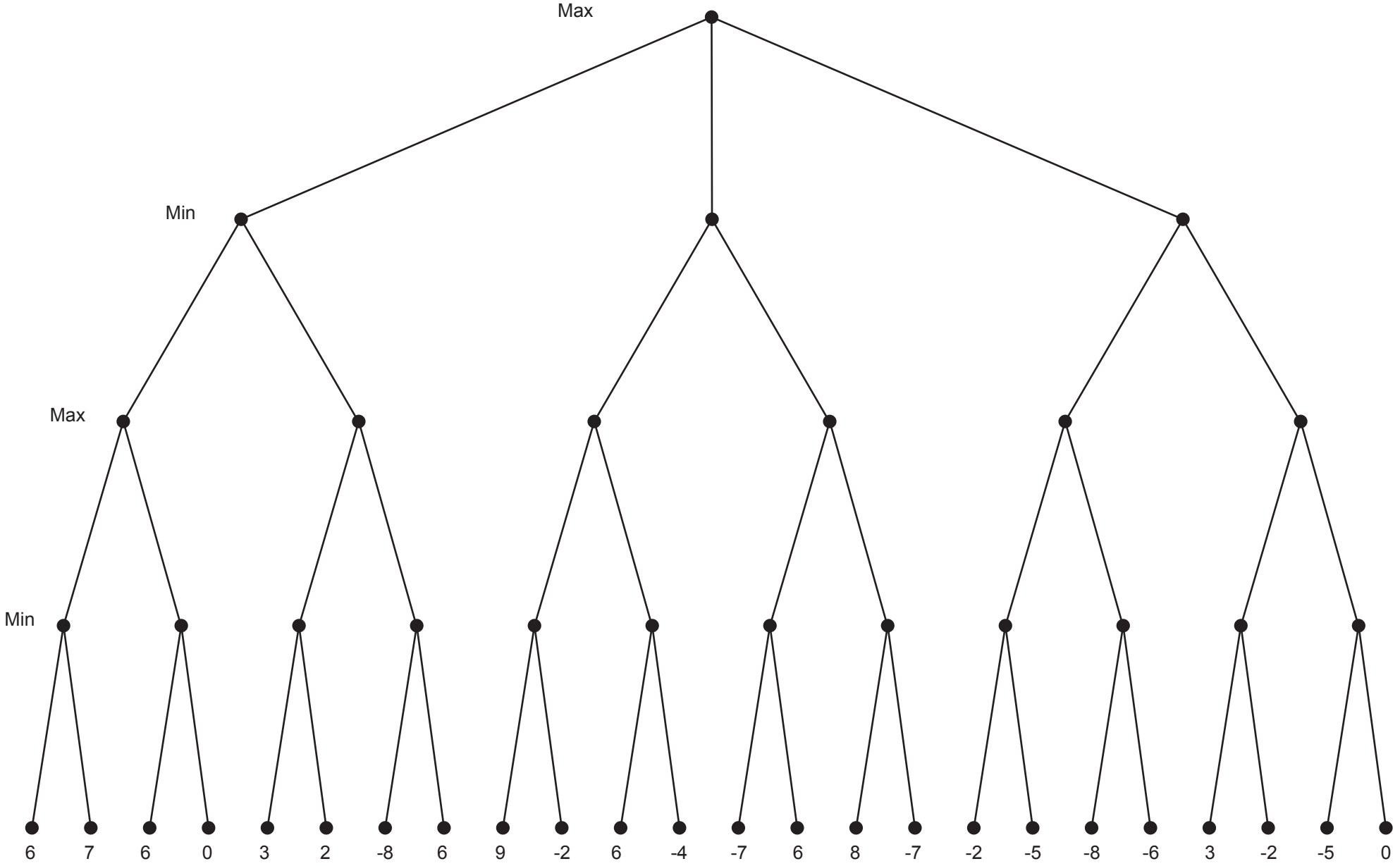
Name _____

Assignment 4 Problem 1

* Perform MINIMAX search with alpha-beta pruning on the following game tree
* Show your work: write and update the alpha, beta, and v values at each node. Also circle the value that is returned for each node, and if alpha-beta minimax returns on the cutoff exit, write "cutoff" at that node.
* Circle the (leaf) nodes that are evaluated. Assume that children of a node are evaluated from LEFT to RIGHT.
* Indicate the value of the tree and the best move from the root node.