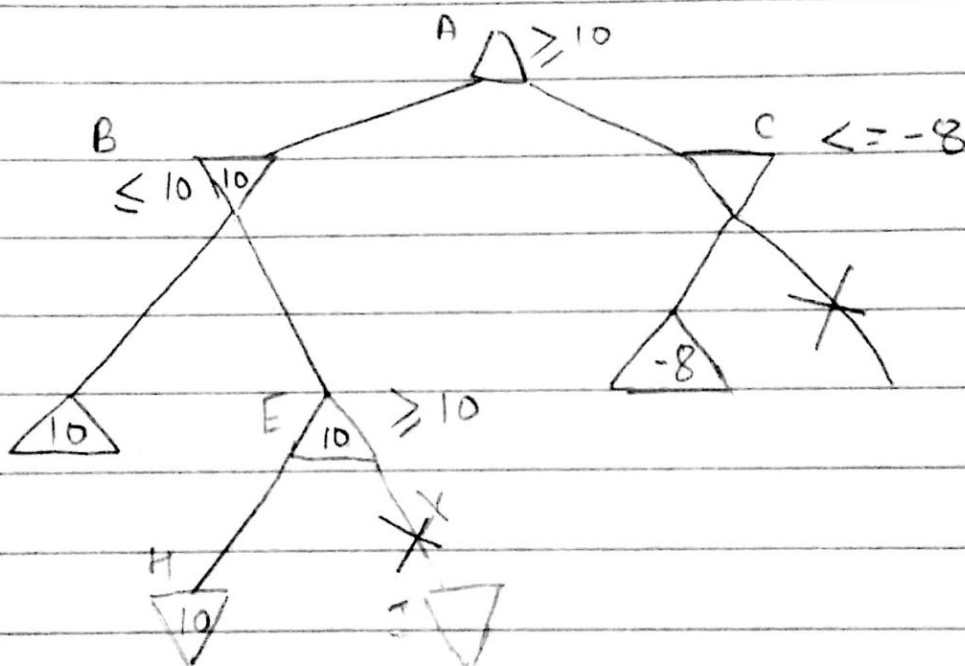
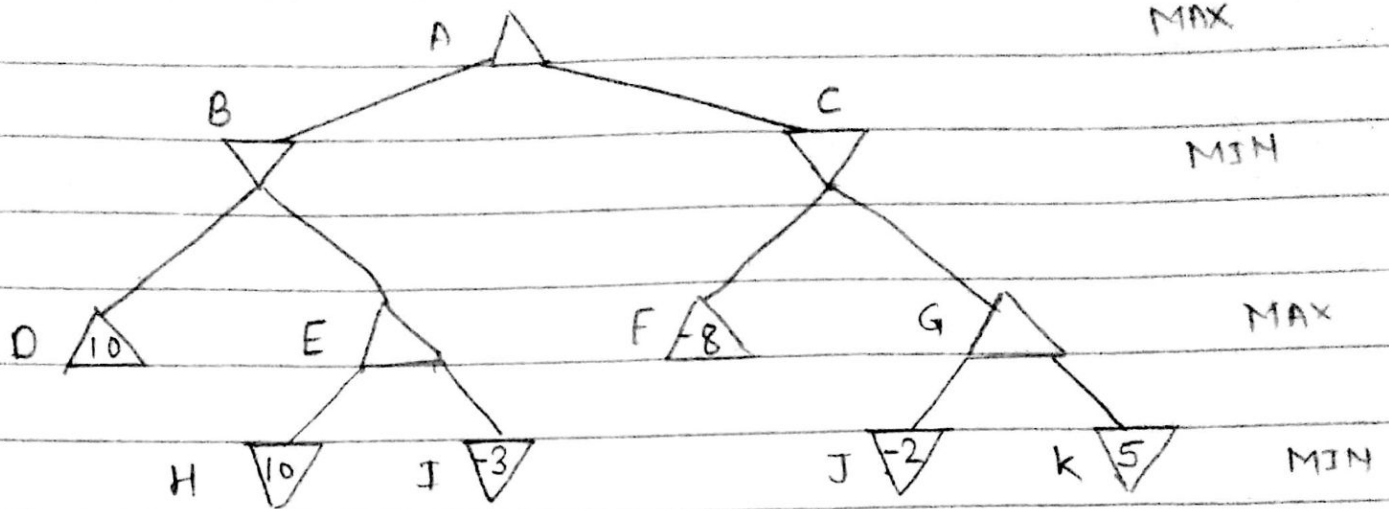
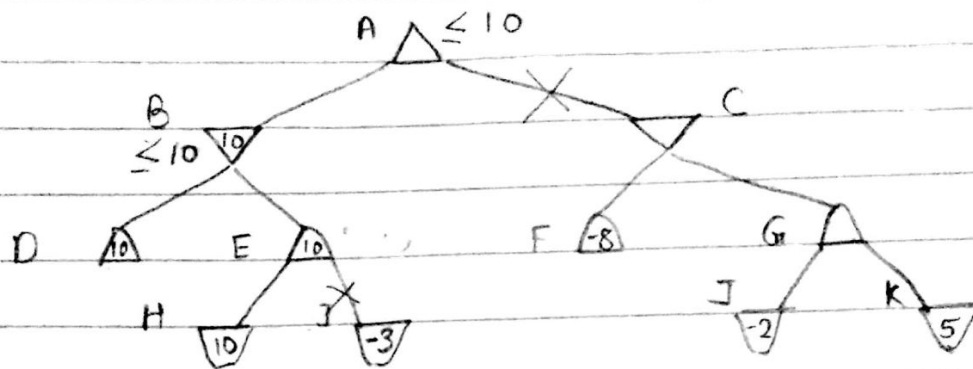


Problem 3



I, G, J, K nodes will be pruned.

b. If we know maximum utility value = 10



If we know that maximum utility value is 10 for MAX player.

After traversing through left subtree, MAX player is getting 10 as utility value.

So, we can prune entire right subtree, as even if it has more utility value,

it is impossible for MAX player to get an outcome greater than 10.

So, nodes I, C, F, G, J, K all will be pruned.