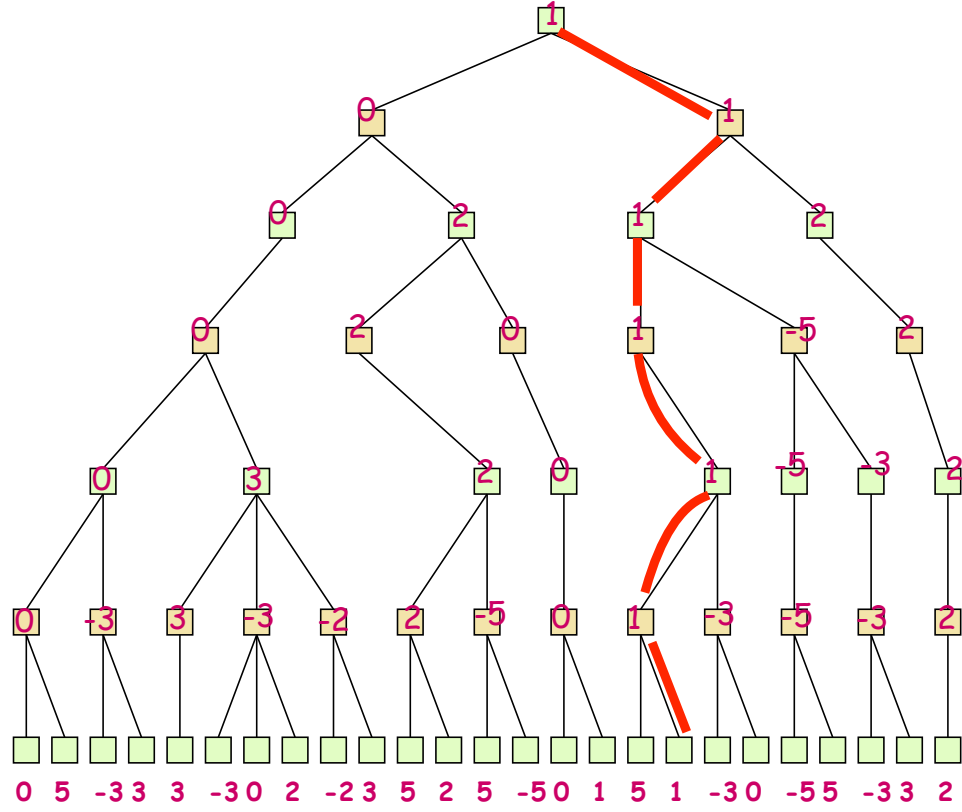
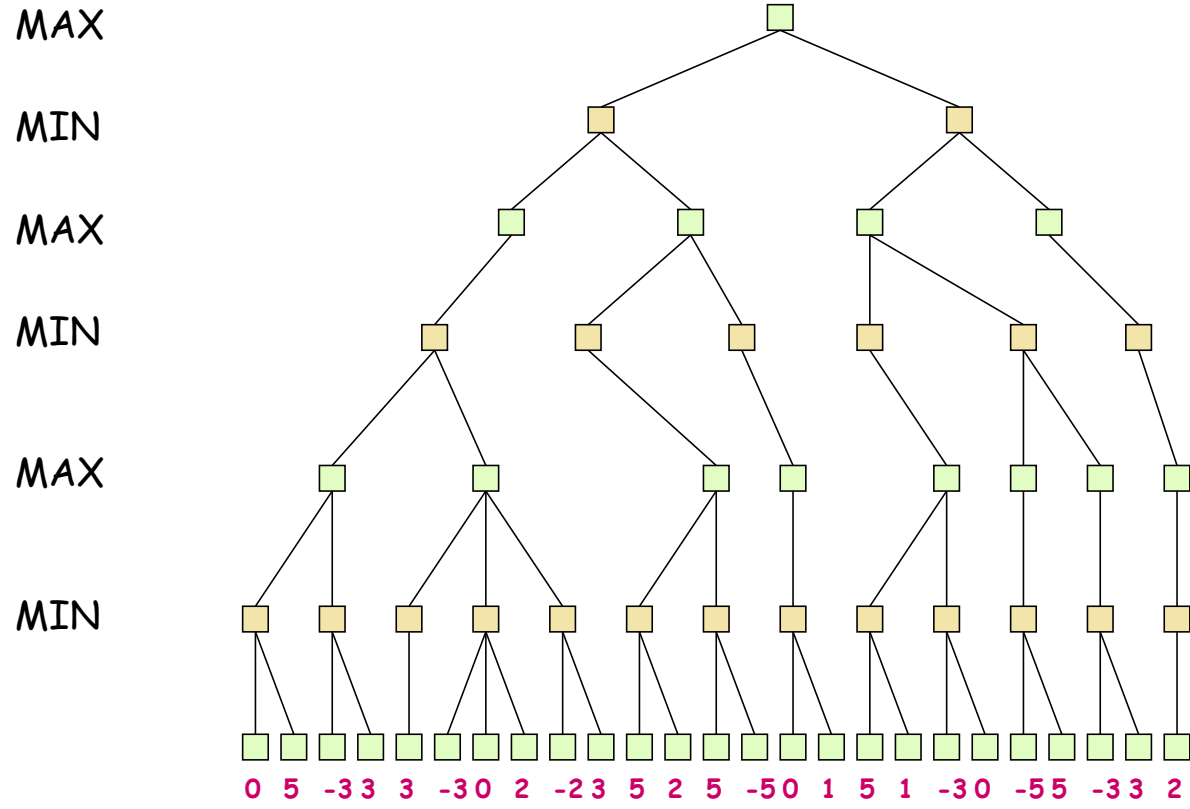


(1) Using the minimax algorithm, find the payoffs of every vertex of the game tree depicted below. What path represents optimal play?



- (2) Using the alpha-beta pruning, find the optimal play of the following tree.
Which vertices are not evaluated?



MAX

MIN

MAX

MIN

MAX

MIN

