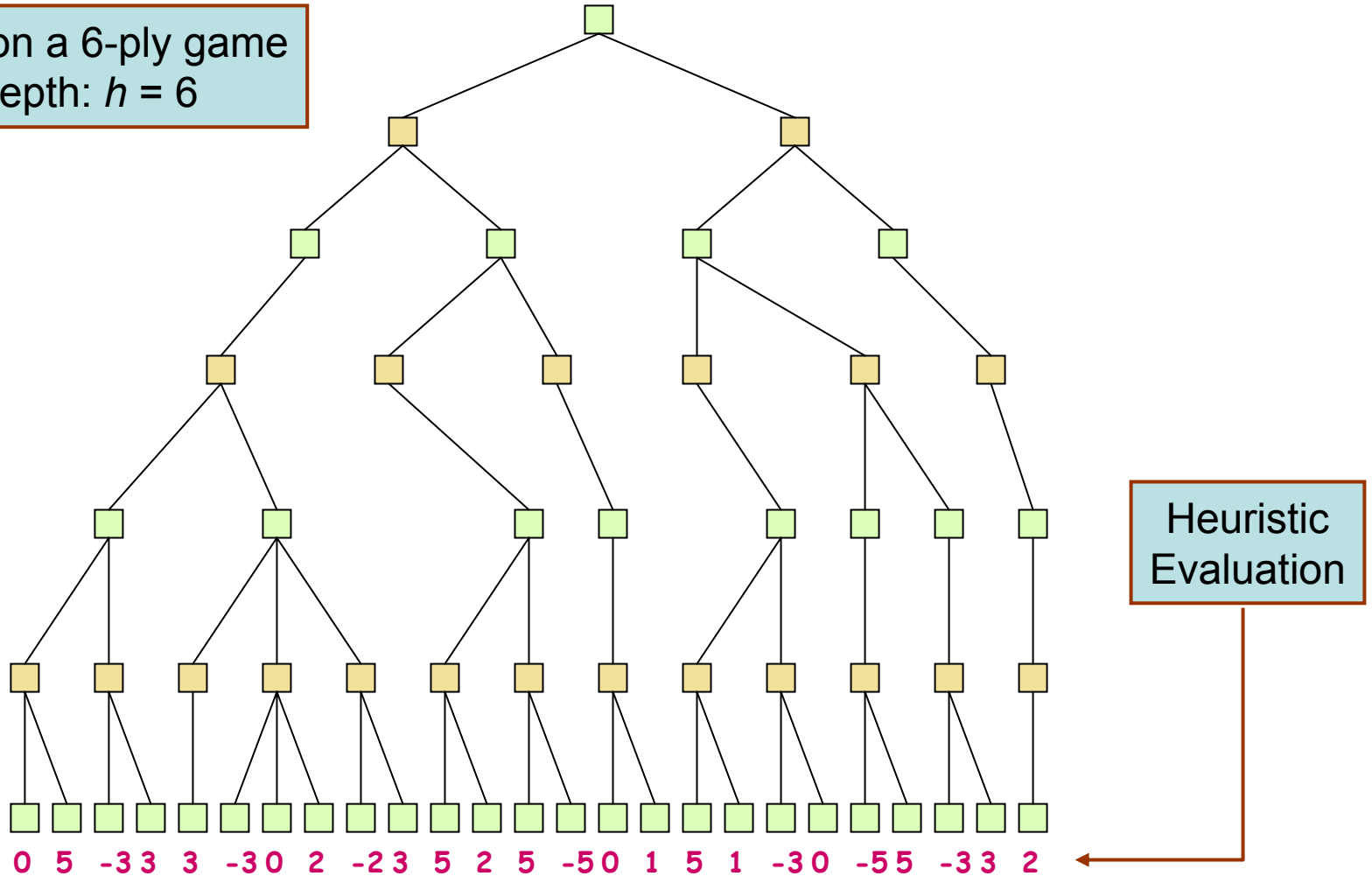
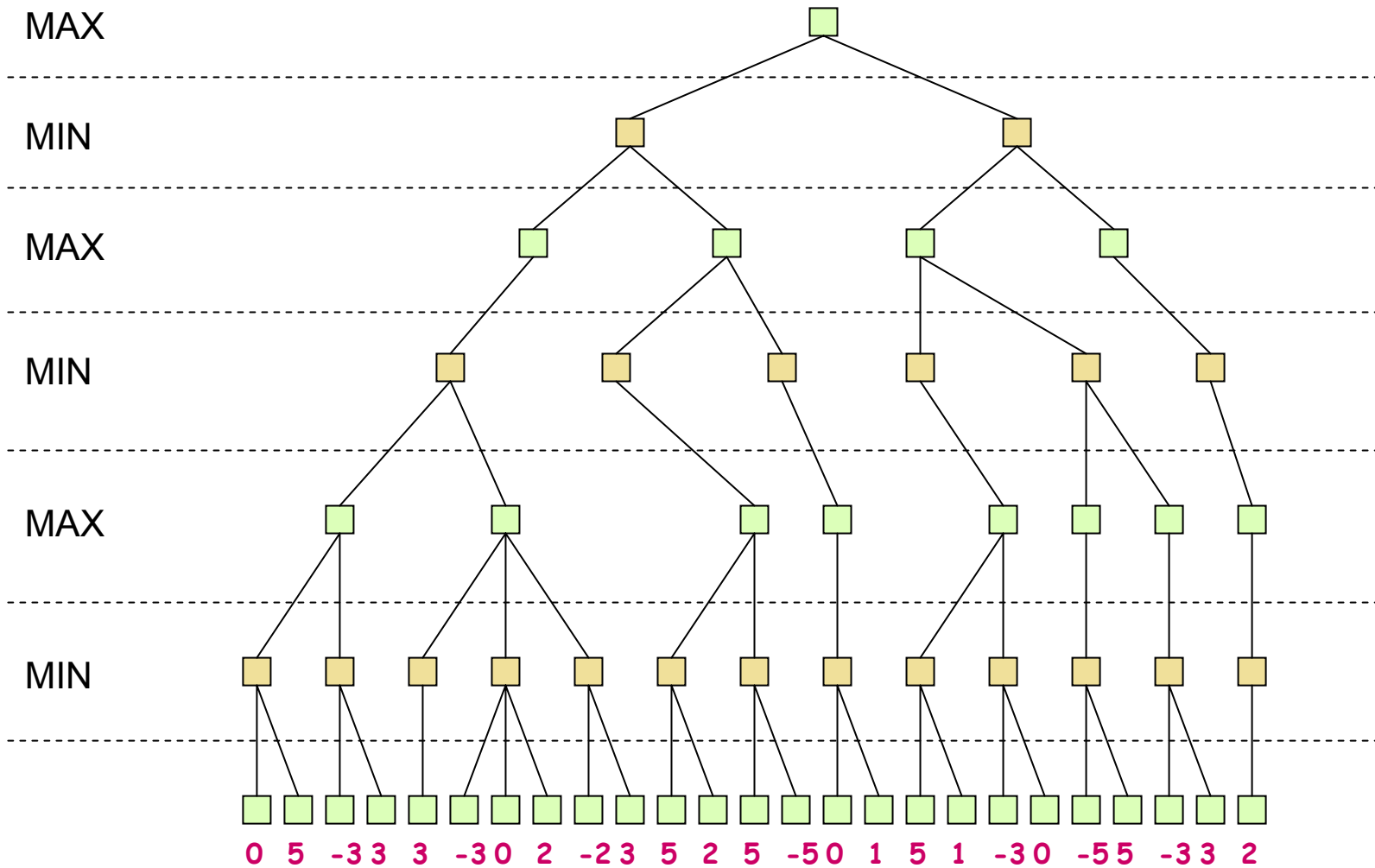


Alpha-Beta Pruning – Example

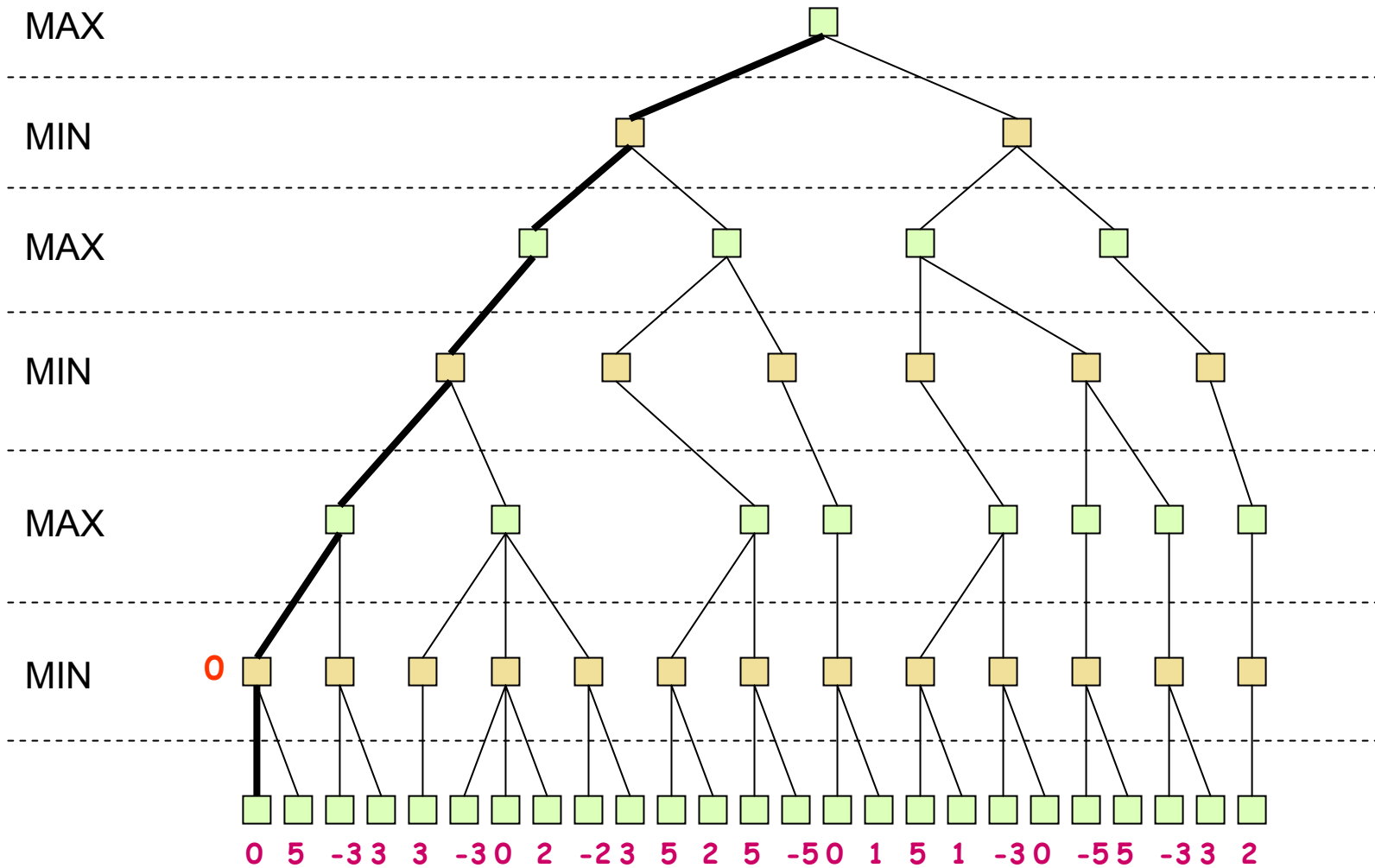
Minimax on a 6-ply game
Horizon depth: $h = 6$



