In Class Activity Adversarial Search (ICA5)

1. Consider the following game state in Tic-Tac-Toe. The next move is to be made by X. Draw the rest of the game tree considering all possible moves after each state. What is the best move for X from the root node?

2. Consider the following game tree where minimizer nodes and maximizer nodes are indicated by the words MIN and MAX on the same line as the nodes.
   a. Using MIN MAX on the entire tree, what is the value at the root node?
   b. Using alpha-beta pruning, identify all the nodes that will be pruned.

MAX

MIN

MAX

4 3 6 2 2 1 9 5 3 1 5 4 7 5