

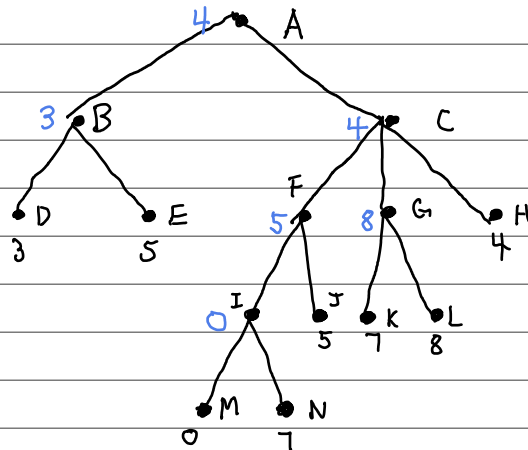
# Problem 7

1) MAX

MIN

MAX

MIN



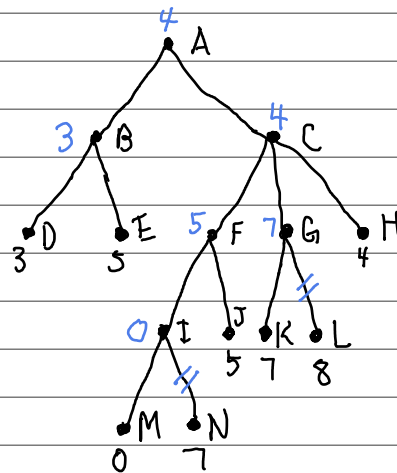
The best move for the max player is 4

2) MAX

MIN

MAX

MIN

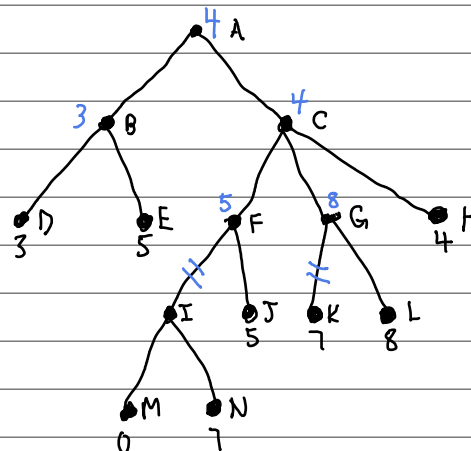


3) MAX

MIN

MAX

MIN



The search prunes the remaining branches at a node as soon as the value of the current node is worse than current  $\alpha$  or  $\beta$  value for MAX or MIN. Left to right ordering is different from right to left ordering because the search prunes remaining branch as soon as it meets the condition.