

Assignment 2

Chapter 5 - Alpha-beta pruning

This is not a programming activity, you will solve it in paper (or in computer, if you prefer).

Assuming that MAX plays first at node A, for the following game tree, using the Alpha-Beta pruning algorithm

Task 1: Show the values of α and β for all the non-leaf nodes

Task 2: Show which nodes/sub-tree will be pruned

***** Please process nodes from left to right. Also show the values of v . Show how v , alpha, beta values are updated, i.e., do not directly write the values of alpha, beta, and v .**