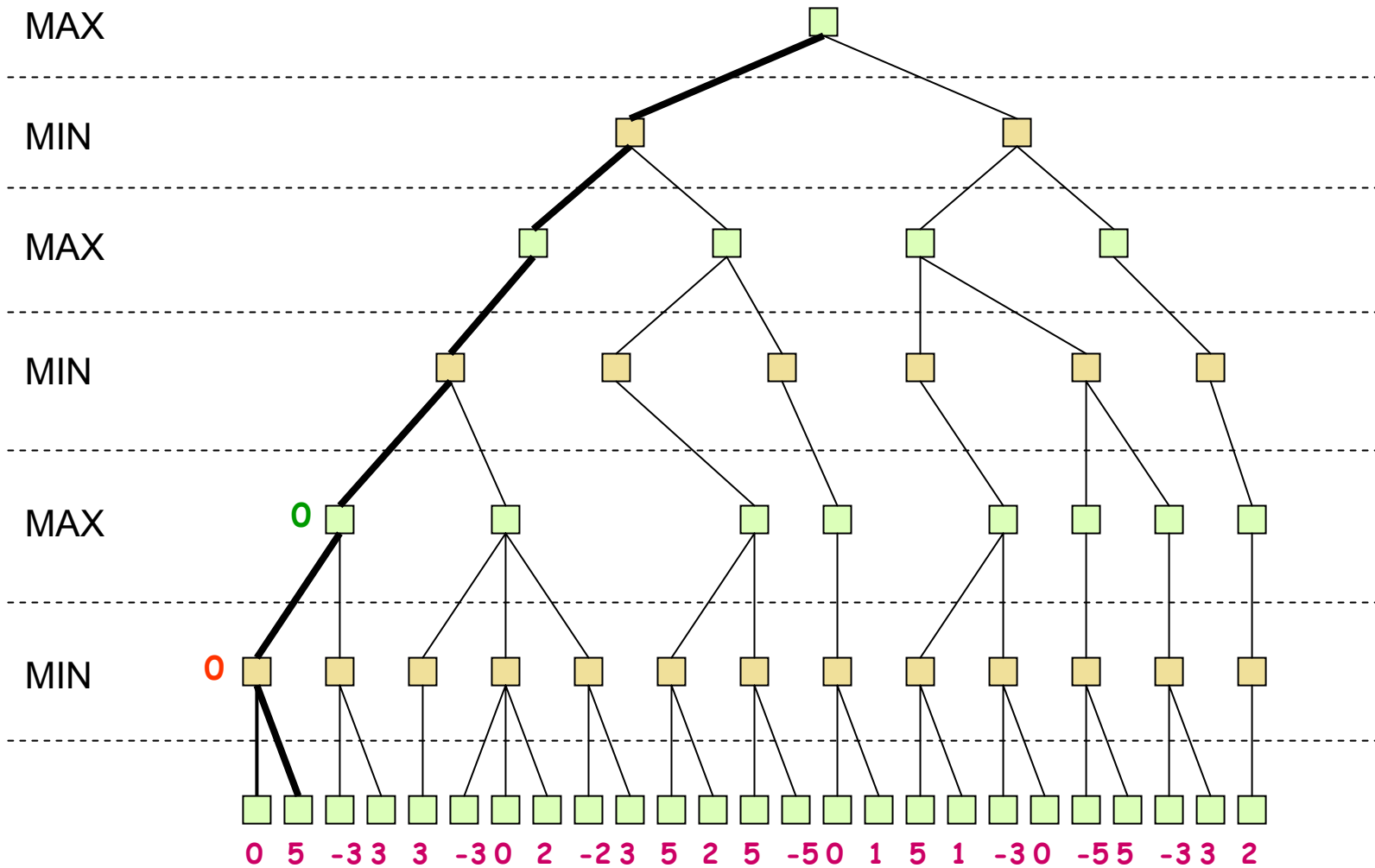
Alpha-Beta Pruning – Example



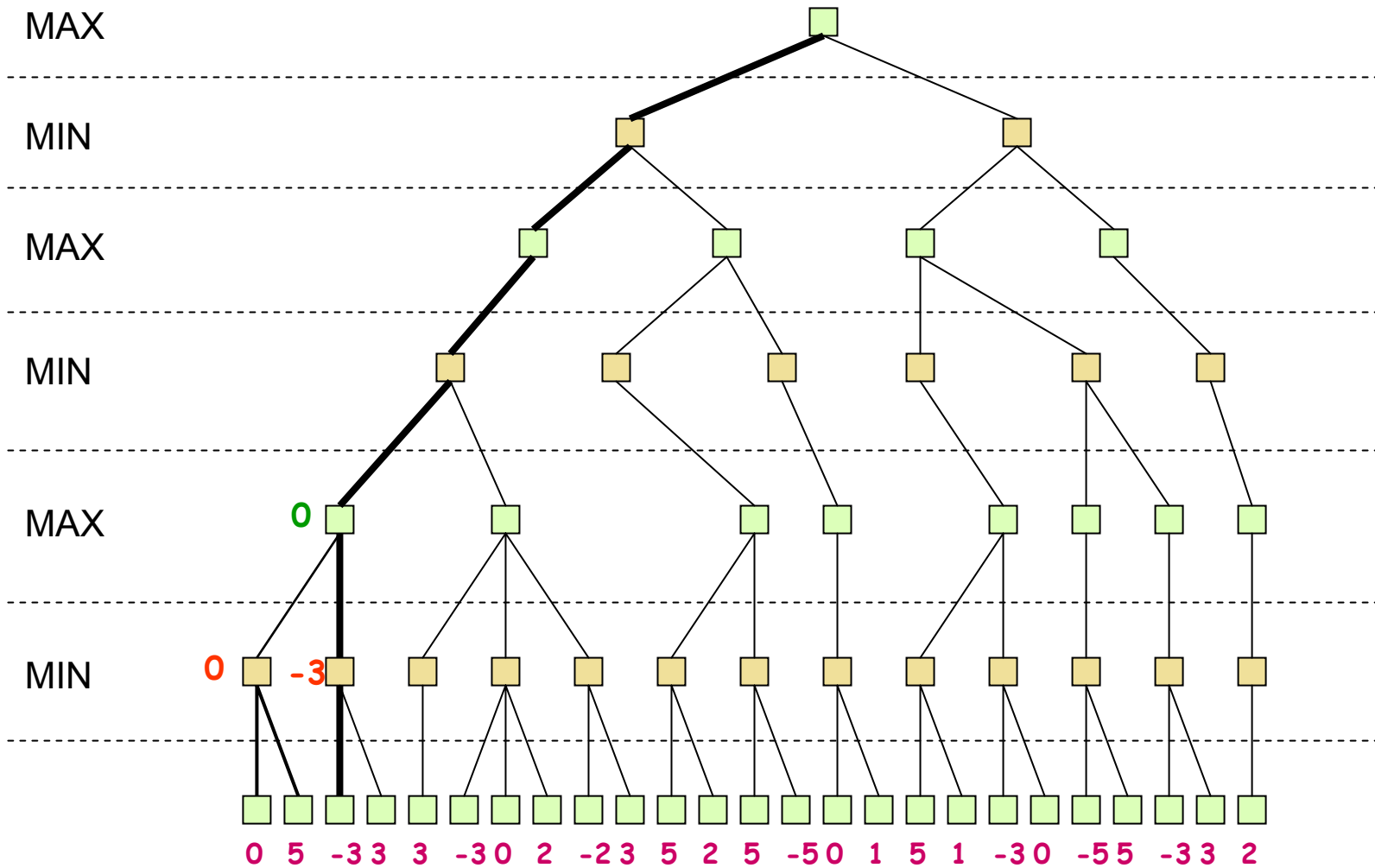
Alpha-Beta Pruning – Example



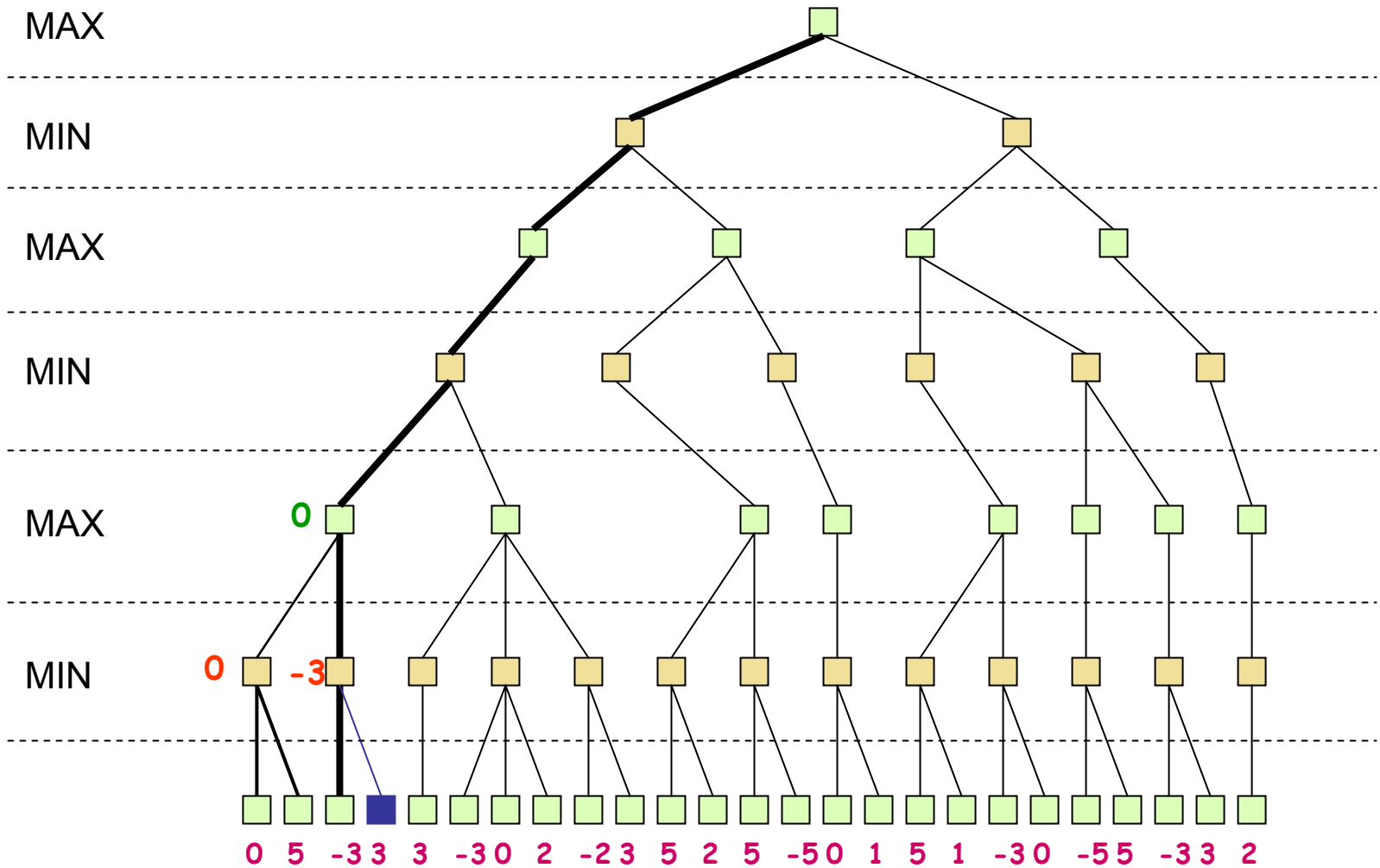
