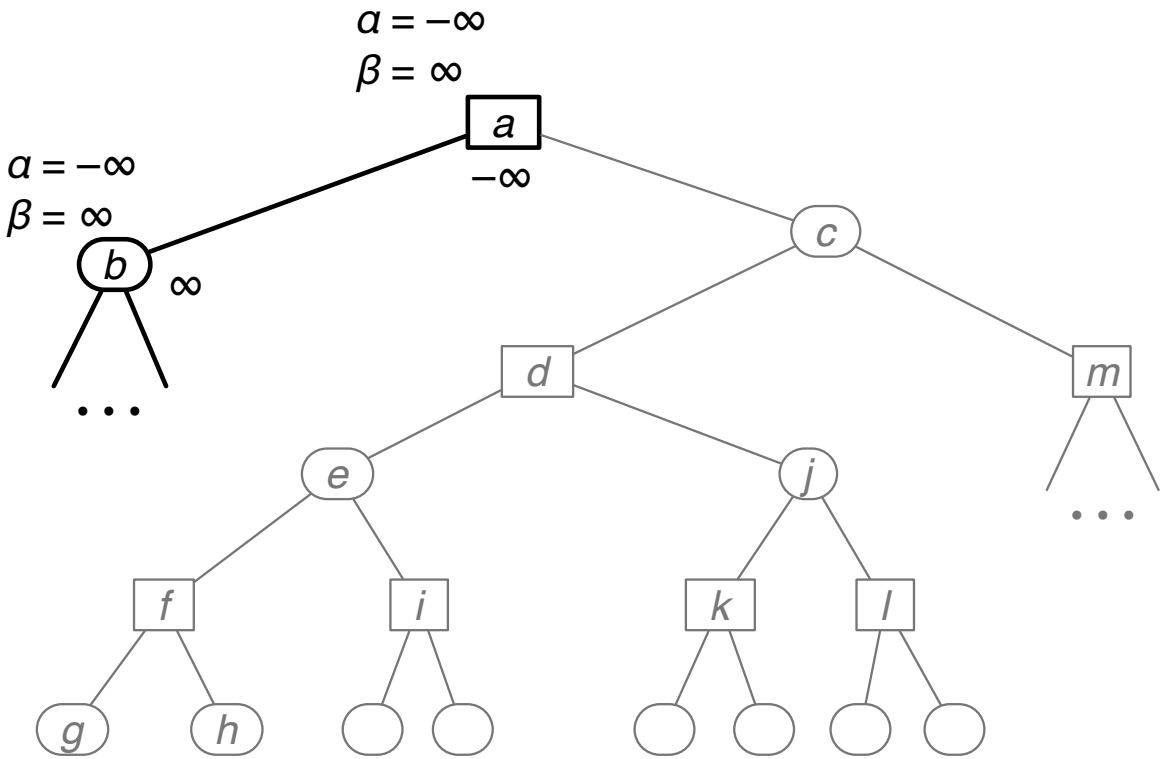

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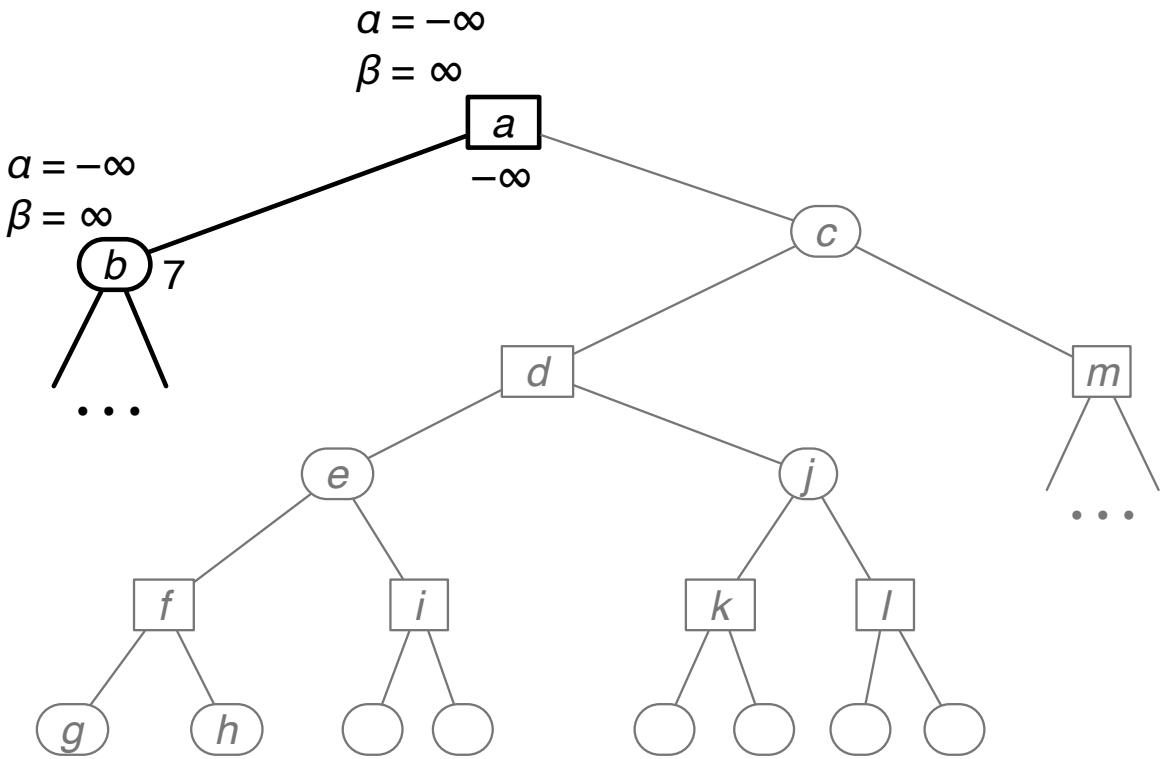

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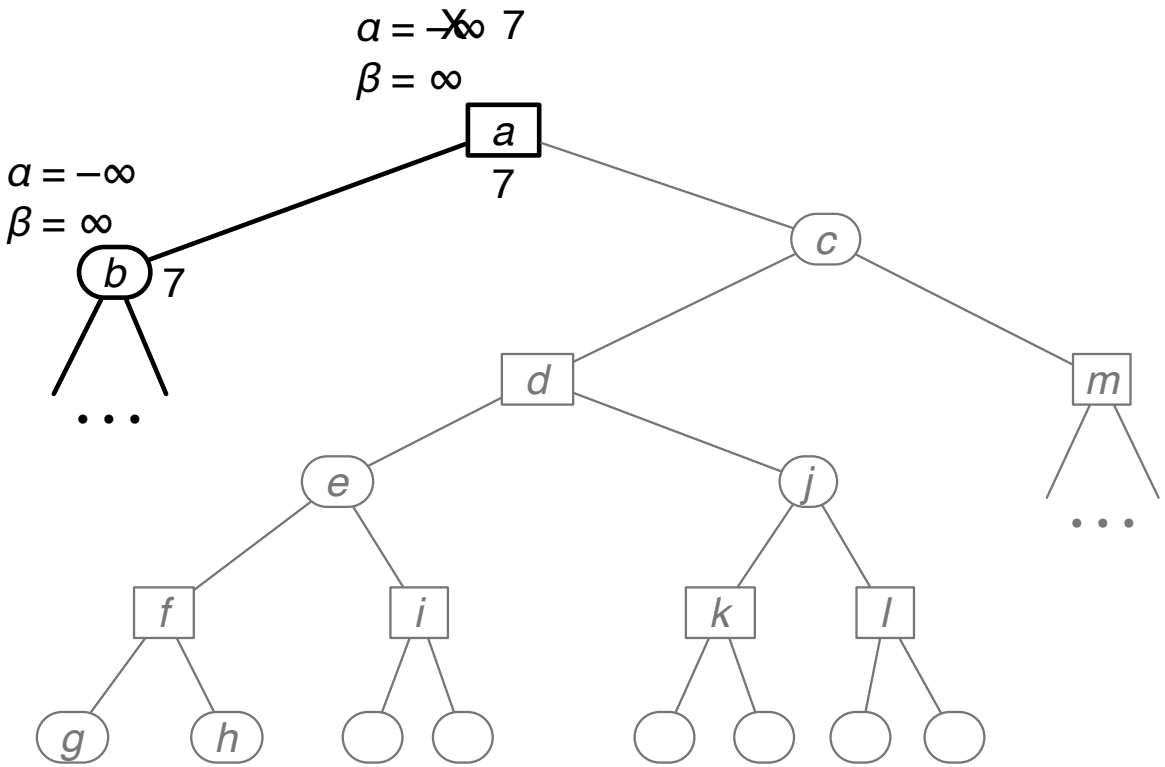

