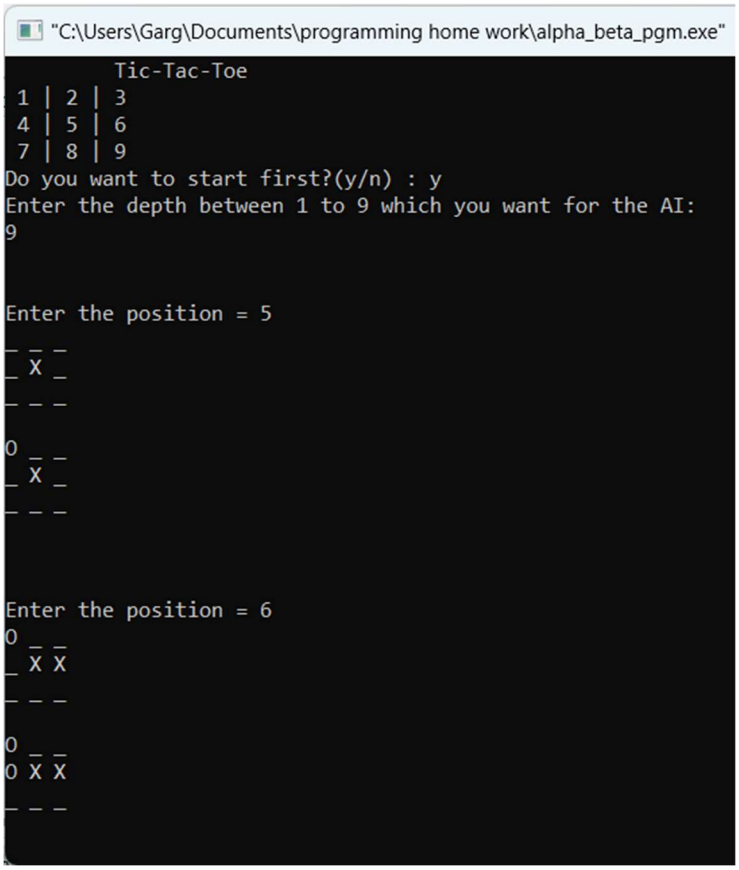
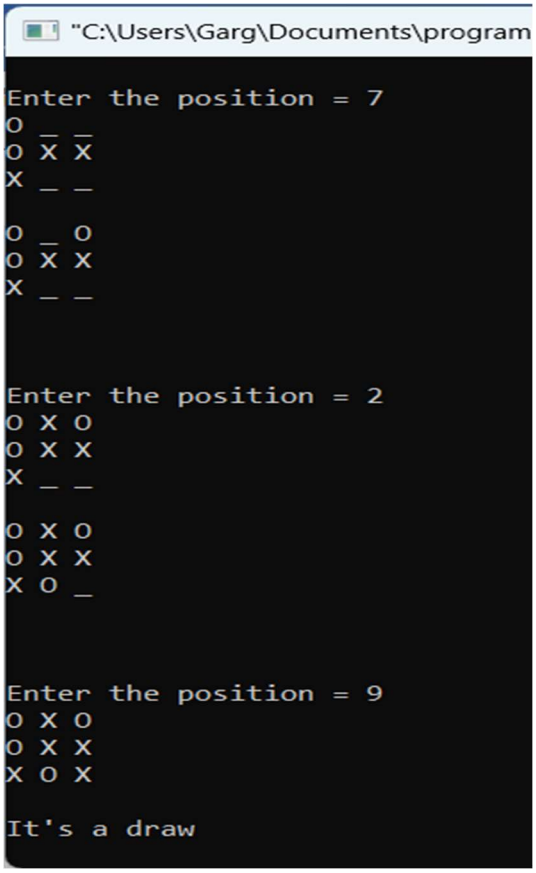
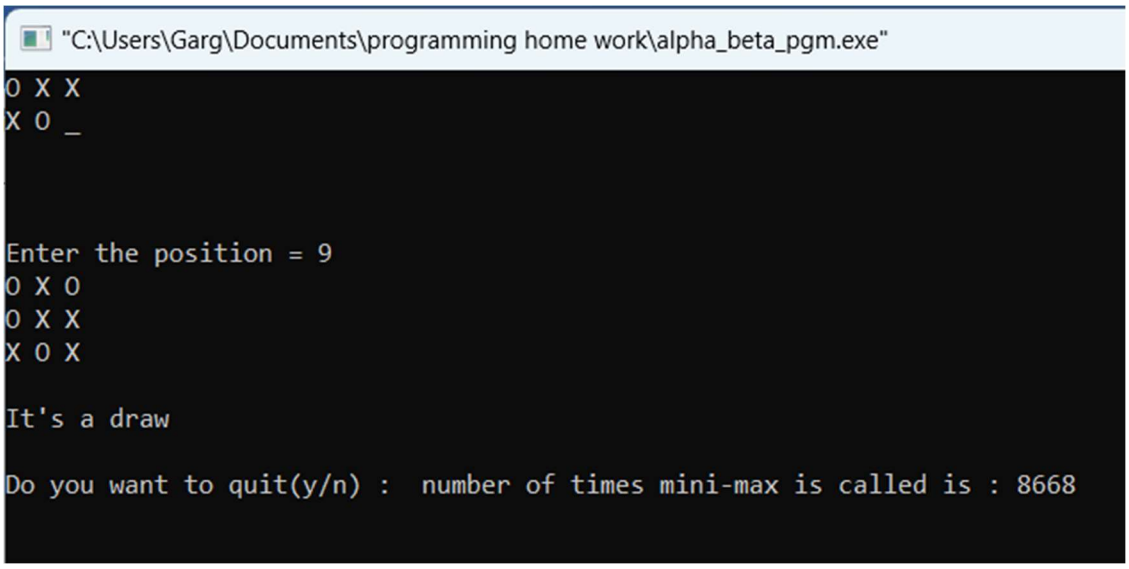