Alpha-Beta Pruning – Example



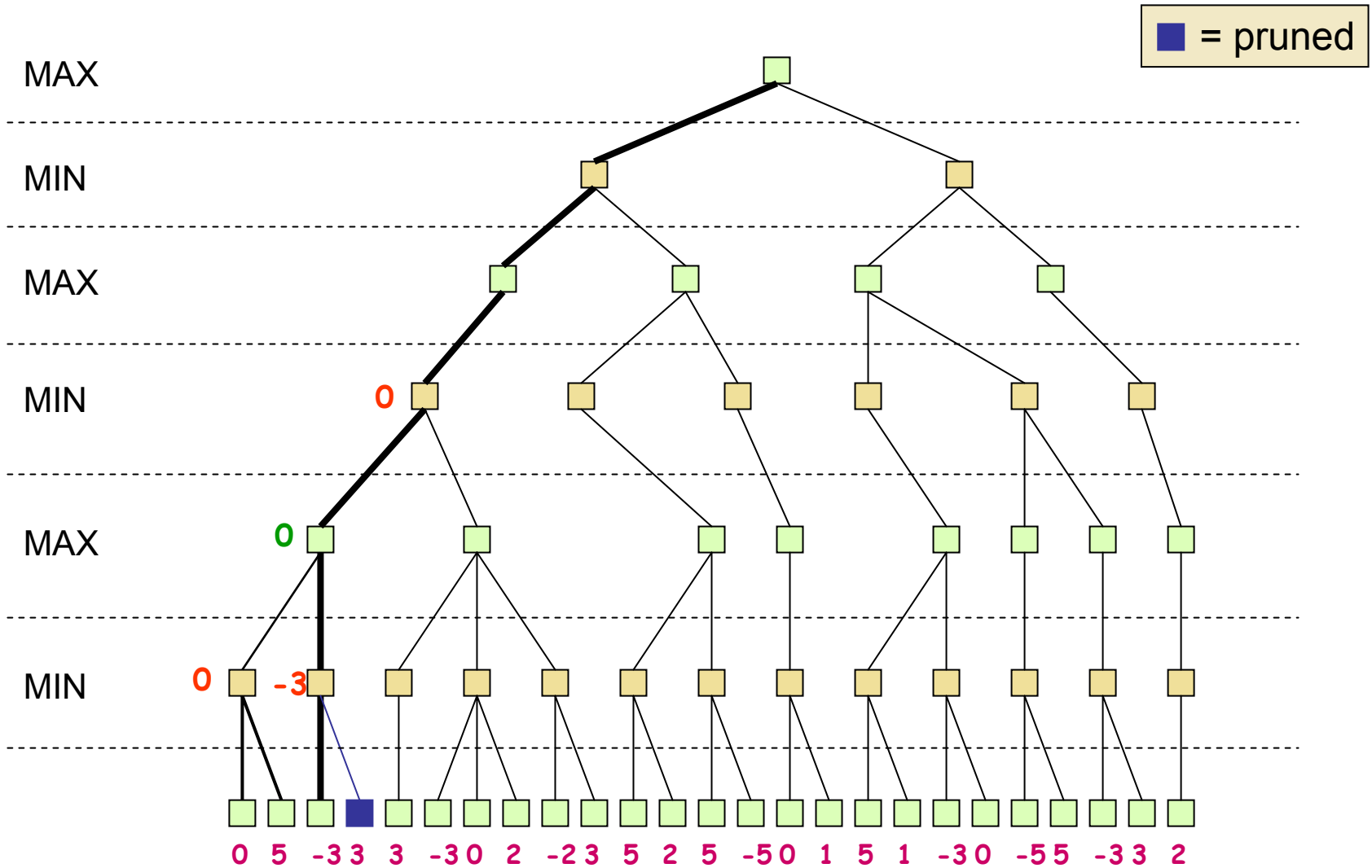
Alpha-Beta Pruning – Example



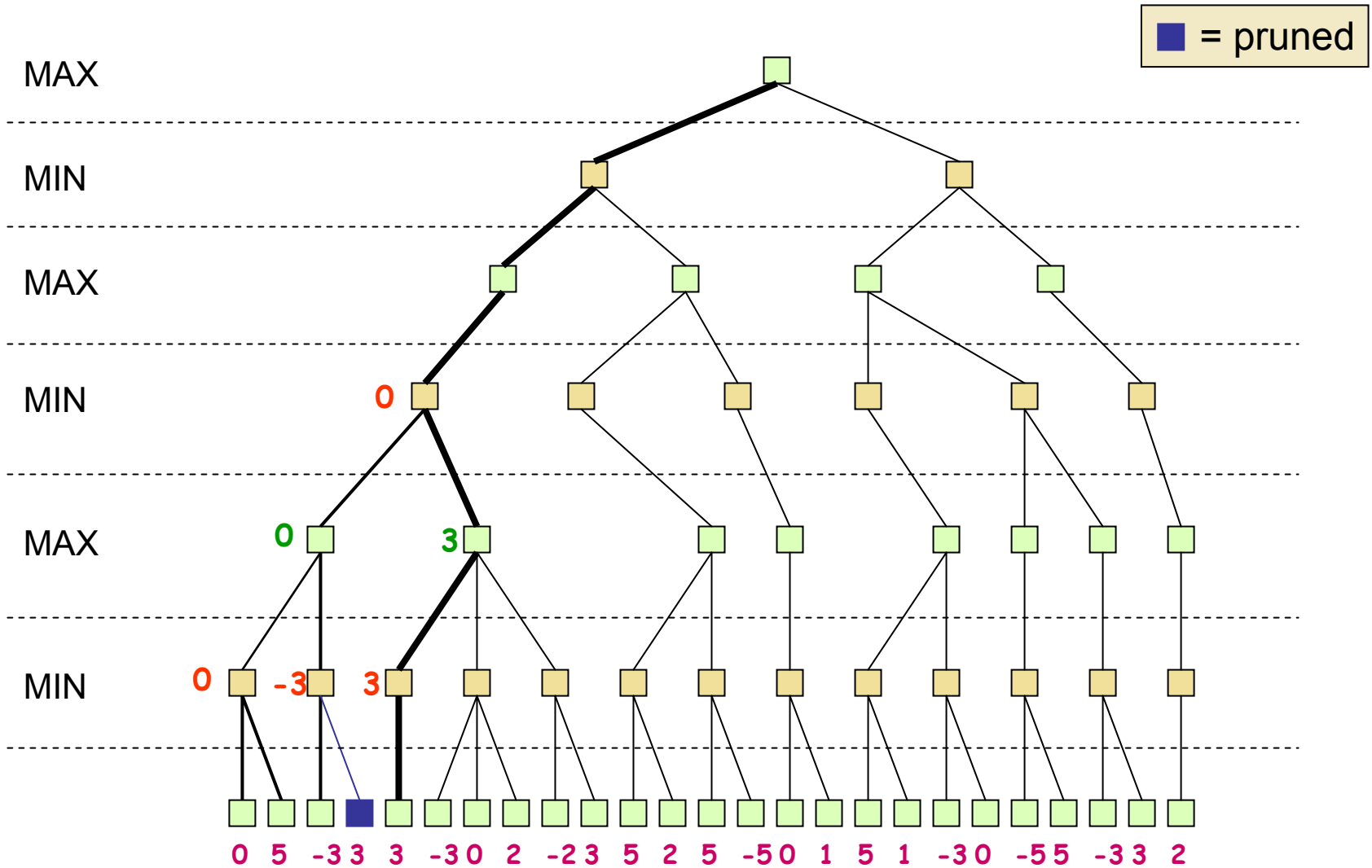
Alpha-Beta Pruning – Example



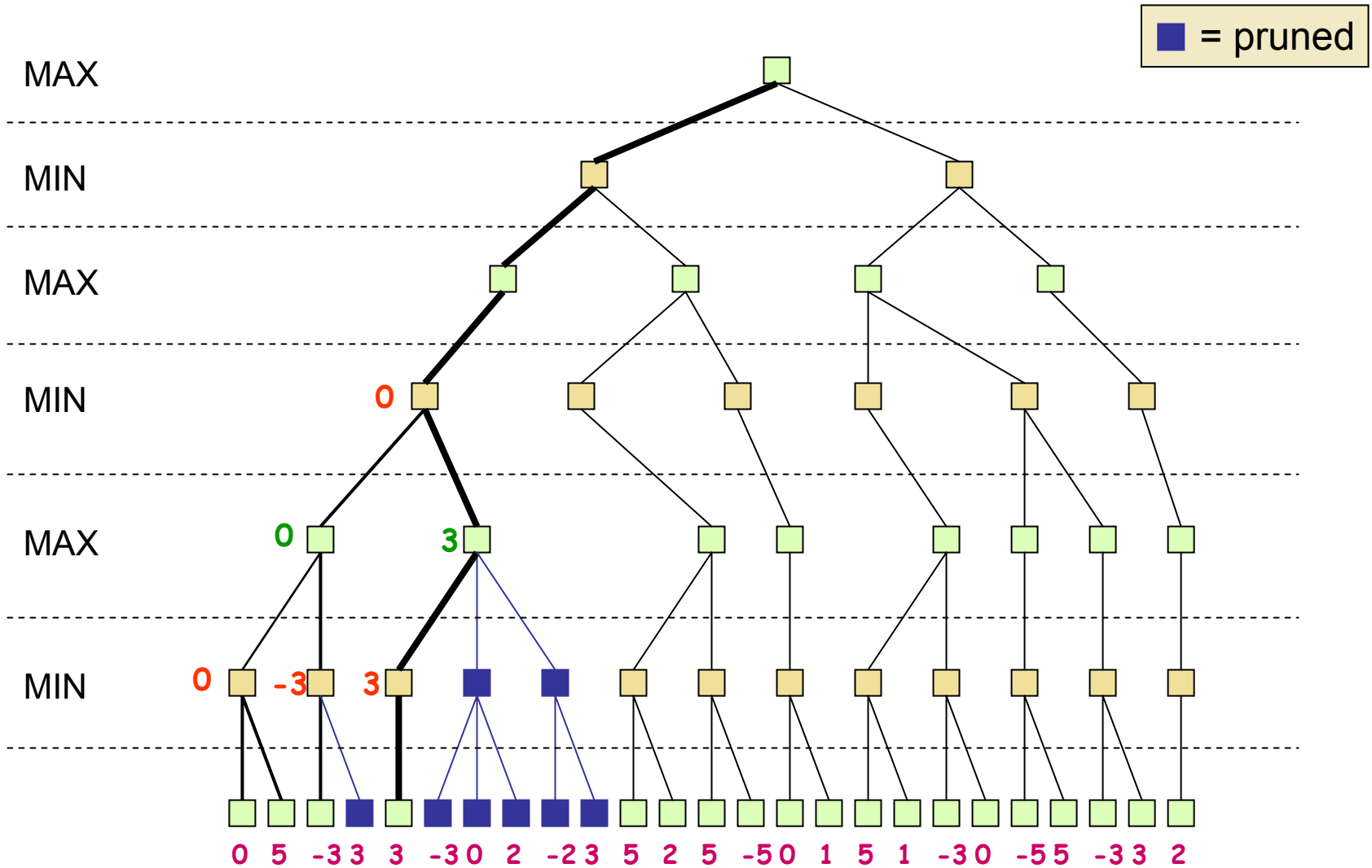
