

2.6 function $\alpha\text{-beta}(\text{state}, \alpha, \beta)$ returns g
 { g - lower bound on the value paired to children nodes

 an α , when max and upper bound on the value passed to children nodes as β when min

 If $\text{TERMINAL_TEST}(\text{STATE})$

 Return $\text{UTILITY}(\text{STATE})$

 else if n is max then

$g \leftarrow -\infty$

 for $a: s$ in $\text{DeepGreenMove}(\text{state})$ do

$g \leftarrow \text{Max}(g, \alpha\text{-beta}(s, \alpha, \beta))$

 if $g < \beta$ then $\alpha \rightarrow \text{Max}(\alpha, g)$

 else return g ;

 else

$g \leftarrow -\infty$

 for $a: s$ in $\text{DeepGreenMove}(\text{state})$ do

$g \leftarrow \text{Min}(g, \alpha\text{-beta}(s, \alpha, \beta))$

 if $g > \alpha$ then $\beta \leftarrow \text{Max}(\beta, g)$

 else return g

}

Since, we can know opponent's moves using $\text{DeepGreenMove}(s)$, it is best to use Alpha-Beta search algorithm.