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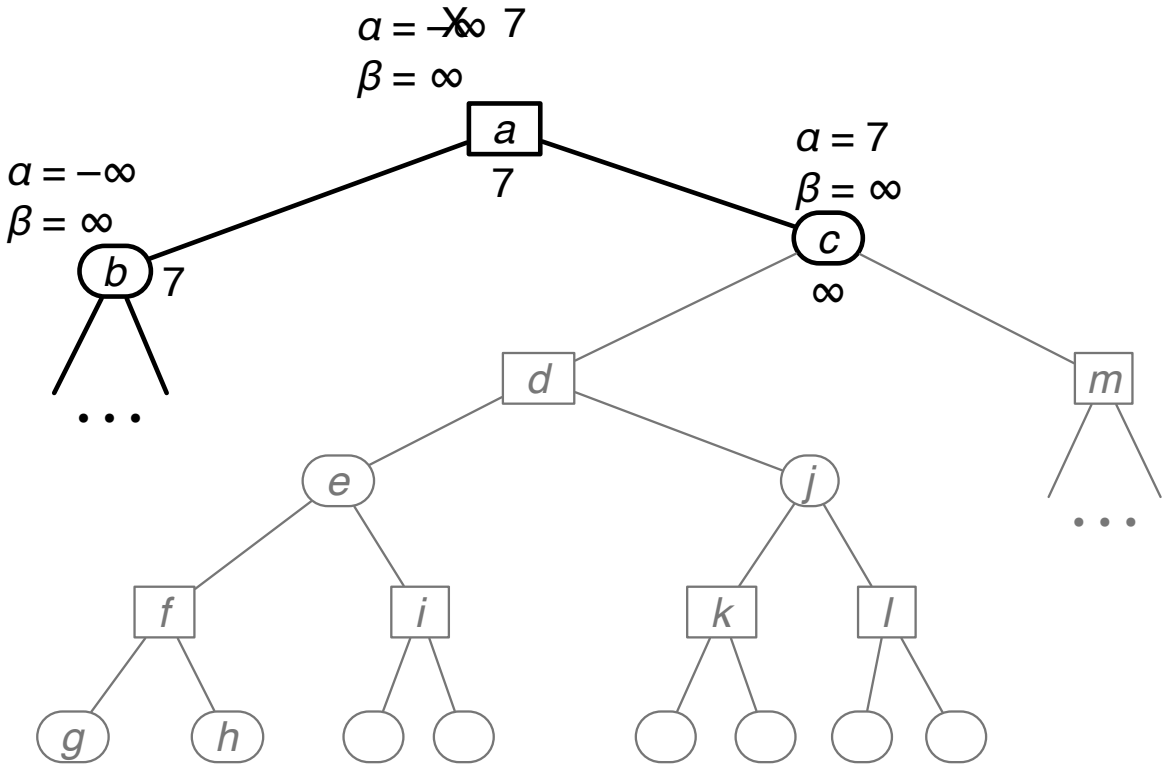

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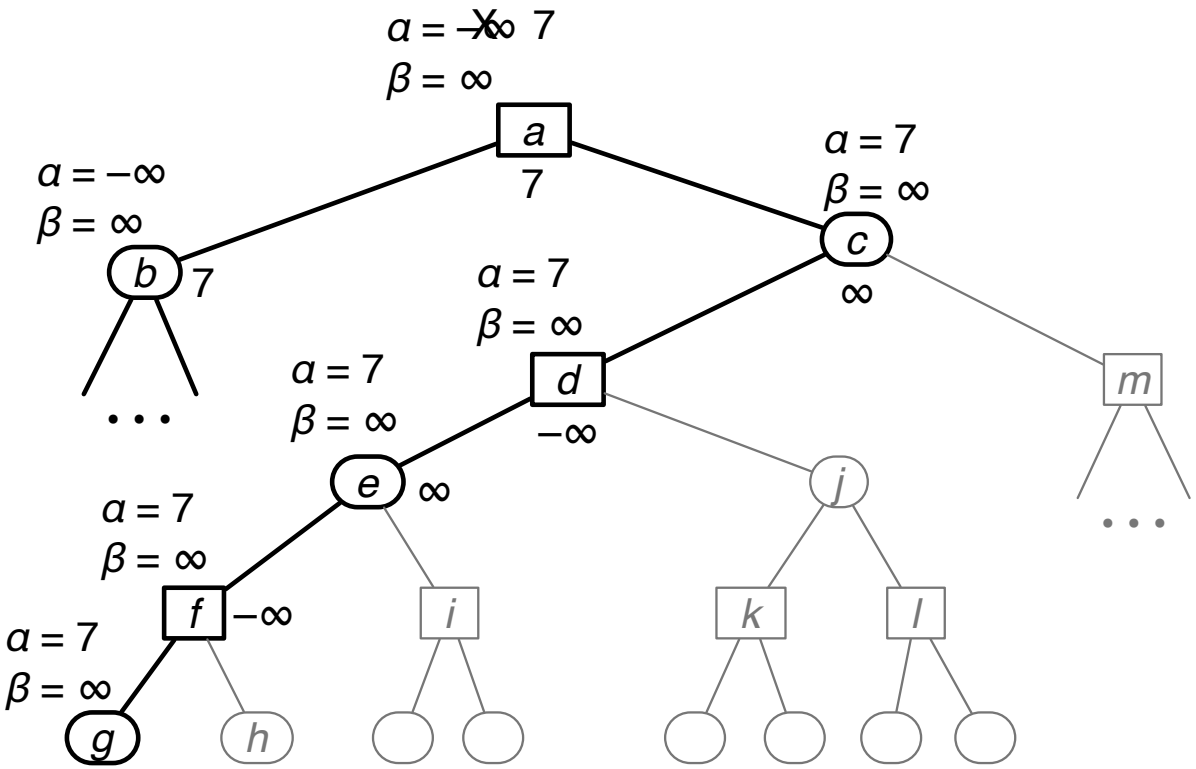

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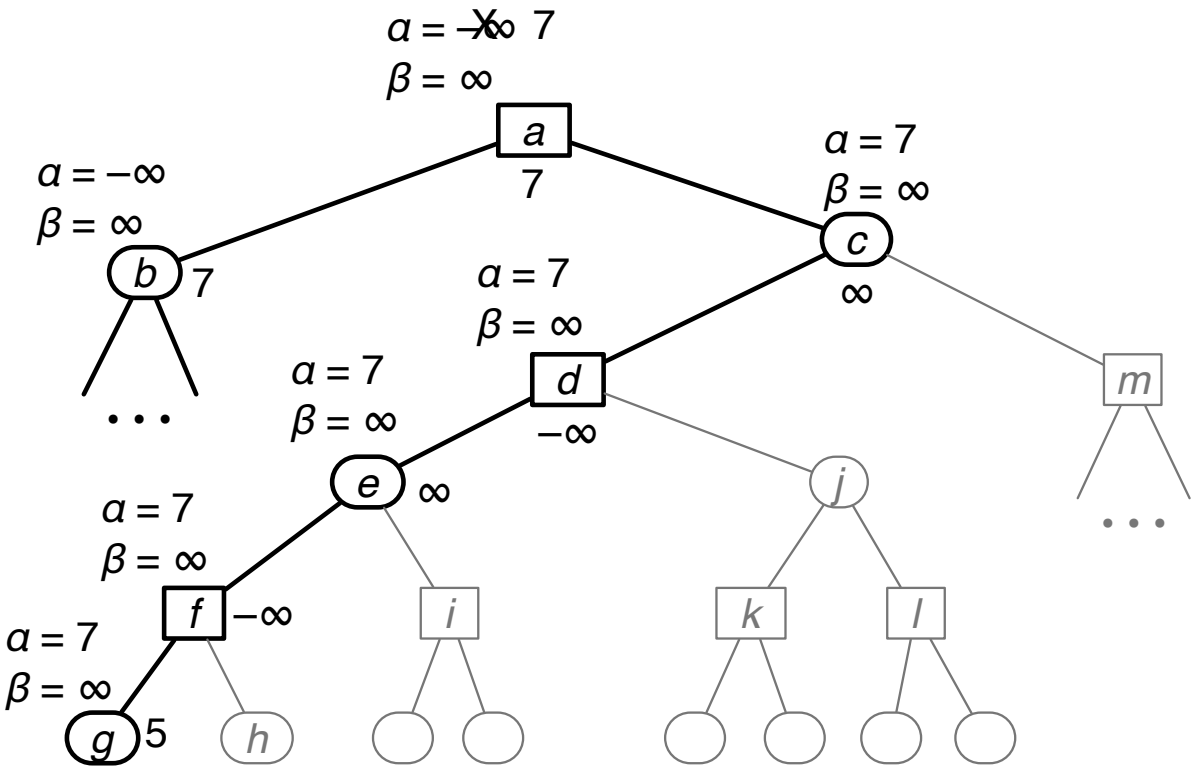

