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Marks

Sign

Alpha - Beta pruning ::



Alpha-beta pruning - Alpha beta pruning is a modified reason for the min max algo.

It is an optimization technique for the minmax algo

- Alpha (α) = The test (high + value)
= Initial value of alpha is $-\infty$

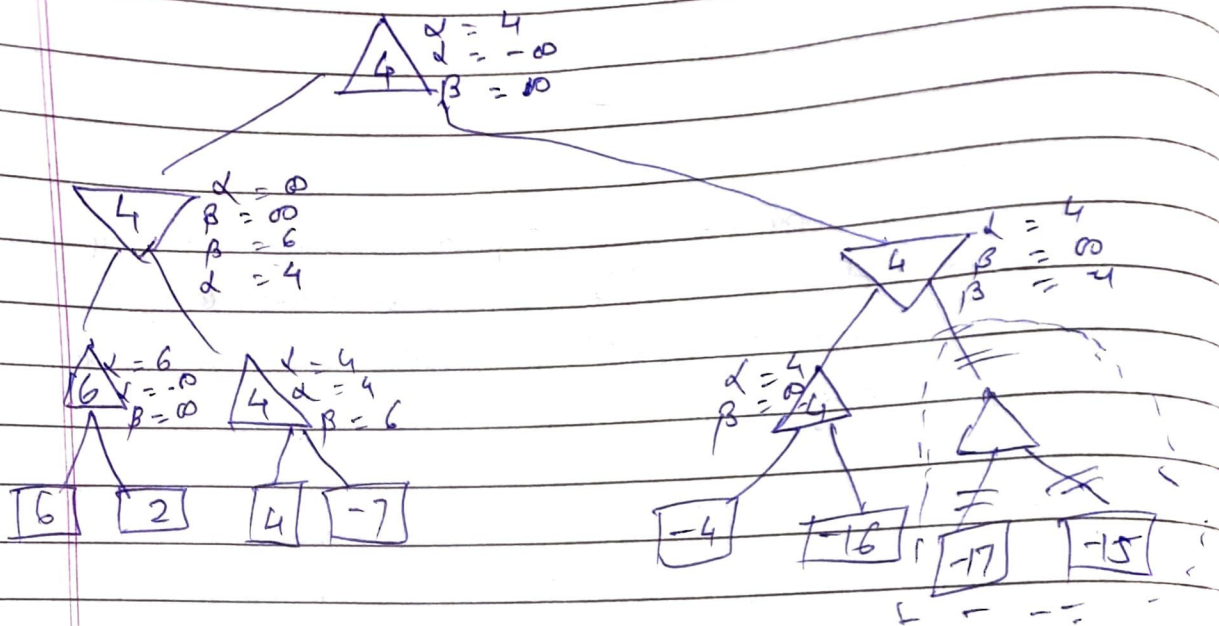
- Beta (β) = The test (highest value)
= Initial value of Beta is $+\infty$

Rules & Condition :

- 1) The max player will only update the value of alpha
- 2) The min player will only update the value of β
- 3) we will only the alpha, beta values to the child nodes
- 4) Node values will be passed to upper node inserted if values of alpha & beta.

- Condition to = $a \geq b$ or $b \leq a$

- when alpha is greater than or equal to beta



$$1) \alpha(-\infty, 6) = 6$$

$$\alpha(\infty, 2) = 2$$

$$\alpha(6, 2) = 6$$

- max (Bottoms left)

$$2) \beta(\infty, 6) = 6$$

- min (left)

$$3) \alpha(-\infty, 4) = 4$$

$$\alpha(-\infty, -7) = -7$$

$$\alpha(4, -7) = 4$$

- max (Bottoms left)
(left)
node.

$$4) \alpha(4, -4)$$

- Top (max)

$$5) \beta(6, 4) = 4$$

- min (right)

$$6) \beta(-\infty, 4) = 4$$

- max (Bottom right)
(right node)

$$7) \alpha(4, -4) = 4$$

$$\alpha(4, -16) = 4$$

$$\alpha(-4, -16) = -4$$

$$8) \beta(\infty, -16) = -16 \quad -\text{min(right)}$$

$$\alpha = 4$$

$$\beta = -4$$

$$\alpha \geq \beta$$

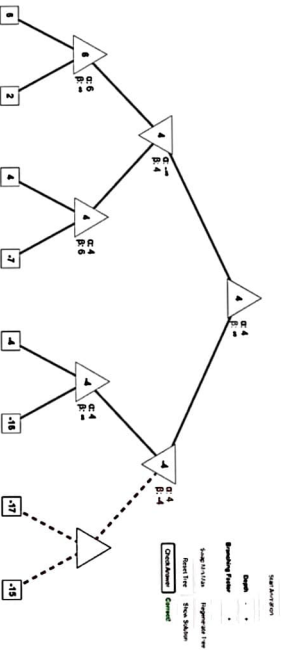
$$9) \alpha = 4$$

max

$$\beta = \infty$$

$$\alpha(4, -4) = 4$$

Solution



Hidden state removed when