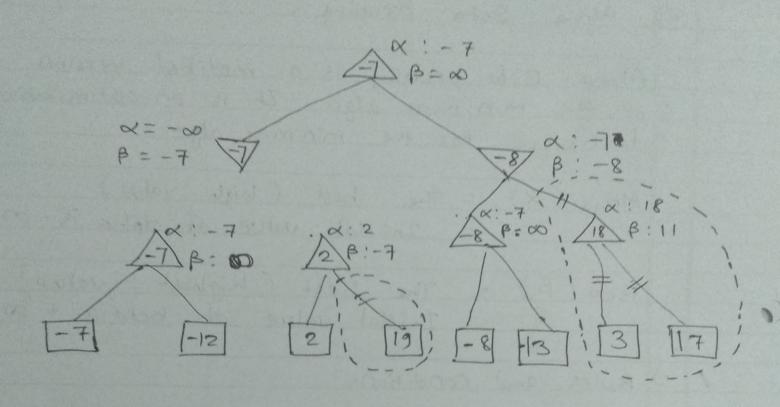
	Name: Tanmay. H. Shinde
	Roll no: - 65
	R.C.TT
	class: B.E. IT
	Subject : IS LAB
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27	Alpha - Ret 1000000000000000000000000000000000000	Date:	
1	Alpha - Beta pruning:	aCEKGCEKGCEKGC	
+			
	Alpha-Beta pruning is a modified v	exsion	
	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	timization	
	technique for the min max algo.		
	Alpha (x) = The best (high-value)	
	= Initial value of alph	a is -00	
1			
1	Beta (B) = The best (highest.	value)	
+	= Initial value of beto	3+00	
1	=> Rules and conditions!		
	The MAX player will only update		
	12) The MIN player will only update to	e value	
	to the child modes	values	
	4) Node values will be passed to upparent modes insted of X, B value.	0.6	
	- condition of Prune! X < B o	x β≤α.	

when x is greater than equal to B



1)
$$\times (-\infty, -7) = -7$$

 $\times (-\infty, -12) = -12$
 $\times (-7, -12) = -7$

3)
$$\propto (-\infty, 2) = 2$$

 $\propto (-\infty, 19) = 19$
 $\propto (2, 19) = 19$

- MAX (Bottom Left)

- MIN (Left)

- MAX (Bottom Left) (Left mode)

- TOP (MAX)

- MIN (right)

- MAX (Bottomright) (right node) G.C.E. Page No.: at - Raigad Date: - MIN (right) 1-13) = -13 the next Solution 8