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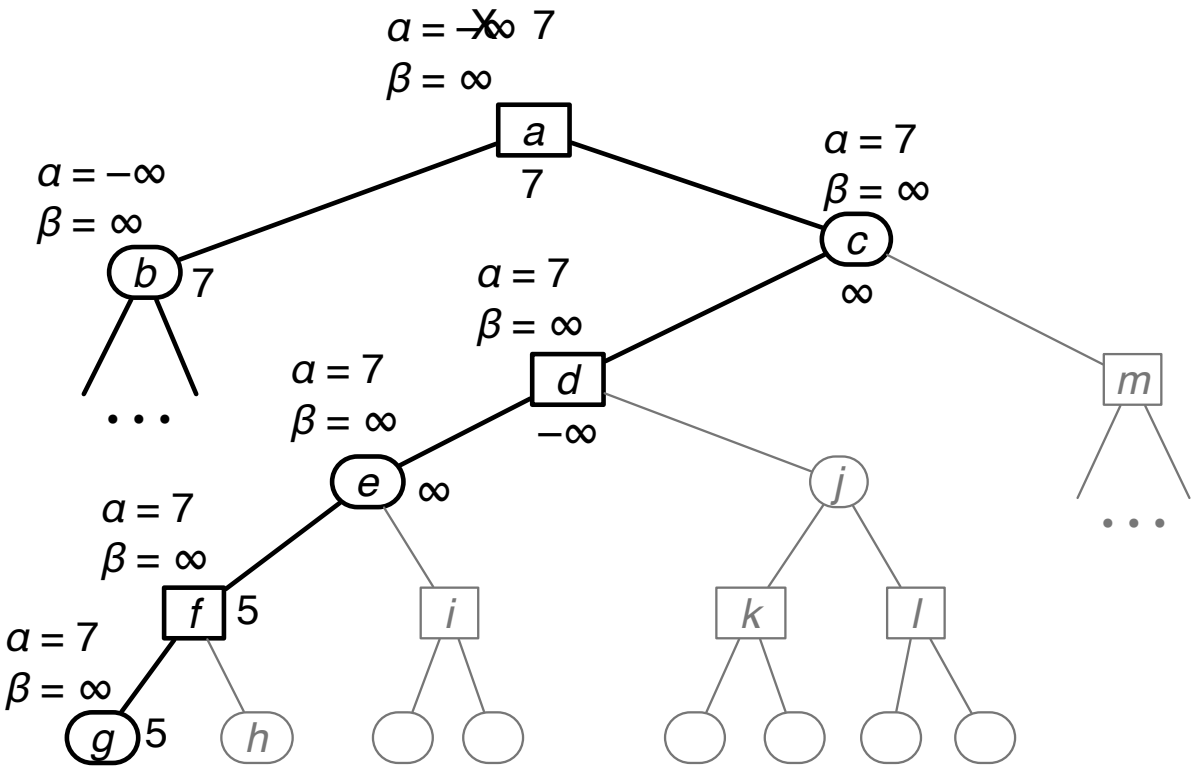

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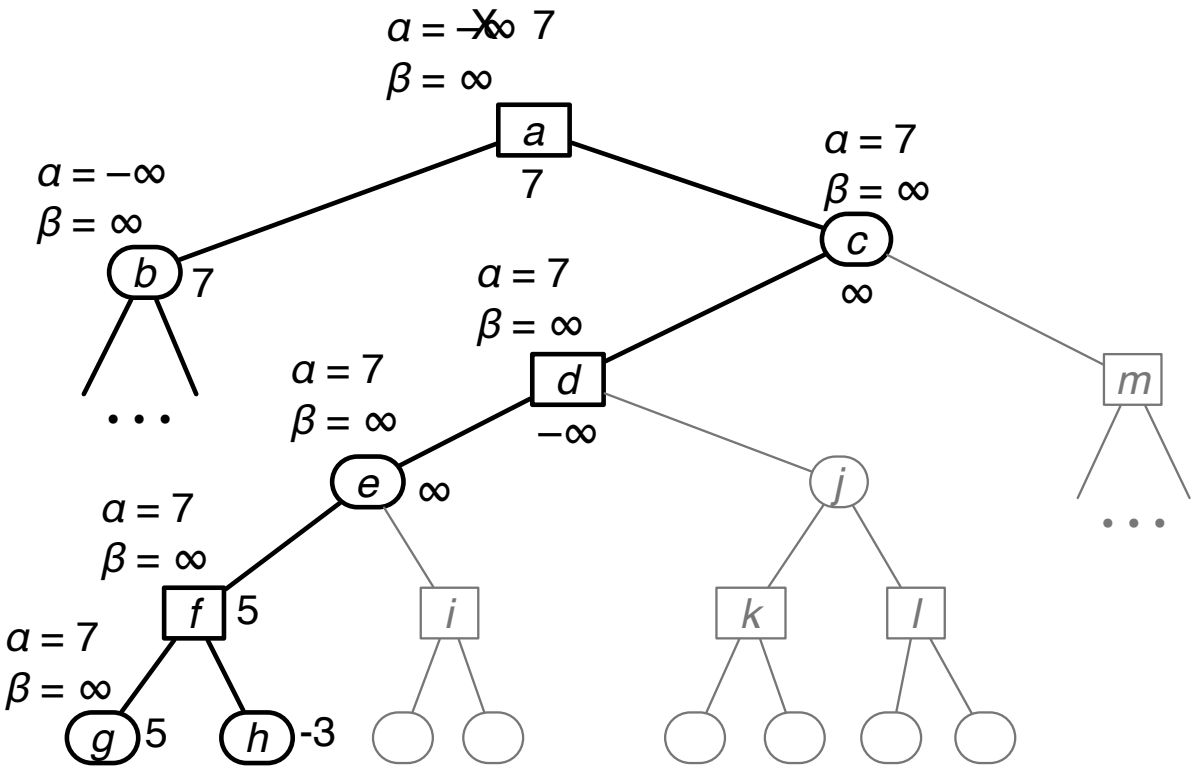

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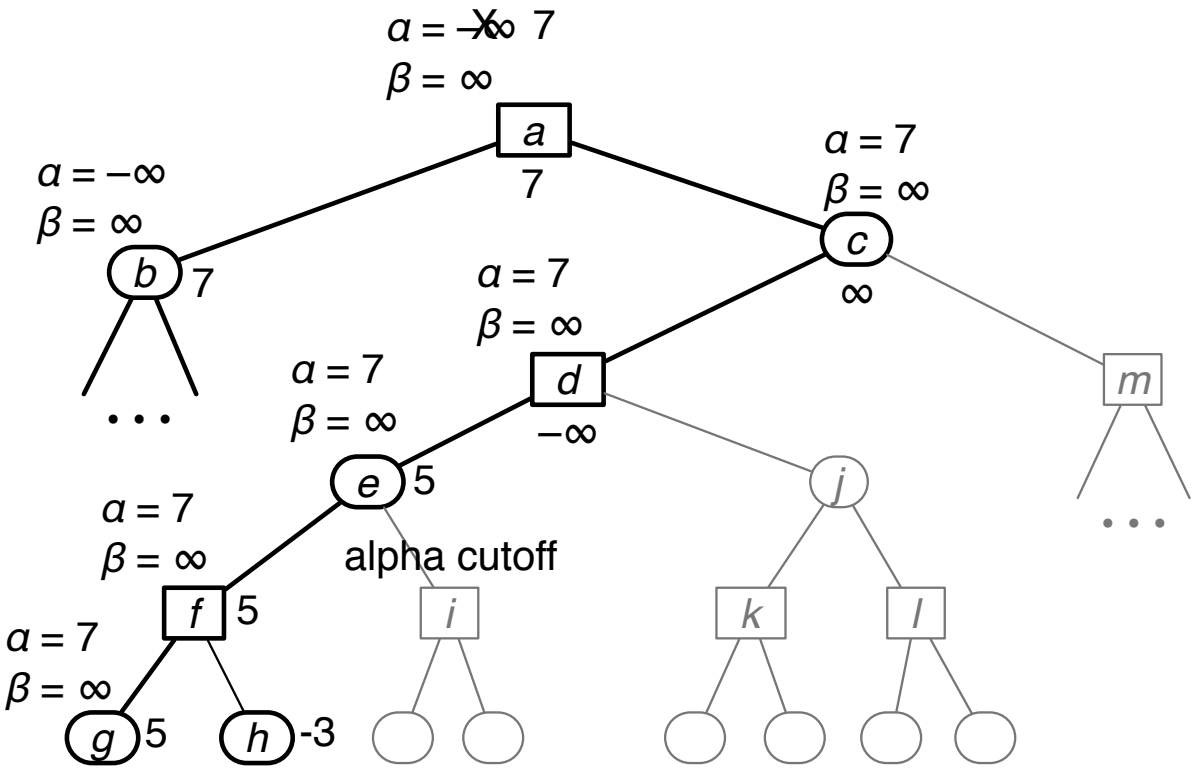

