CS 540: Introduction to Artificial Intelligence

Homework Assignment #2

Problem 1. [20] Minimax and Alpha-Beta
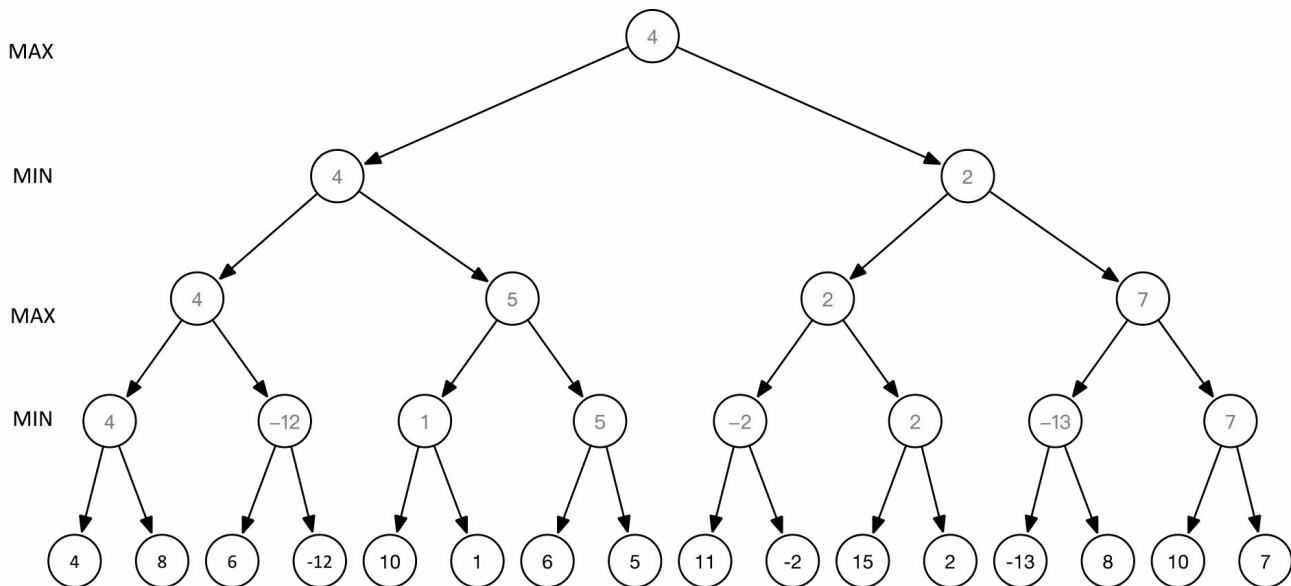
a) [10] Use the Minimax algorithm to compute the minimax value at each node for the game tree below.

b) [10] Use Alpha-Beta Pruning to compute the minimax value at each node for the game tree below, assuming children are visited left to right. Also show the alpha and beta values at each node. Show which branches are pruned.