Alpha-Beta Pruning – Example



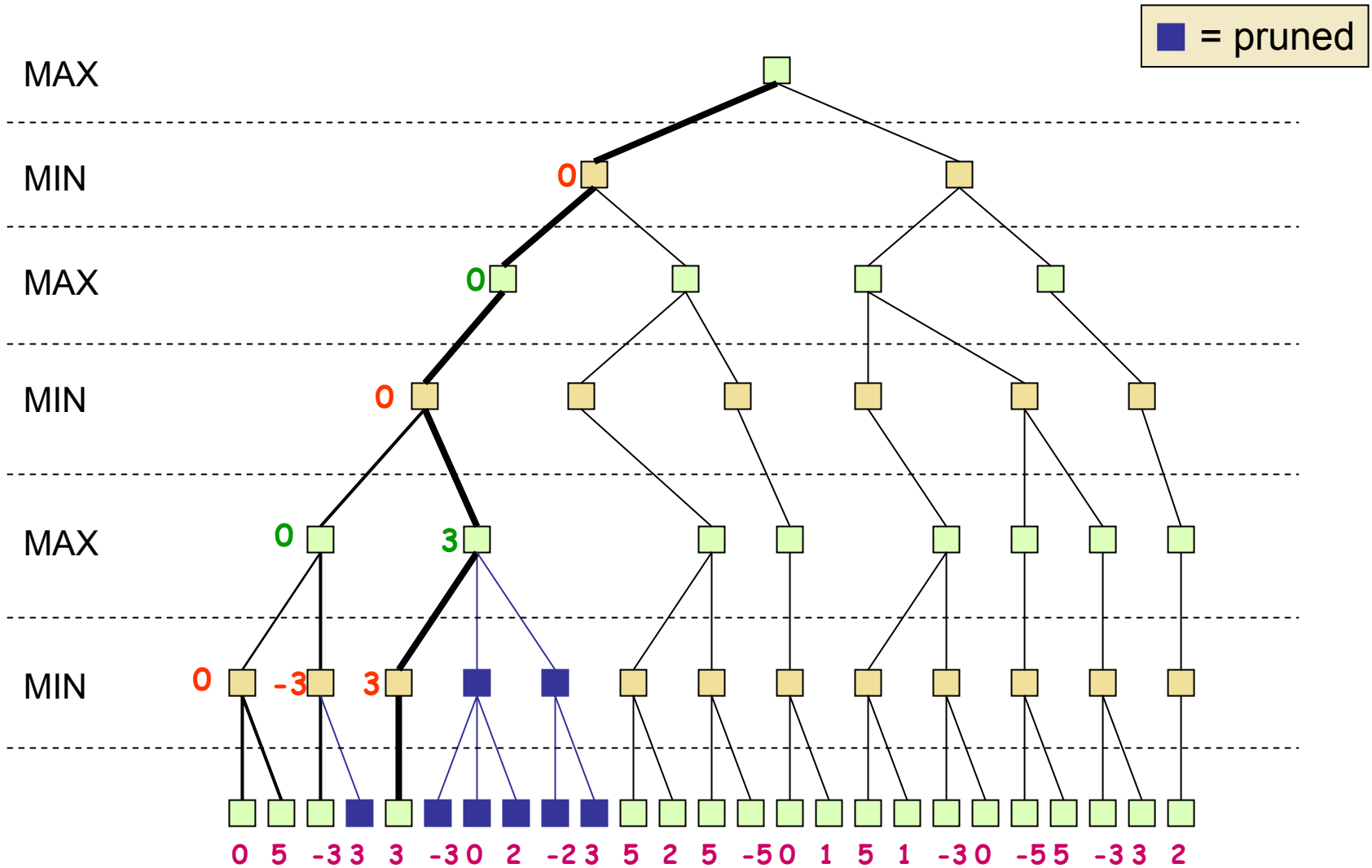
Alpha-Beta Pruning – Example



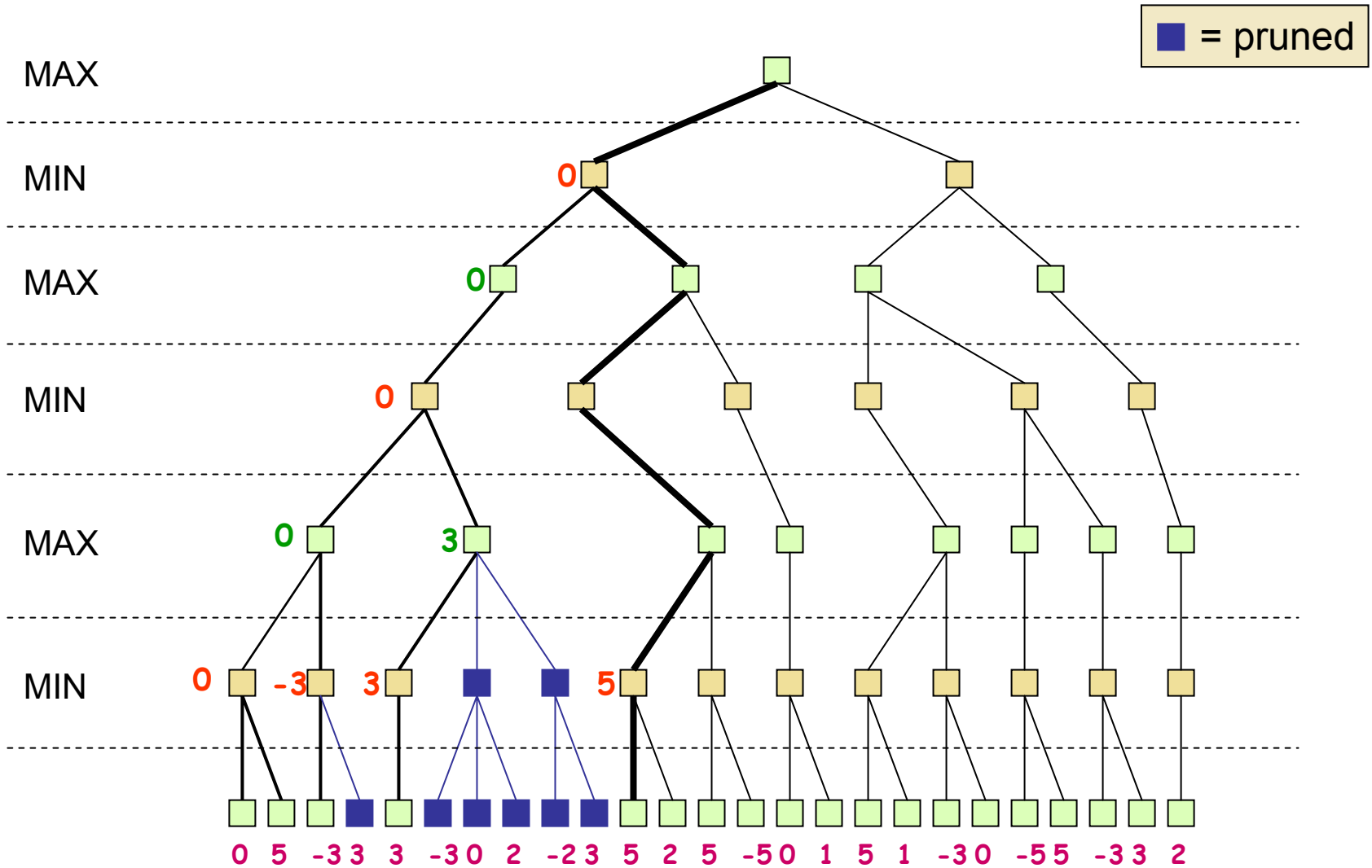
Alpha-Beta Pruning – Example