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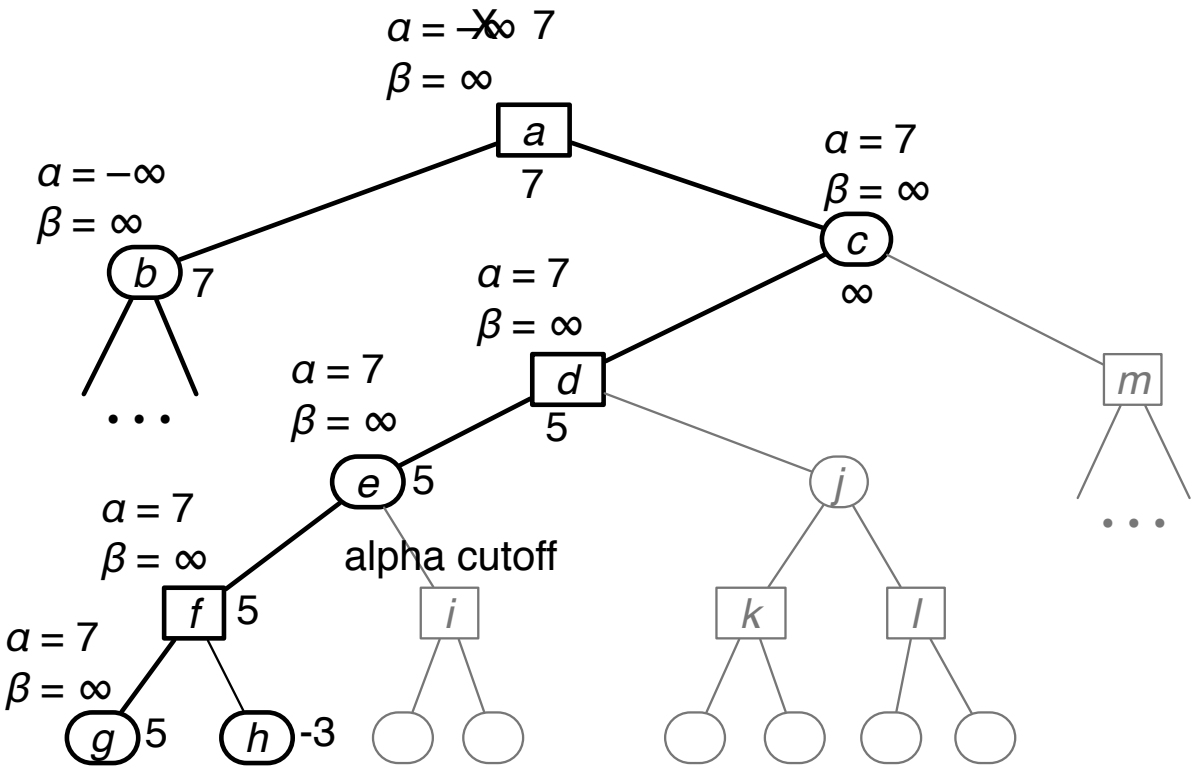

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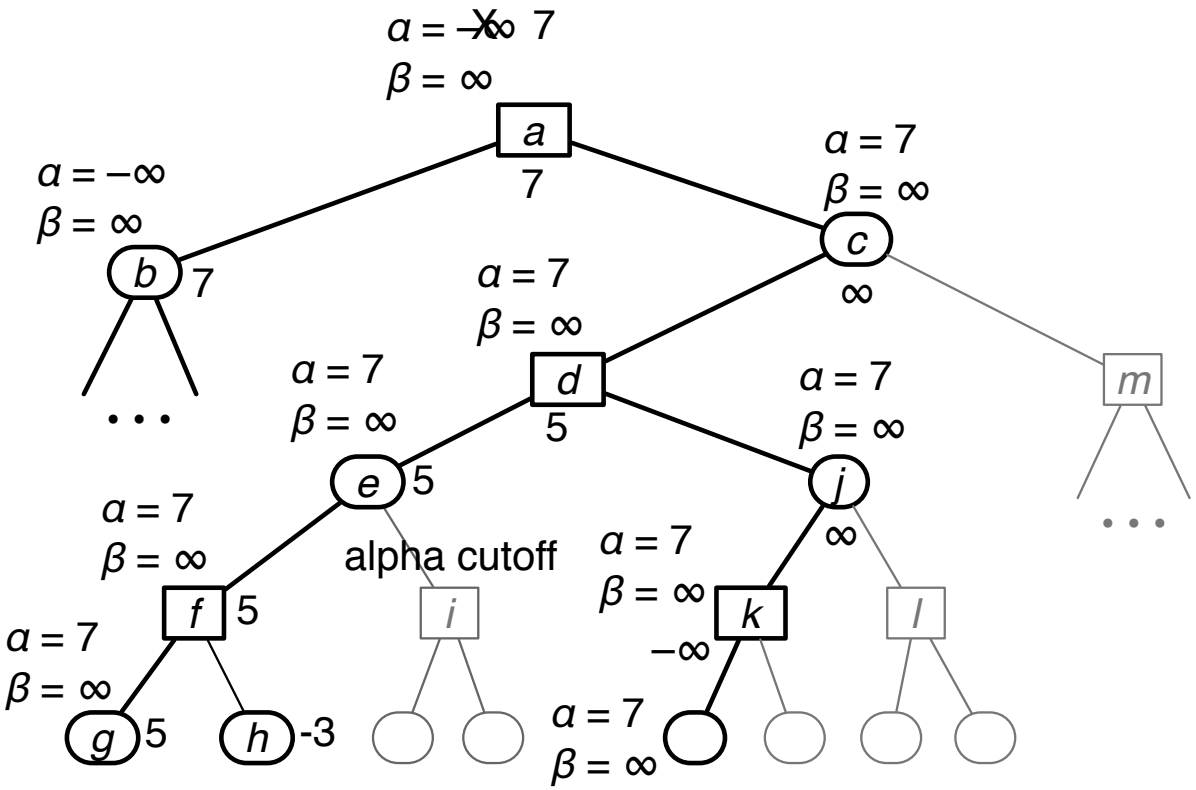

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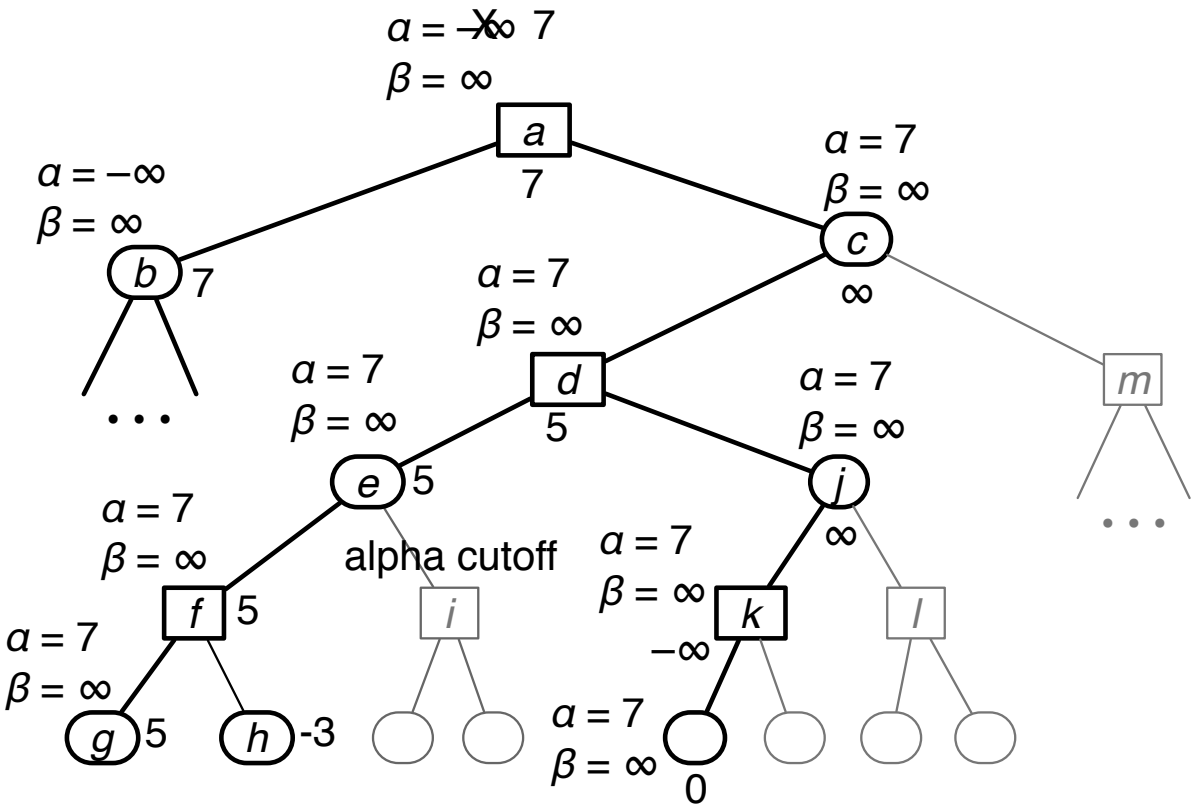