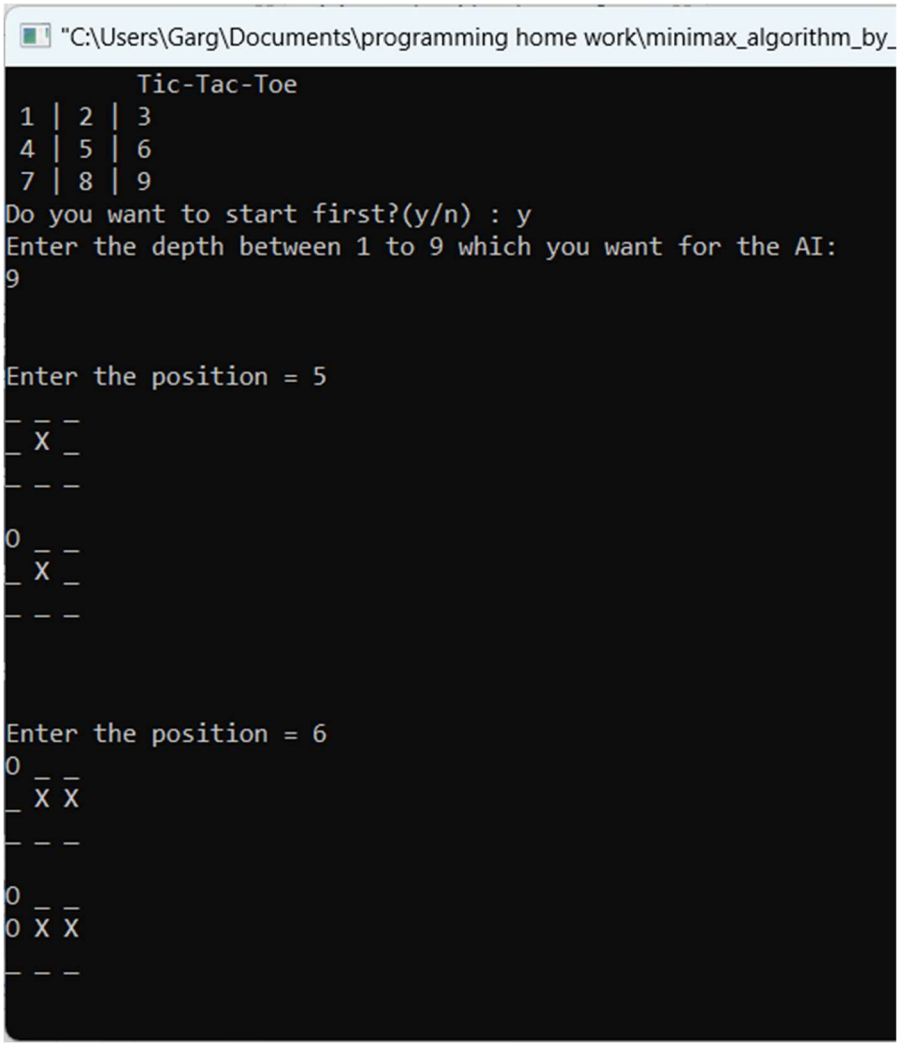
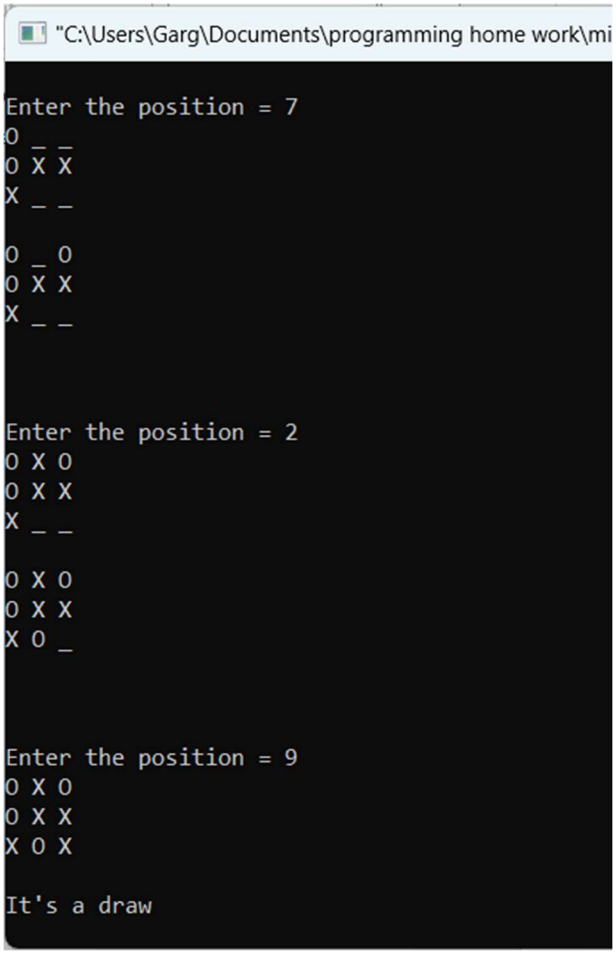

