Alpha Beta pruning

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Function alpha-beta_pruning (node, depth, alpha,
    beta, maximizing_player)
If depth == 0 or node is terminal
    return Evaluate [node]
If maximizing_player:
    max_eval : - ∞
    for each child of node
    eval= alpha-beta_pruning (child, depth-1,
                              alpha, beta, false)
    max_eval = max (max_eval, eval)
    alpha = max (alpha, eval)
    If beta <= alpha:
        break
    return max_evaluate
else:
    min_eval = ∞
    for each individual child node
        eval = alpha-beta pruning (child, depth-1,
                                   alpha, beta, true)
    min_eval = min (min_eval eval)
    beta = min (beta_eval)
    If beta <= alpha:
        break.
    return min eval
```

Output:

for node = [[3,5,6], [9,1,2], [0,7,4]]

optimal value : 6