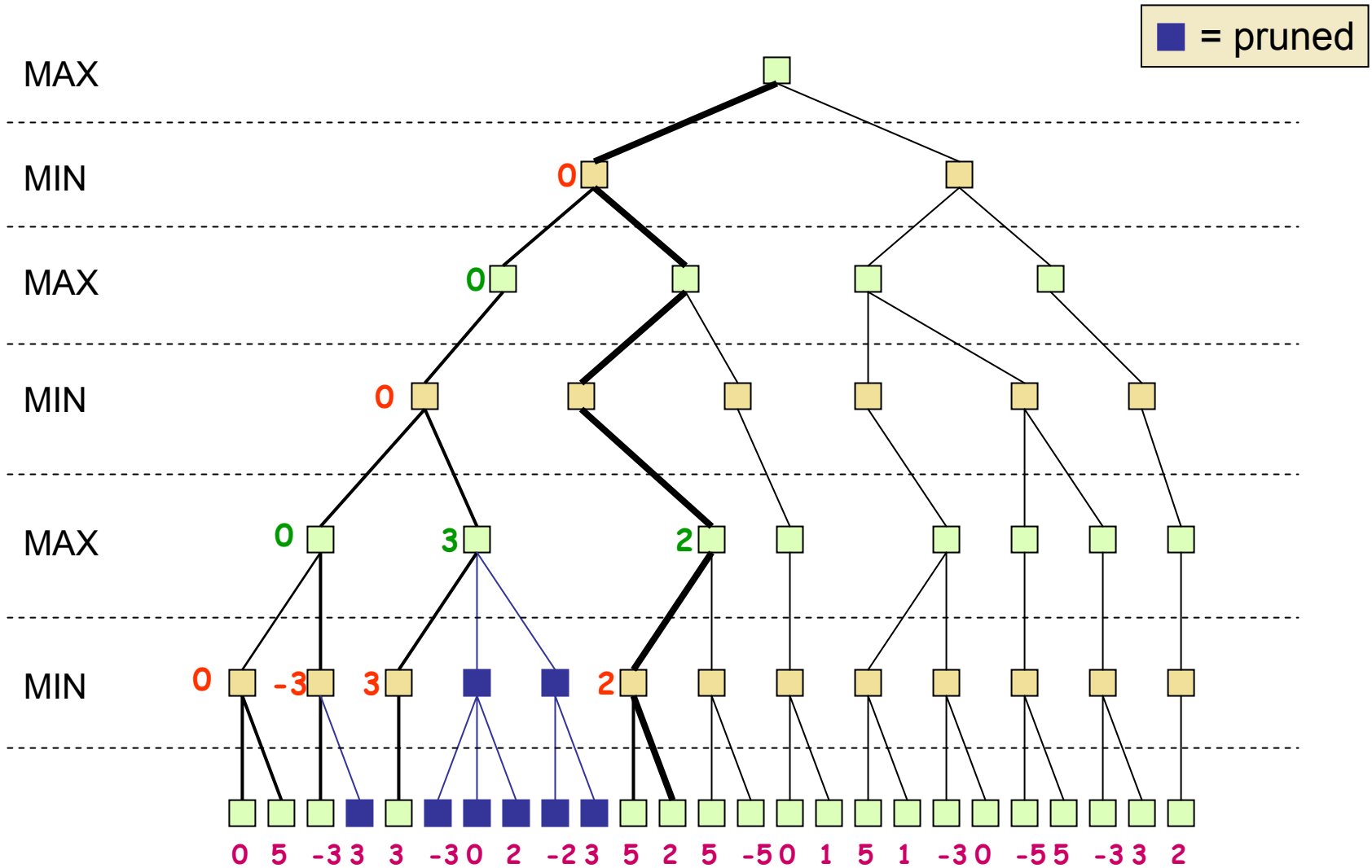
Alpha-Beta Pruning – Example



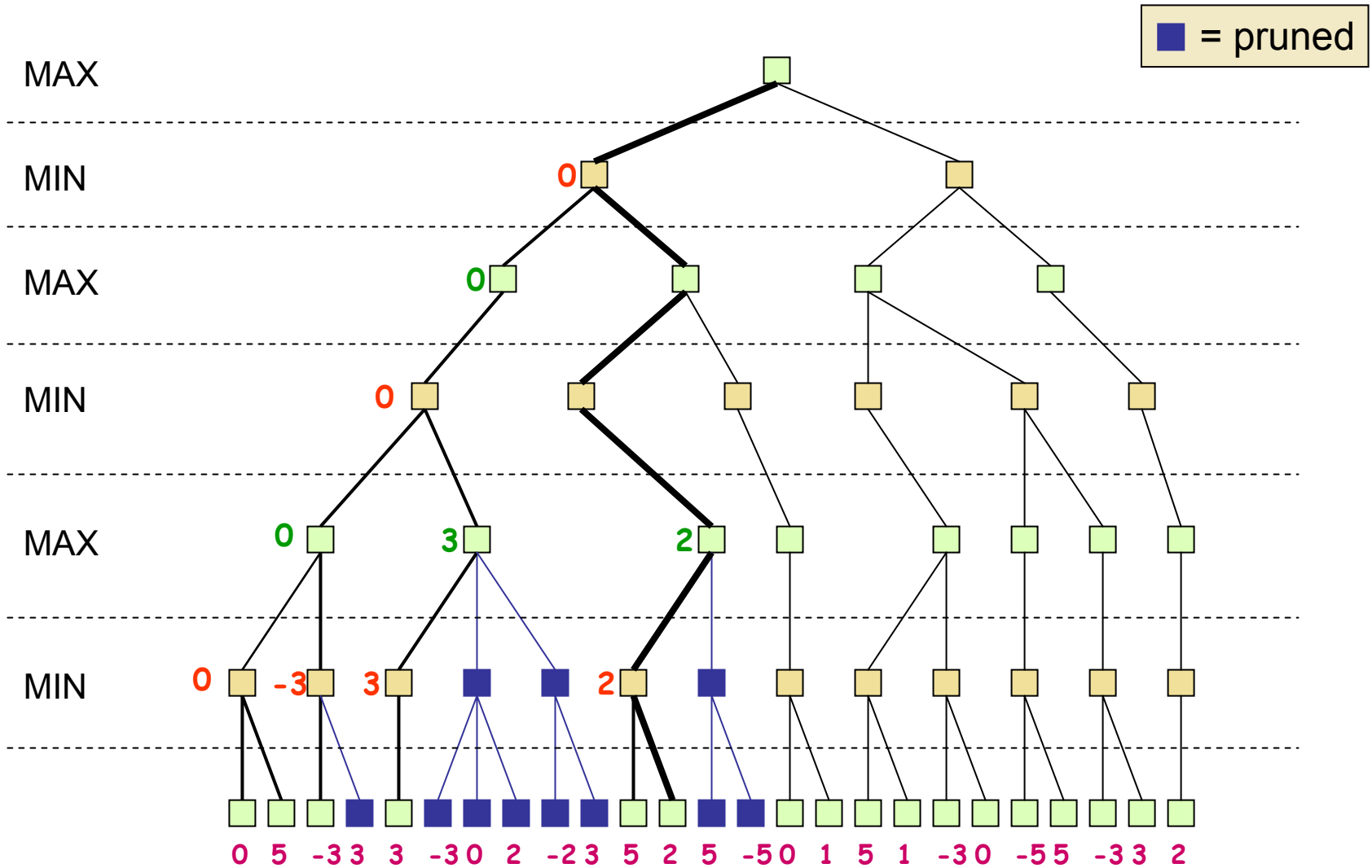
Alpha-Beta Pruning – Example



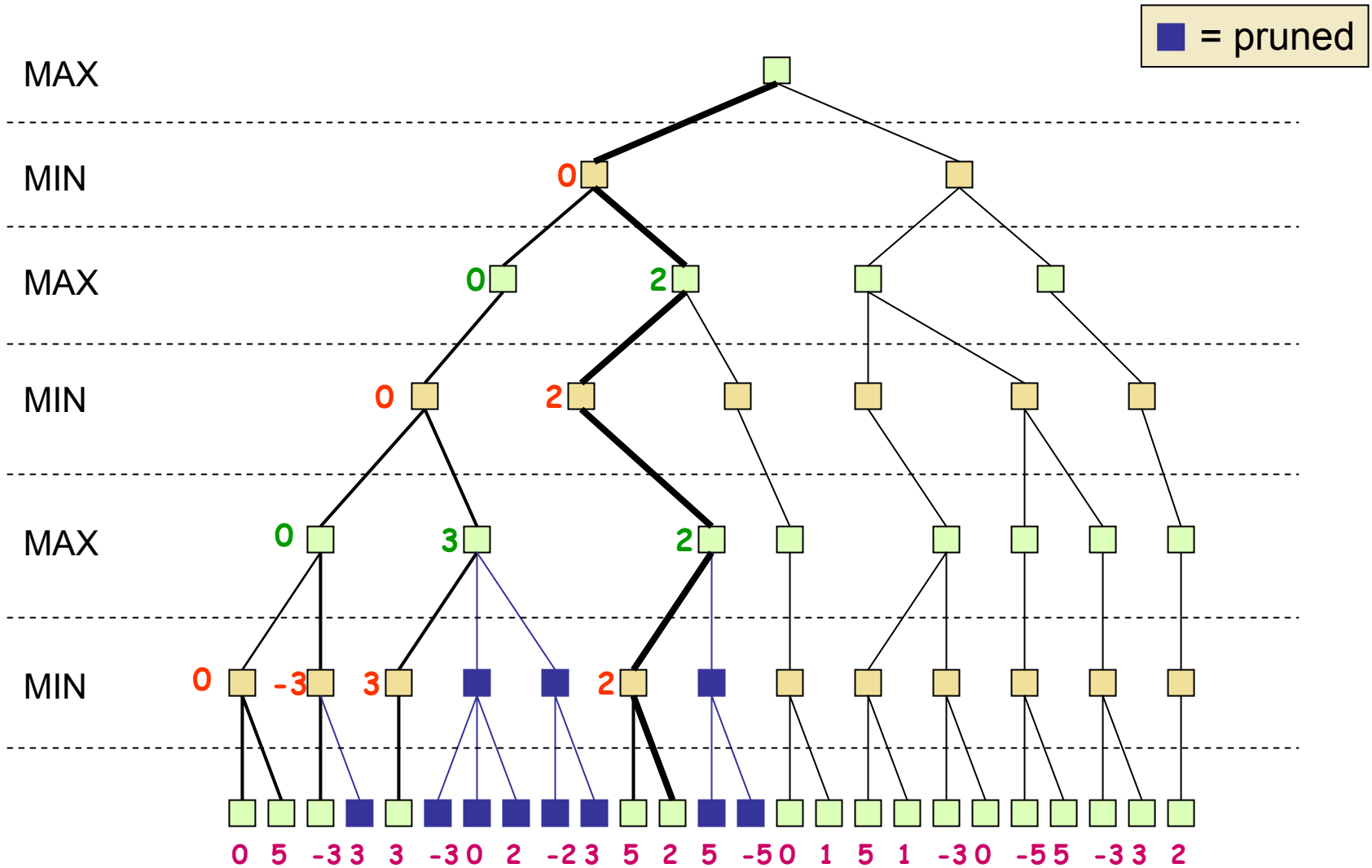
Alpha-Beta Pruning – Example



