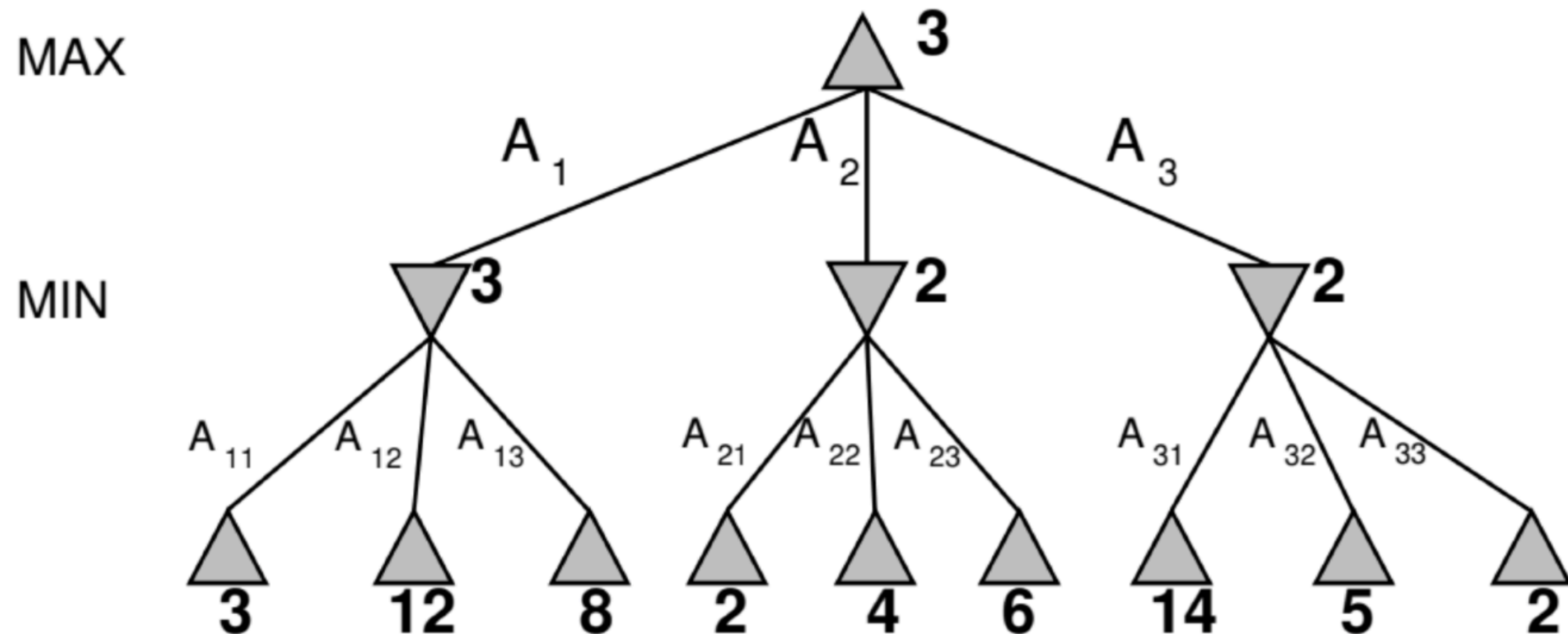


Min-Max search algorithms

- MAX player, MIN player
- Optimality
- Time complexity
- Space Complexity



$\alpha - \beta$ pruning

- The value is bounded by $[\beta, \alpha]$

- Optimality
- Perfect: $b^{m/2}$