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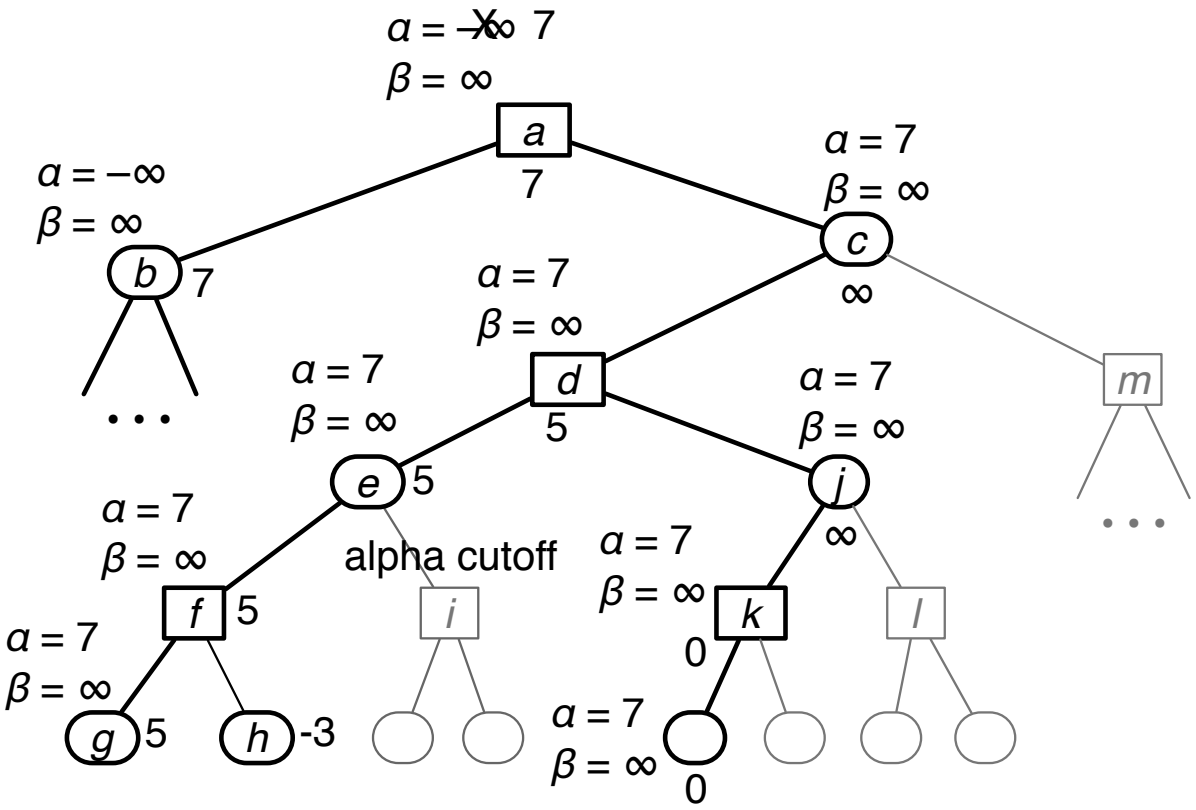


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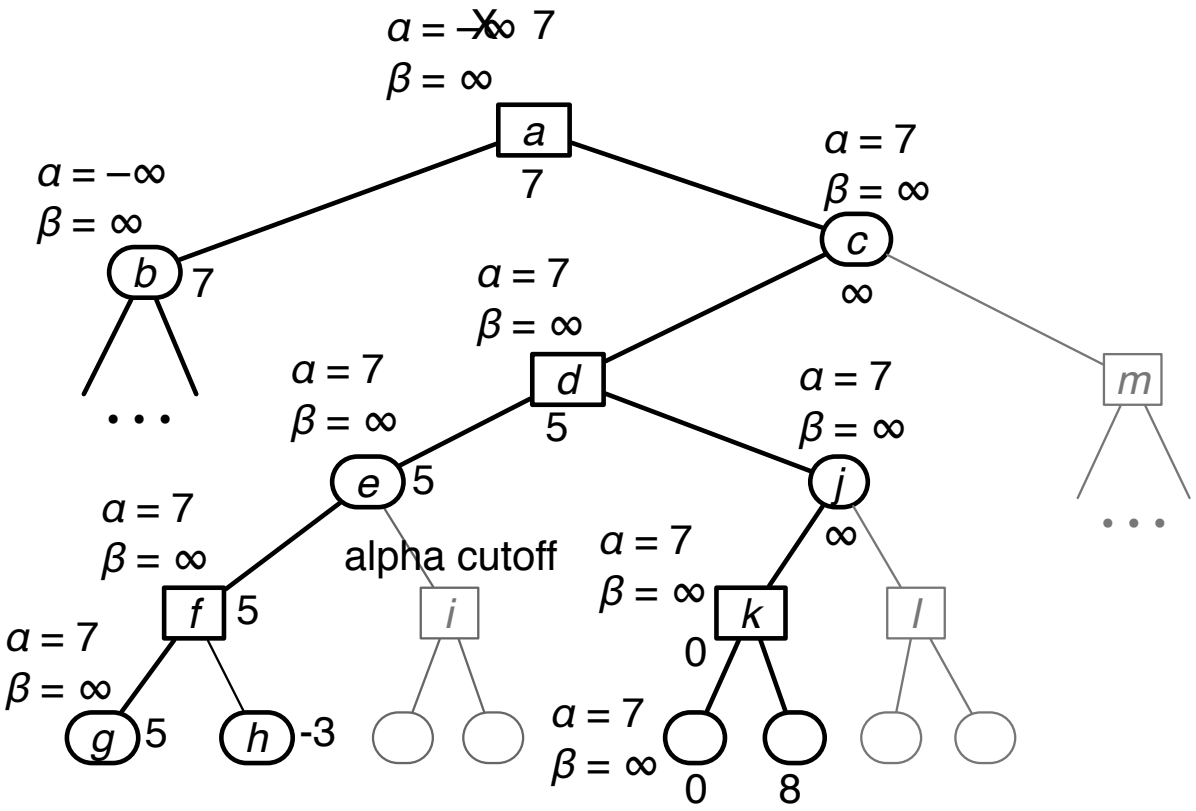


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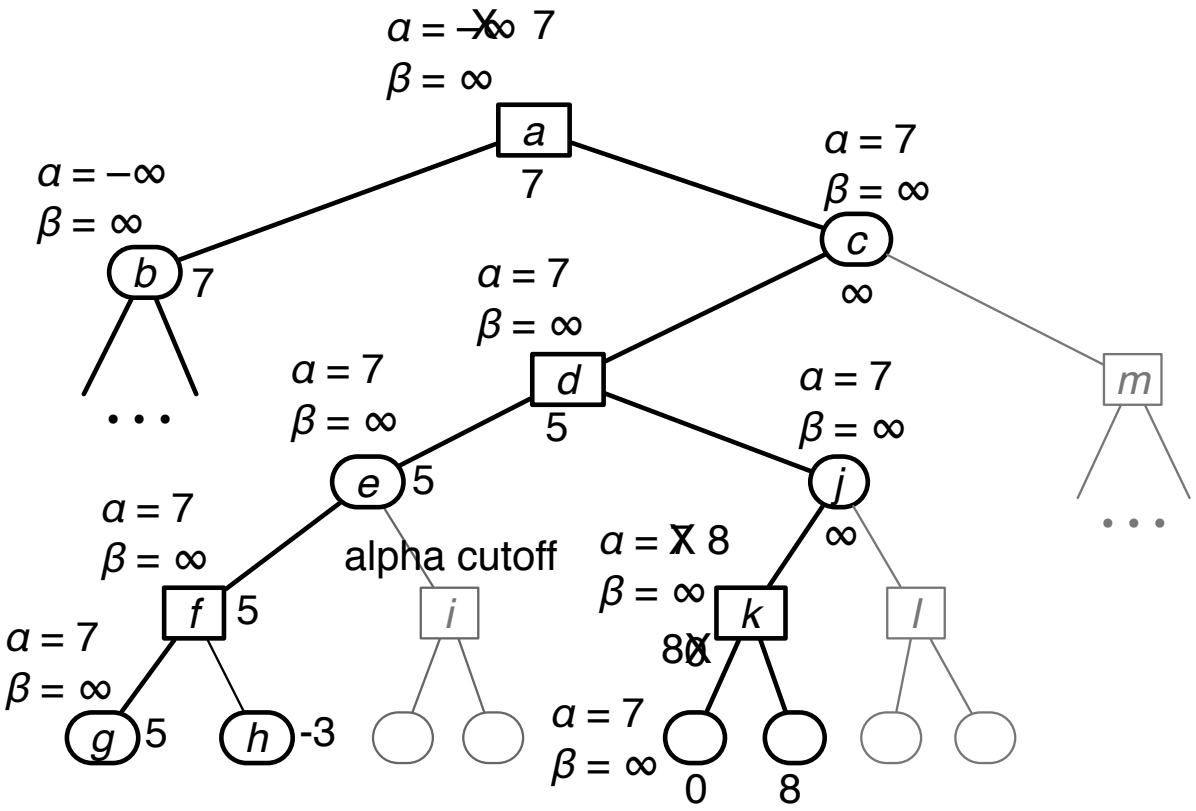