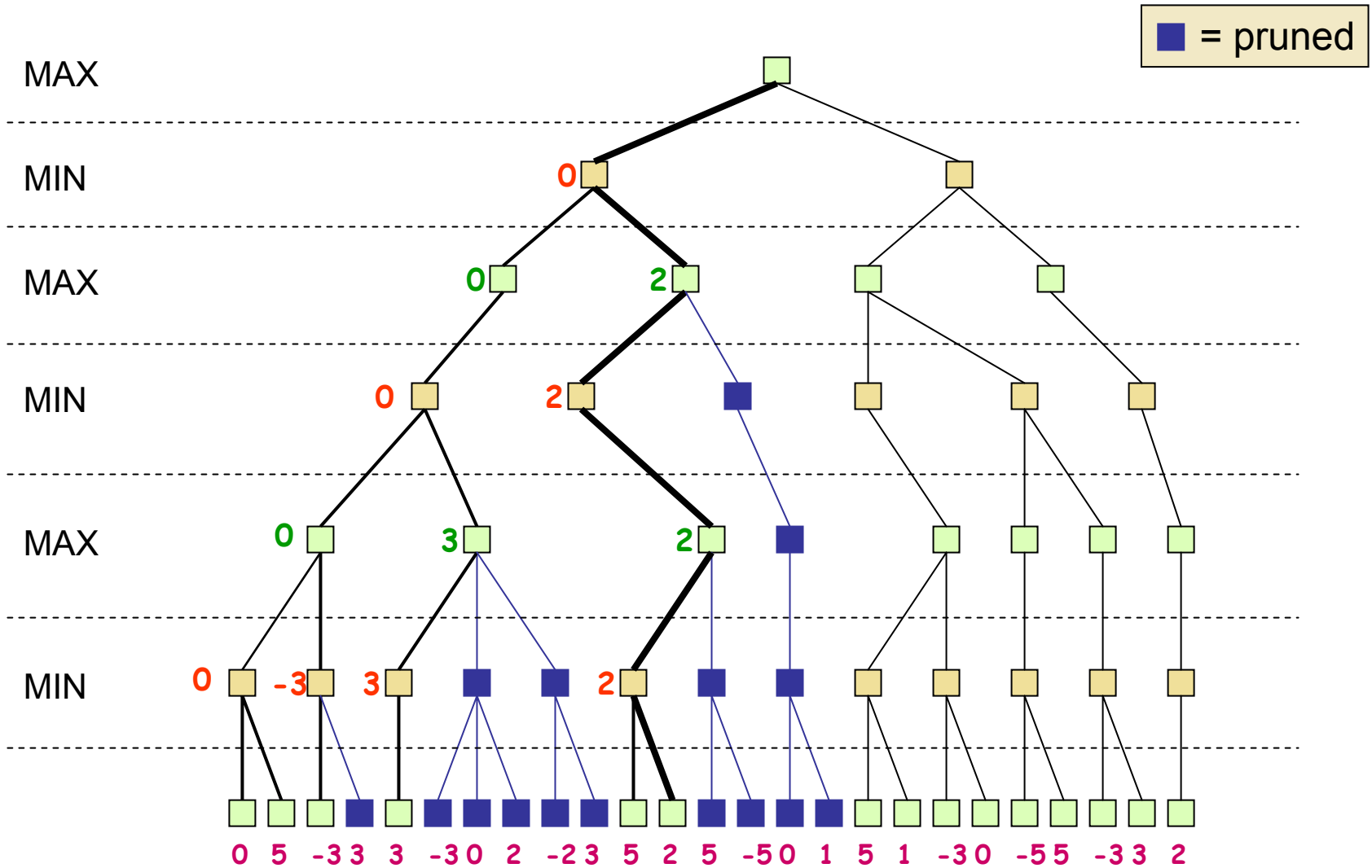
Alpha-Beta Pruning – Example



Alpha-Beta Pruning – Example

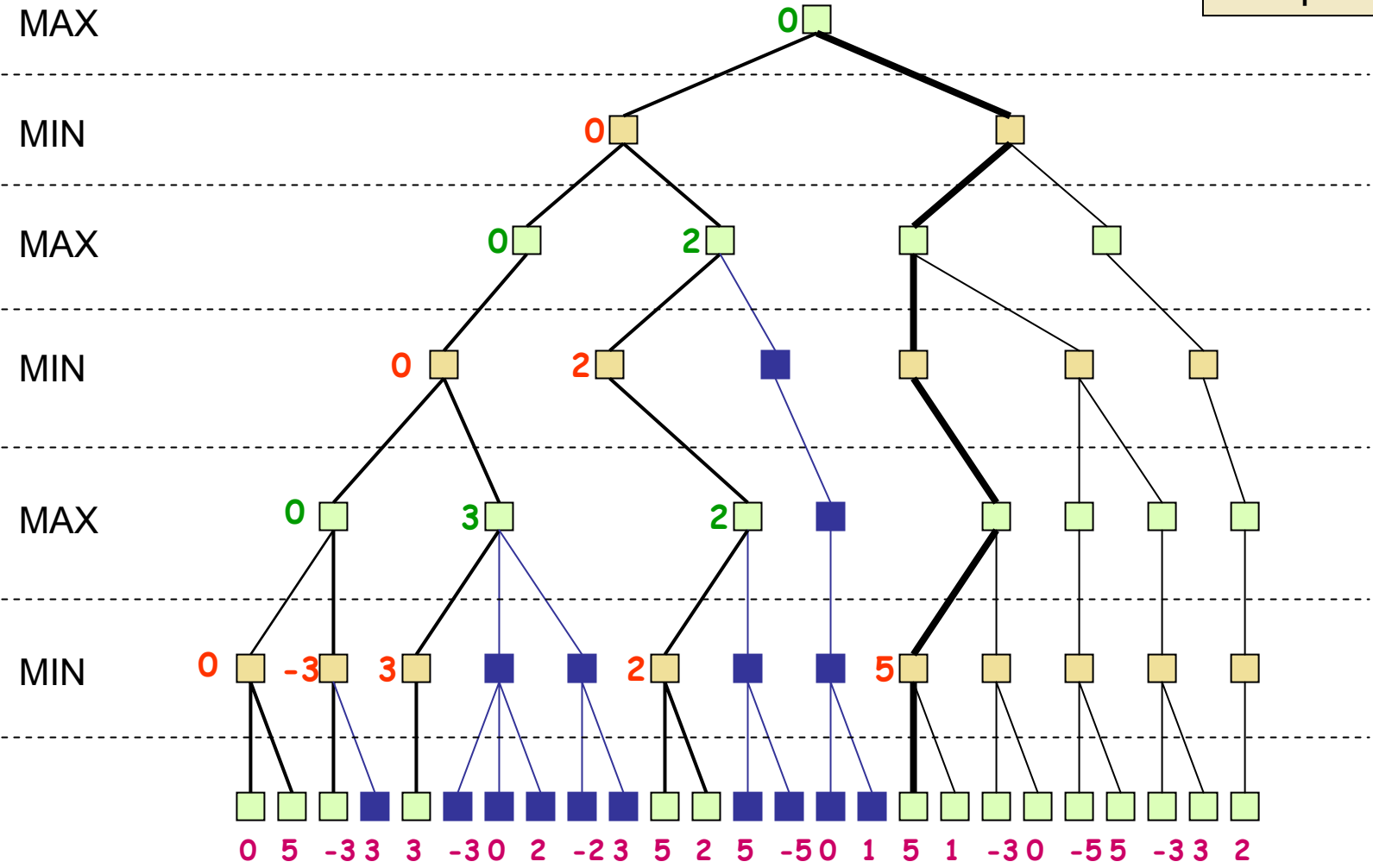


Alpha-Beta Pruning – Example

