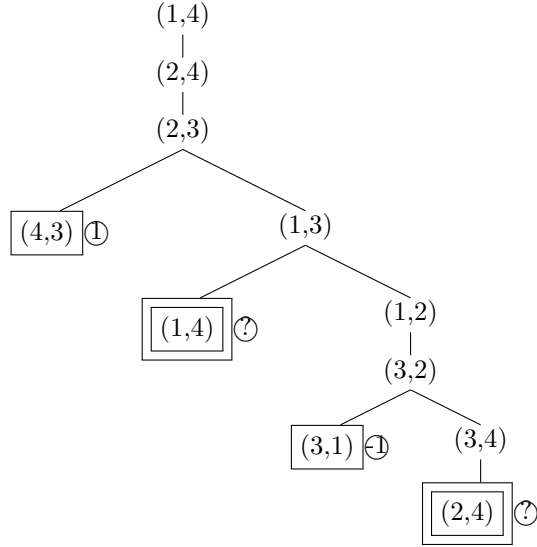


(a)

The complete game tree is given below.



(b)

The complete game tree with each node's backed up minimax values is given below. For handling the "?" values, we have employed the following rules.

- If the parent node is a *MAX* node, and it has the option of either winning the game (+1) or entering a looping state (?), it will always choose to win the game, i.e. its minimax value will be +1.
- Similarly, if the parent node is a *MIN* node, and it has the option of either winning the game (-1) or entering a looping state (?), it will always choose to win the game, i.e. its minimax value will be -1.
- In all other cases, whether the parent node is a *MIN* node or a *MAX* node, its minimax value will be left as "?".