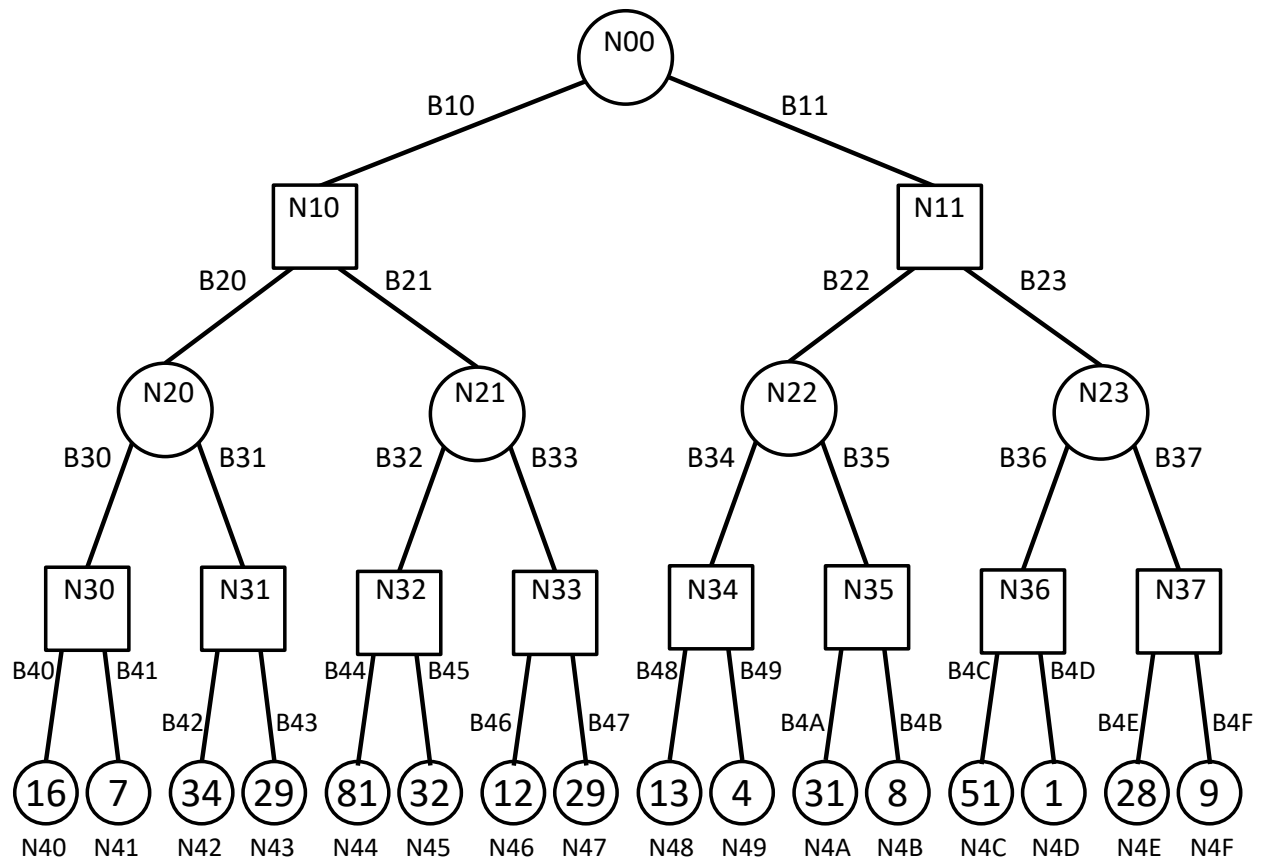


Tutorial 03 Minimax, Negamax and AB Pruning

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Introduction

In this tutorial, you will apply the minimax and AB negamax algorithms on the following game tree:



The nodes in the above game tree are labeled as NXX and the branches are labeled as BYY, where XX and YY would be the same for the branch BYY connected to the child node NXX.

Task 1. Minimax

Apply the minimax algorithm to the above tree and show how the minimax values are bubbled up on the tree.

Task 2. AB Negamax

Apply the AB negamax algorithm to the above tree. Trace through the pseudo code shown in slide 21 on Lecture 02 to determine the alpha and beta values used at each node, whether and which branches are pruned and how the AB negamax values are bubbled up on the tree.

Task 3. Complete the Canvas Quiz

Complete the quiz “Tutorial 03” on the [Canvas](#) course page (Assignments > Tutorial 03) before the posted deadline.