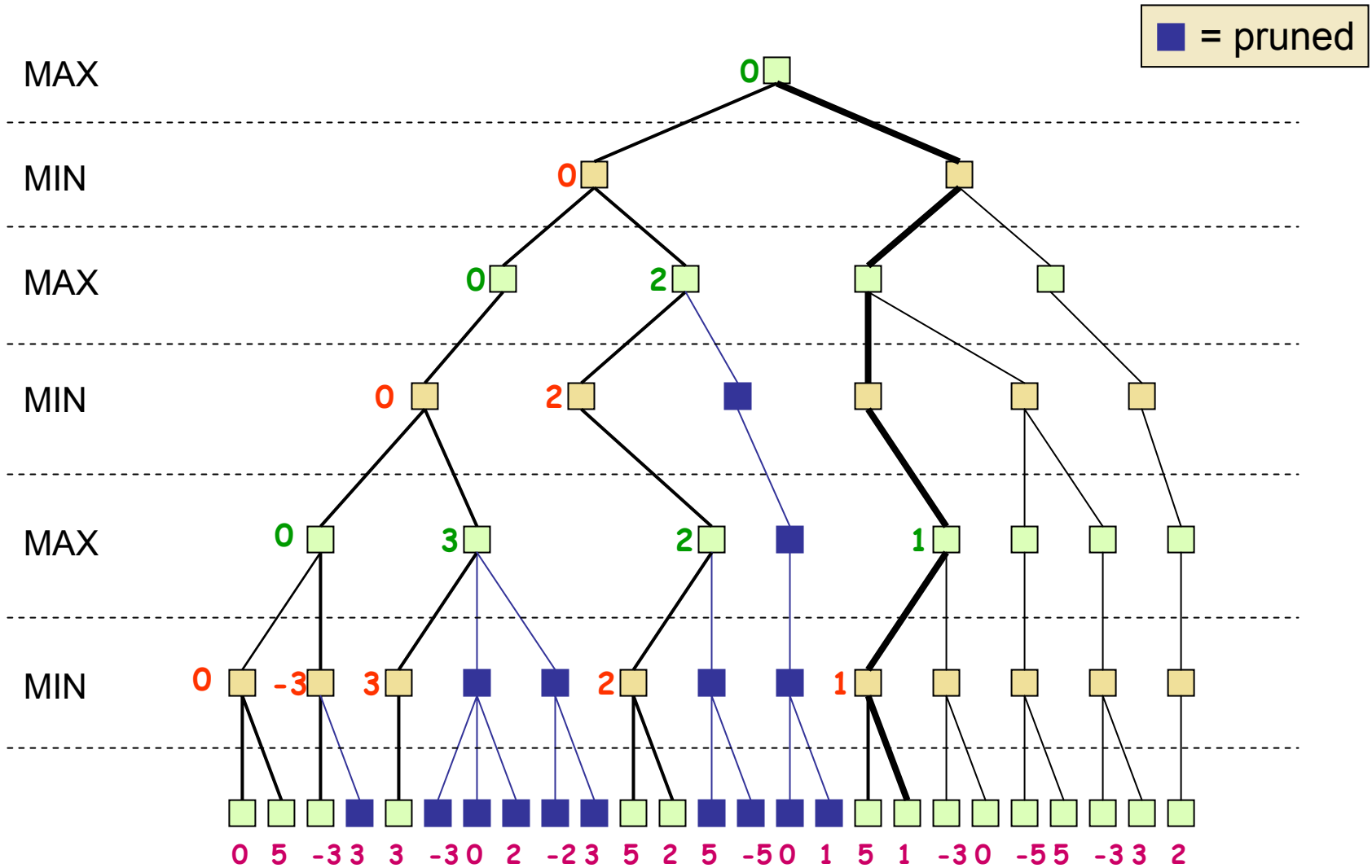


Alpha-Beta Pruning – Example

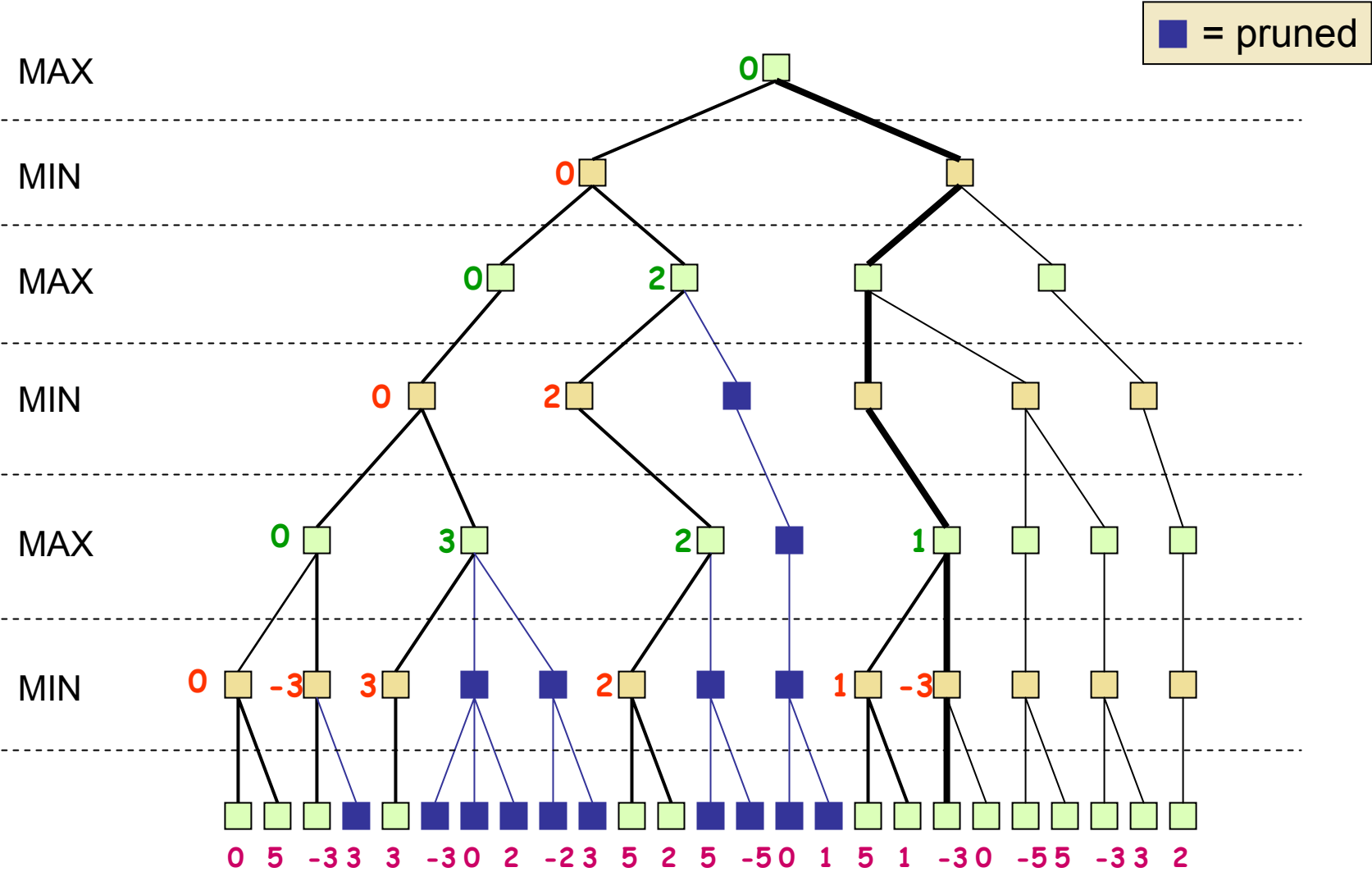
■ = pruned



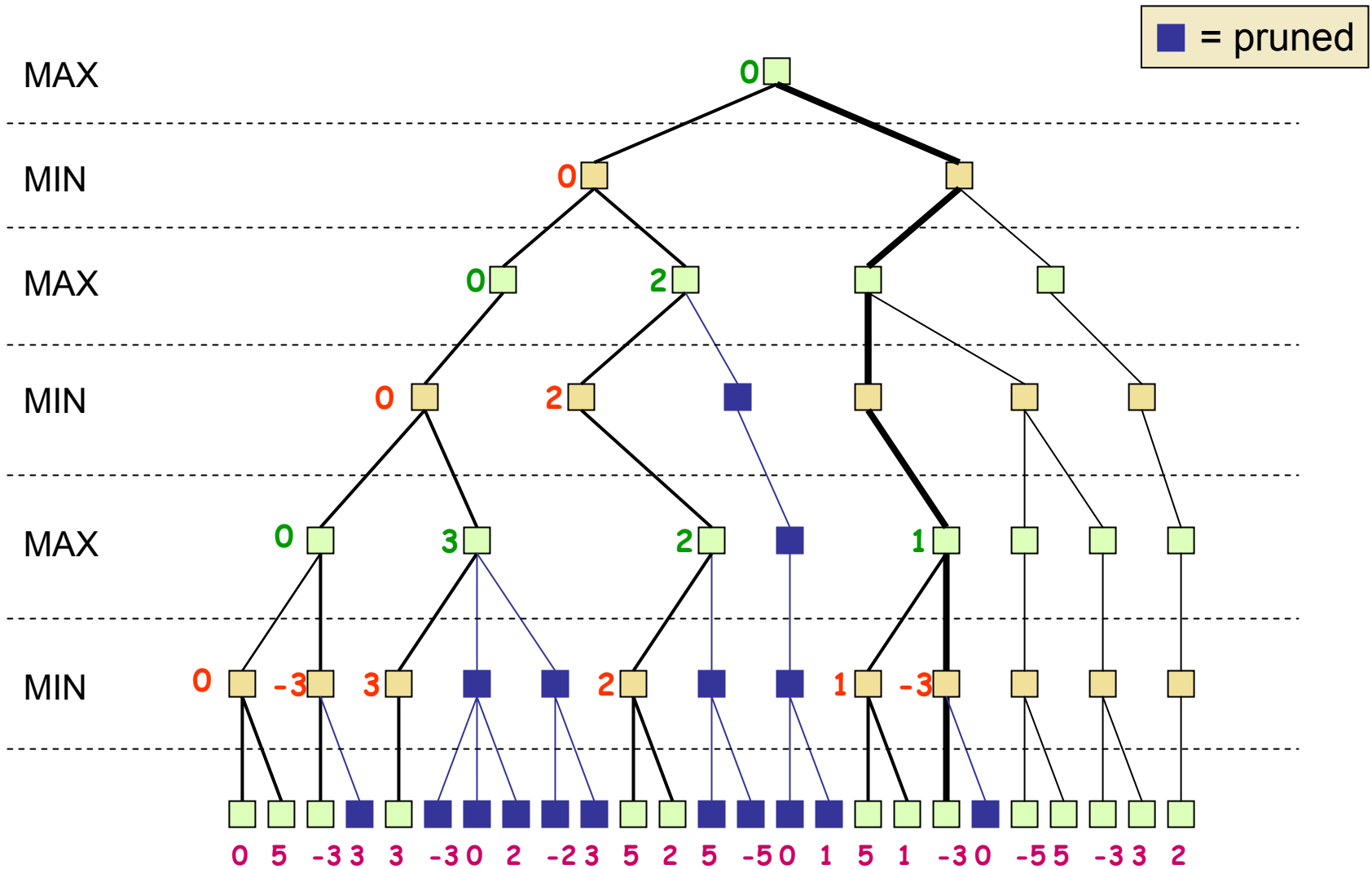
Alpha-Beta Pruning – Example