"C:\Users\Garg\Documents\programming home work\alpha_beta_pgm.exe"
Tic-Tac-Toe
1 | 2 | 3
4 | 5 | 6
7 | 8 | 9
Do you want to start first?(y/n) : y
Enter the depth between 1 to 9 which you want for the AI:
9
Enter the position = 5
_ _ _
_ X _
_ _ _
O _ _
_ X _
_ _ _
Enter the position = 6
O _ _
_ X X
_ _ _
O _ _
O X X
_ _ _

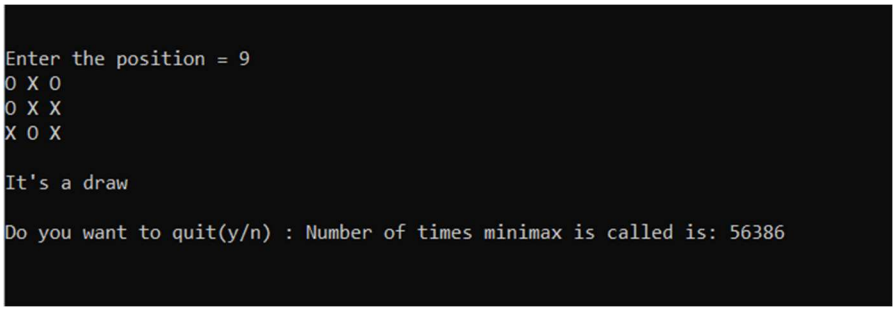

"C:\Users\Garg\Documents\program
Enter the position = 7
O _ _
O X X
X _ _
O _ O
O X X
X _ _
Enter the position = 2
O X O
O X X
X _ _
O X O
O X X
X O _
Enter the position = 9
O X O
O X X
X O X
It's a draw



Number of times mini-max is called in alpha-beta pruning is **8868**







Number of times mini-max is called in mini-max algorithm for the same case is pruning is **56386**

Therefore, the difference in the number of calls is 56386 – 8868 = **47518**

Hence alpha – beta drastically reduces the recursive calls to the mini-max function