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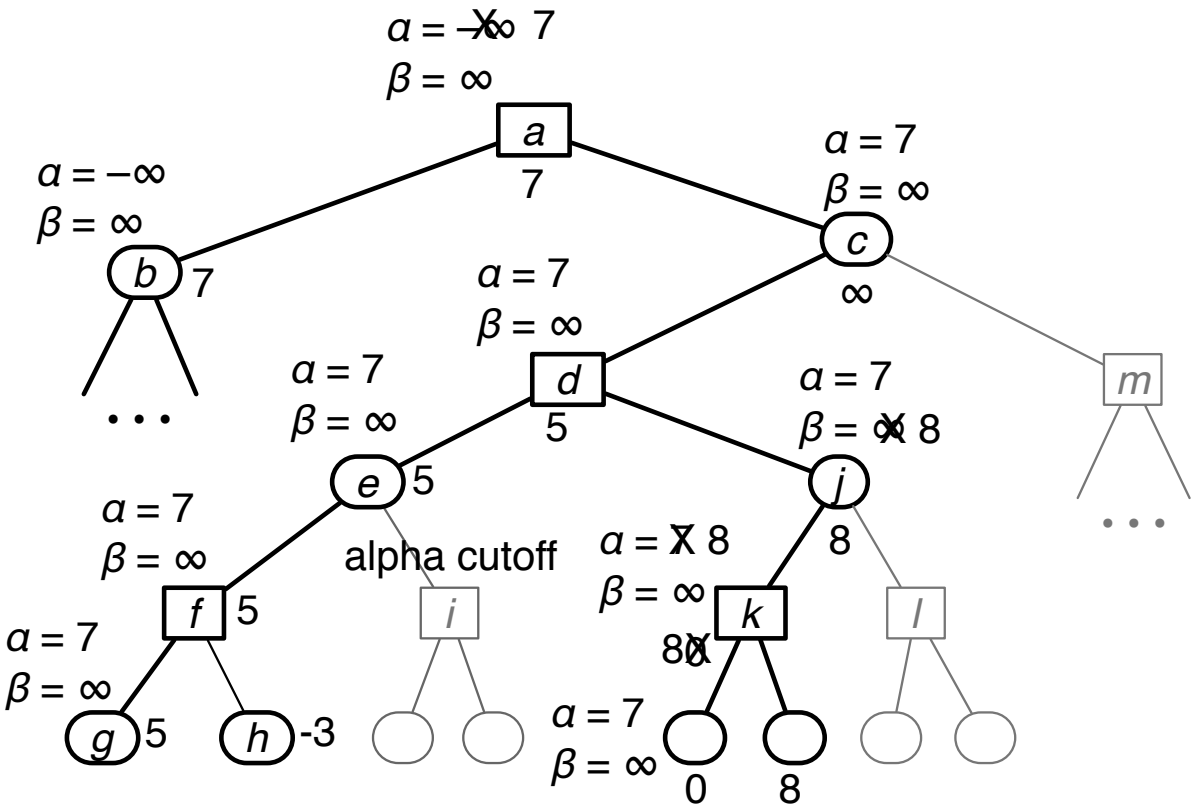

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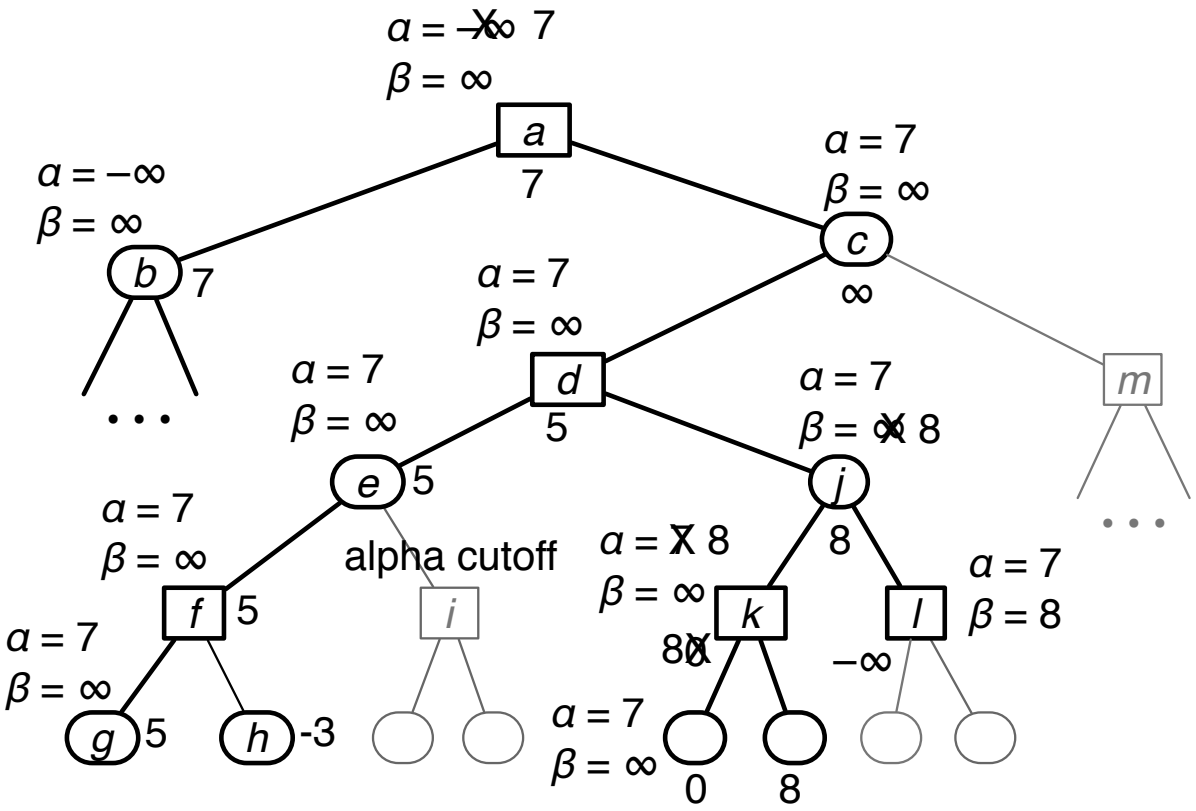

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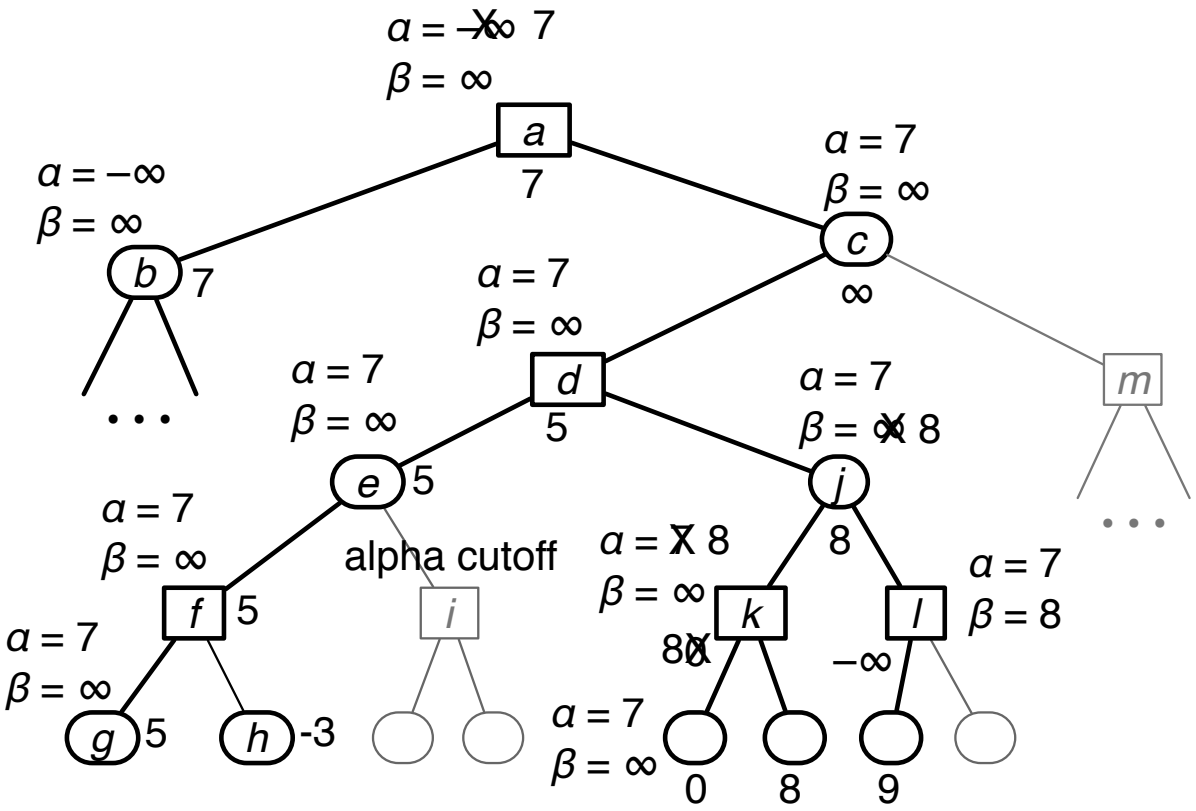

