Name: Fushar S Bhosale

class! BIZ-IT

Rou No: 10

Subject: Es lab

DOP DOA Remark Byn.

Alpha Beta pruning

Alpha - Beta punning = Alpha bela puning is a modified version of the min max edgo The is an ophnizary technique for the min max edgo.

Alpha(d) = The best (hight value) = Tribial value if alpha is -0

Reta (B) = The Best (highest habre)
= gustient walnu B gela is +0

Rule & conditor.

e) The man player will only update the value.

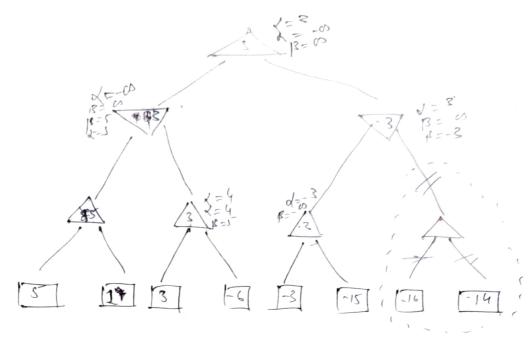
2) The nin player. Will only update the walnu.

s) we will only pais the alpha beta value to the child node.

4) Node realius will be paned. to upper noel. Pristed of reality of alpha & Betg.

- condition to prum : a > b or b = a.

- when alpha. is Greater than or Equed to.



$$(-0,5) = 5$$

 $(-0,1) = 5$
 $(5,1) = 5$

1 - V.

3)
$$\mathcal{E}(-0,3) = 3$$

 $\mathcal{E}(-0,-6) = -6$
 $\mathcal{E}(3,-6) = 3$

$$5)\beta(5,3)=3$$

$$4/d (-3, -3) = 43$$

 $4 (-3, -15) = 3$
 $4 (-3, -15) = -3$

 $8) \beta(M_1^{2}, -15) = 2M_2 - 15$ A = 3 B = -3 A > BAlso the most node is primed. $9) \lambda = 3$ $\beta = 0$ 4(3, -3) = 3Sotuth

- Min (Right) 8) B(M, 0,-15) = 284-15 x = 3 x = 3d>13 Also the next node is primed. 9) \ = 3 Marc B = 0. 4(3-3)=3

Sotuth

