1 **function** alphabeta(node, depth, α, β, maximizingPlayer)

02 **if** depth = 0 **or** node is a terminal node

03 **return** the heuristic value of node

04 **if** maximizingPlayer

05 v := -∞

06 **for each** child of node

07 v := max(v, alphabeta(child, depth - 1, α, β, FALSE))

08 α := max(α, v)

09 **if** β ≤ α

10 **break** *(\* β cut-off \*)*

11 **return** v

12 **else**

13 v := ∞

14 **for each** child of node

15 v := min(v, alphabeta(child, depth - 1, α, β, TRUE))

16 β := min(β, v)

17 **if** β ≤ α

18 **break** *(\* α cut-off \*)*

19 **return** v

***(\* Initial call \*)***

alphabeta(origin, depth, -[∞](https://en.wikipedia.org/wiki/Infinity), +[∞](https://en.wikipedia.org/wiki/Infinity), TRUE)