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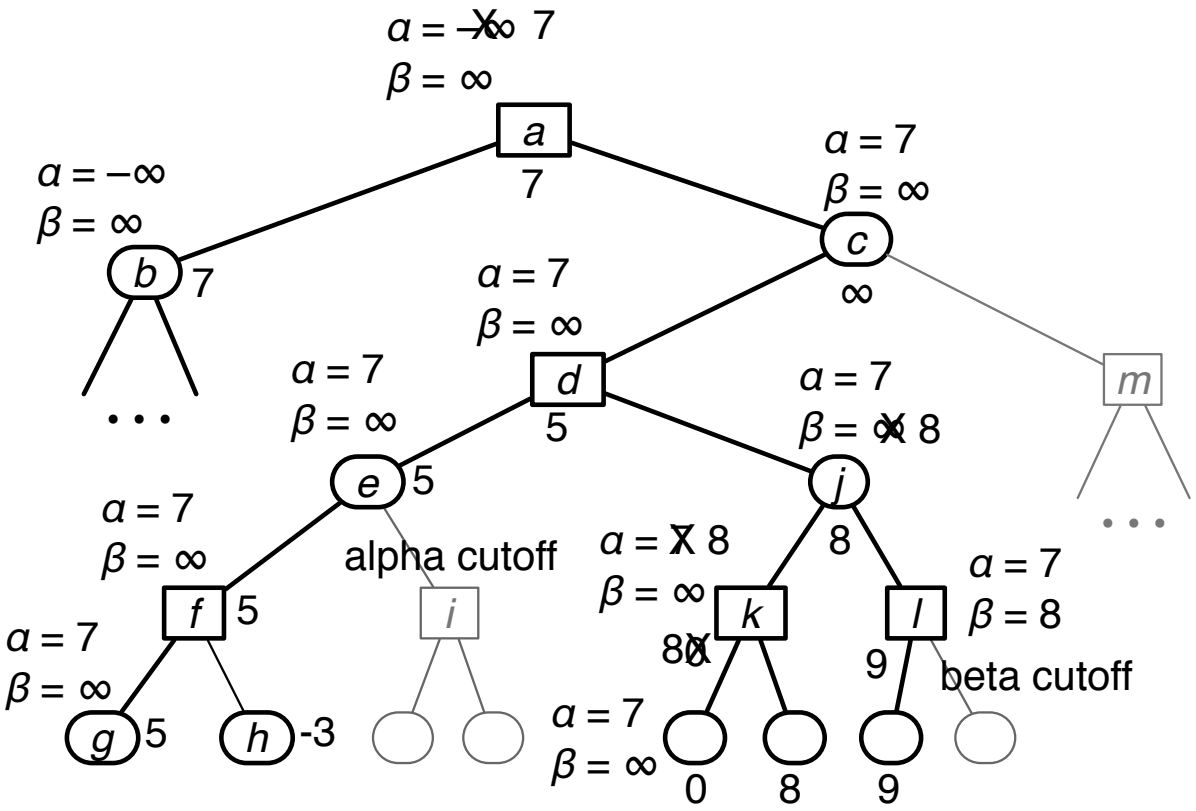

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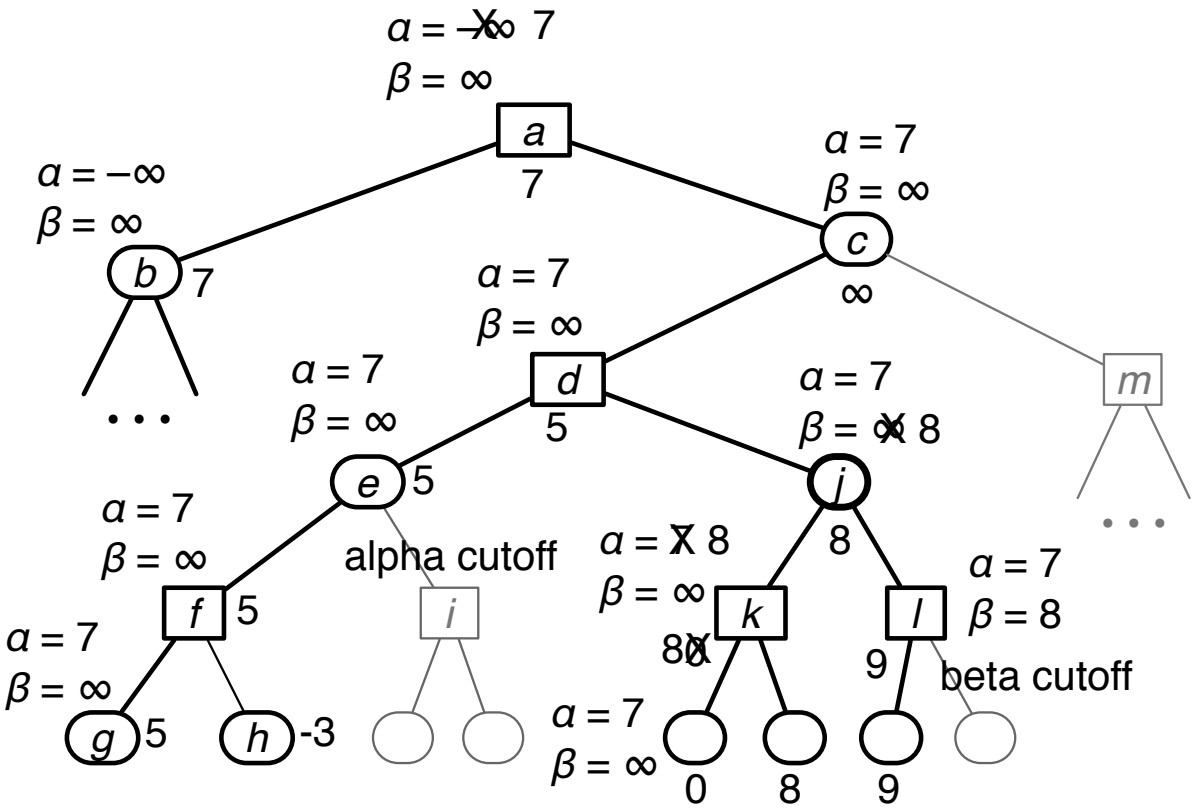


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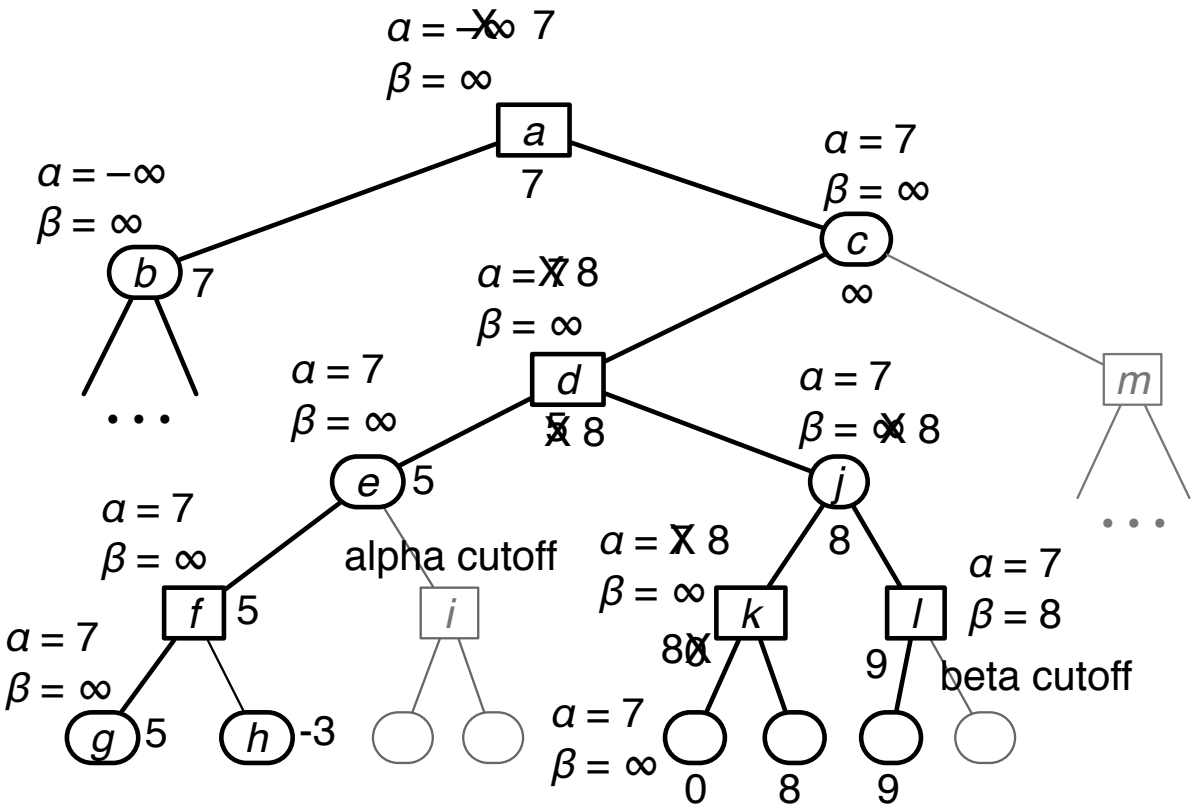


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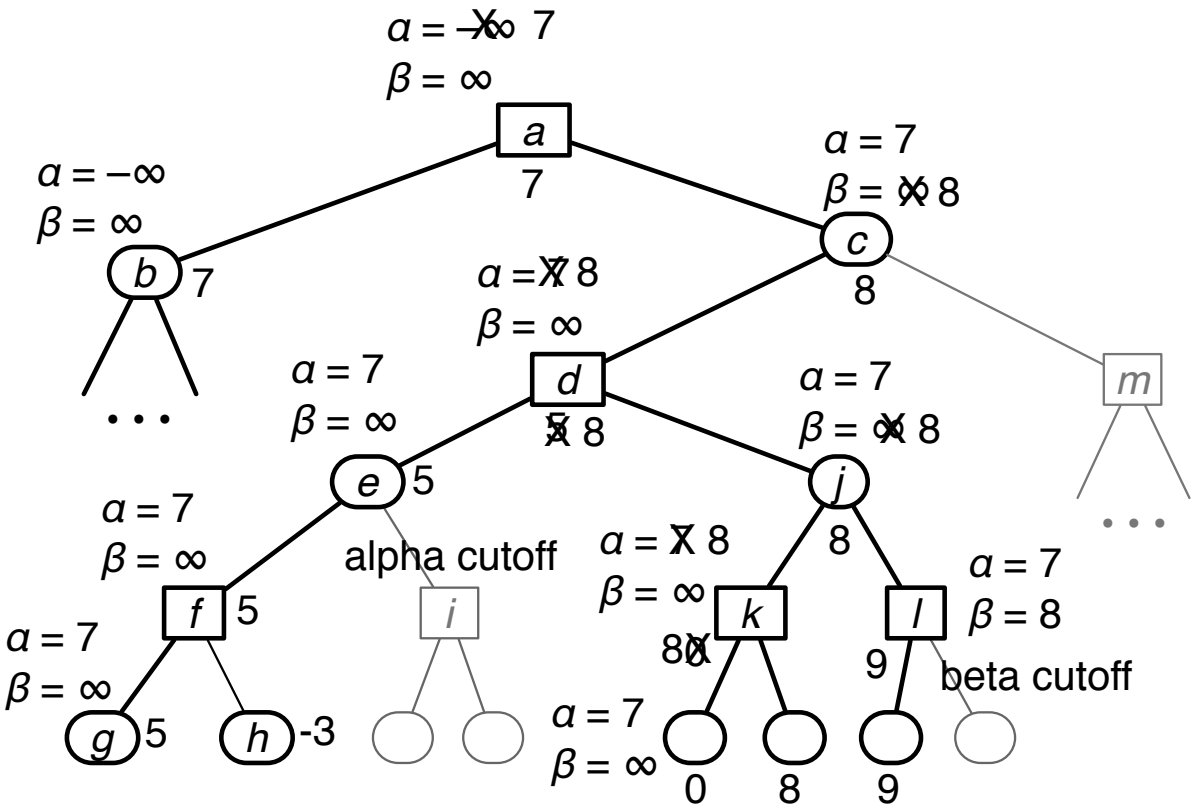
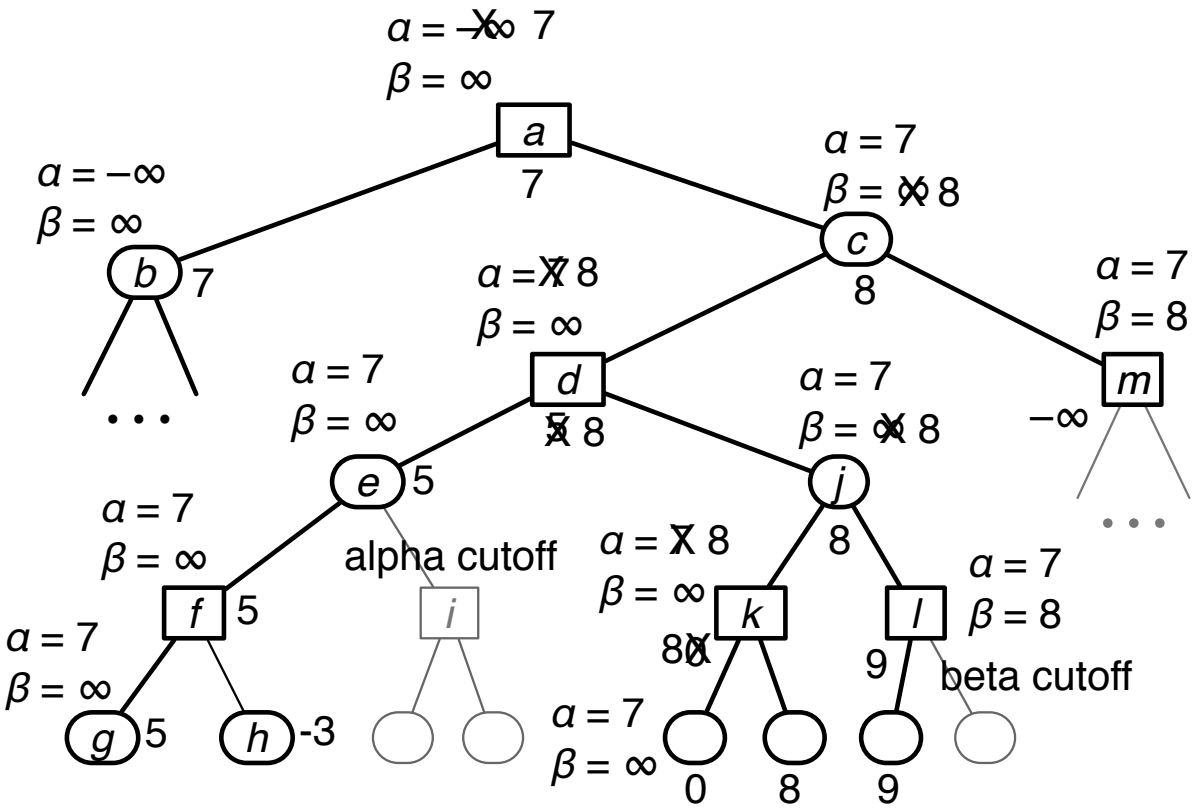



```
function Alpha-Beta(h, d, α, β)
    if h ∈ Z then return u(h)
    else if d = 0 then return e(h)
    else if ρ(h) = Max then
      v ← −∞
      for every a ∈ χ(h) do
          v ← max(v,Alpha-Beta(σ(h,a),d−1,α,β)
          if v ≥ β then return v       // β cutoff
          else α ← max(α, v)
      return v
    else
      v ← ∞
      for every a ∈ χ(h) do
          v ← min(v,Alpha-Beta(σ(h,a),d−1,α,β)
          if v ≤ α then return v       // α cutoff
          else β ← min(β,v)
      return v
```

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