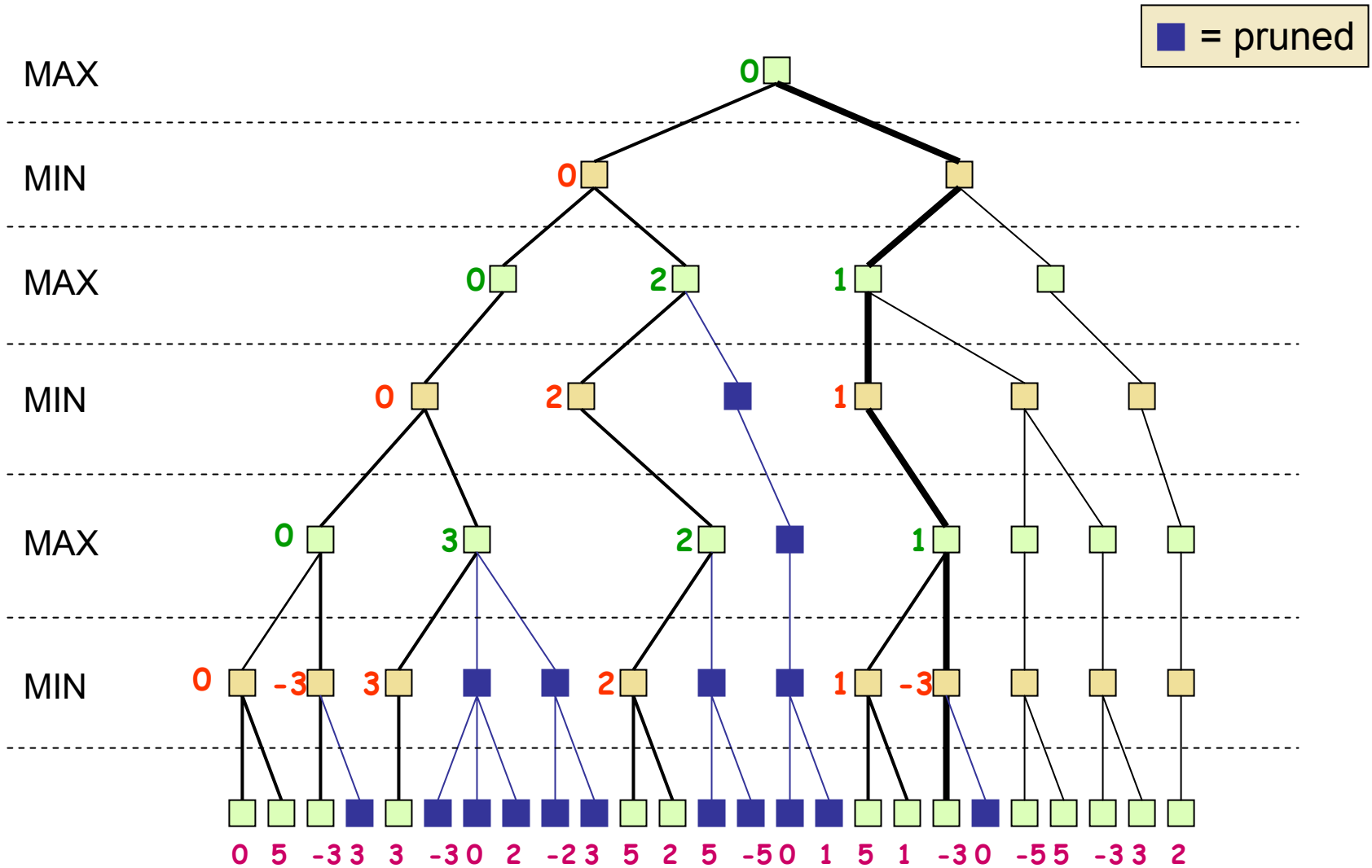
Alpha-Beta Pruning – Example



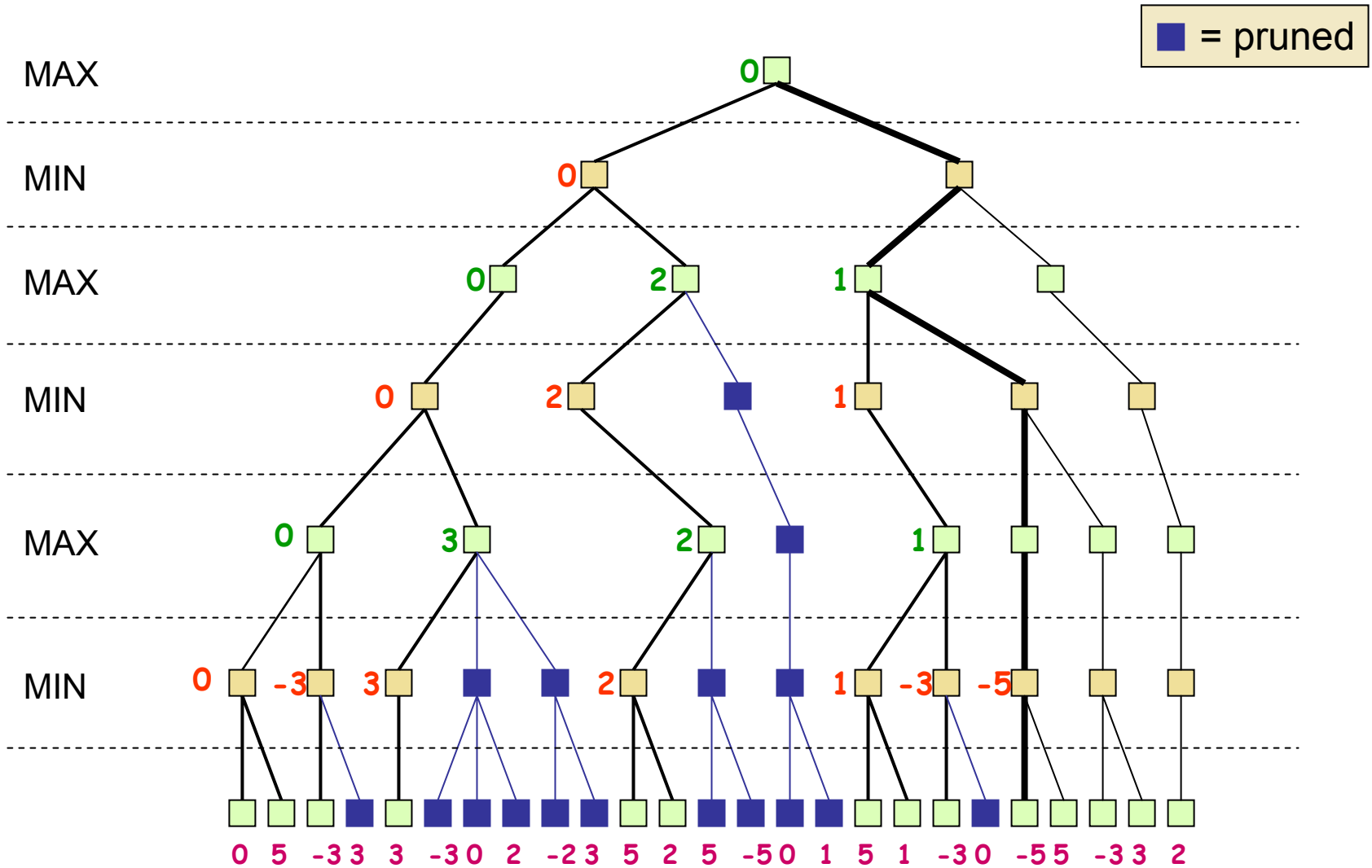
Alpha-Beta Pruning – Example



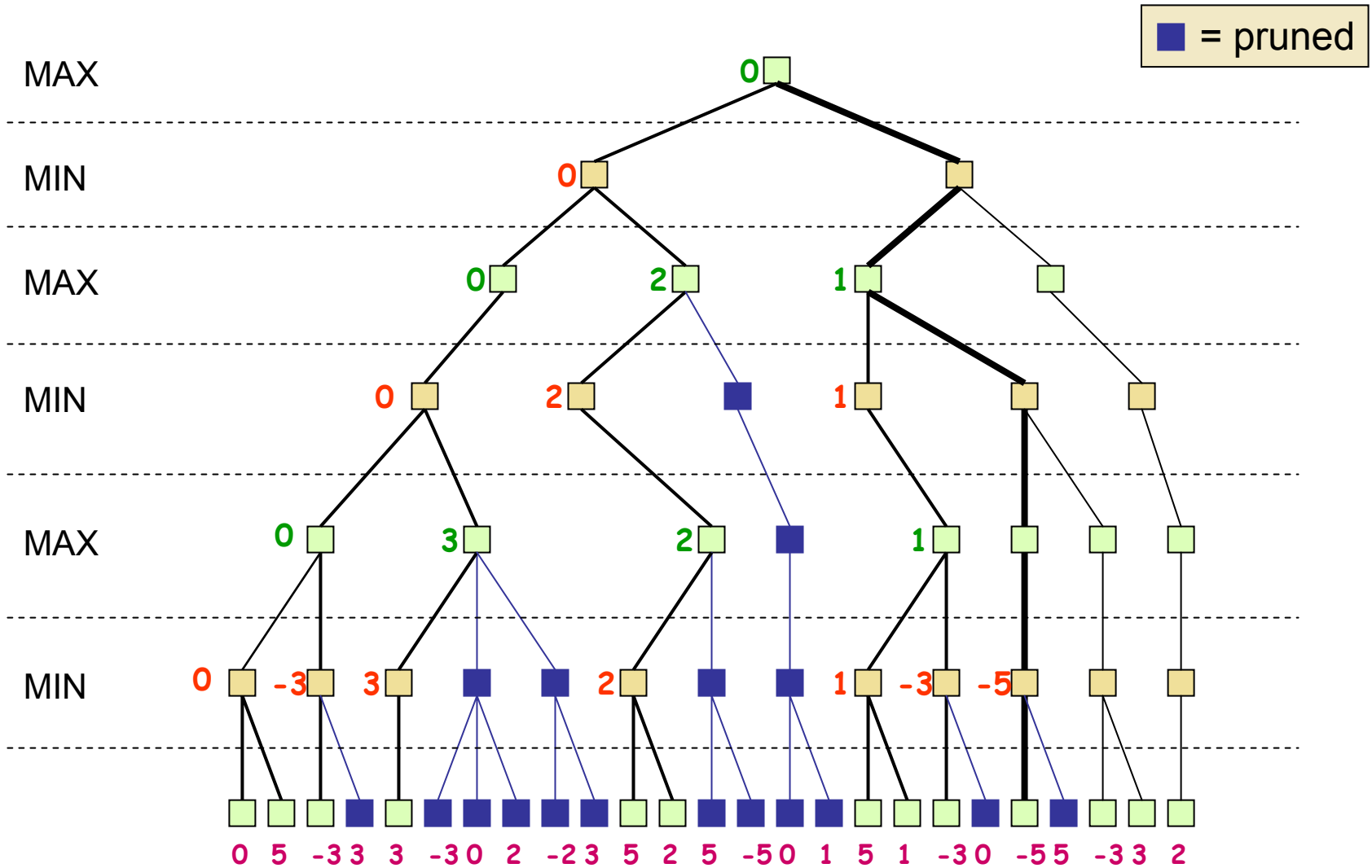
Alpha-Beta Pruning – Example



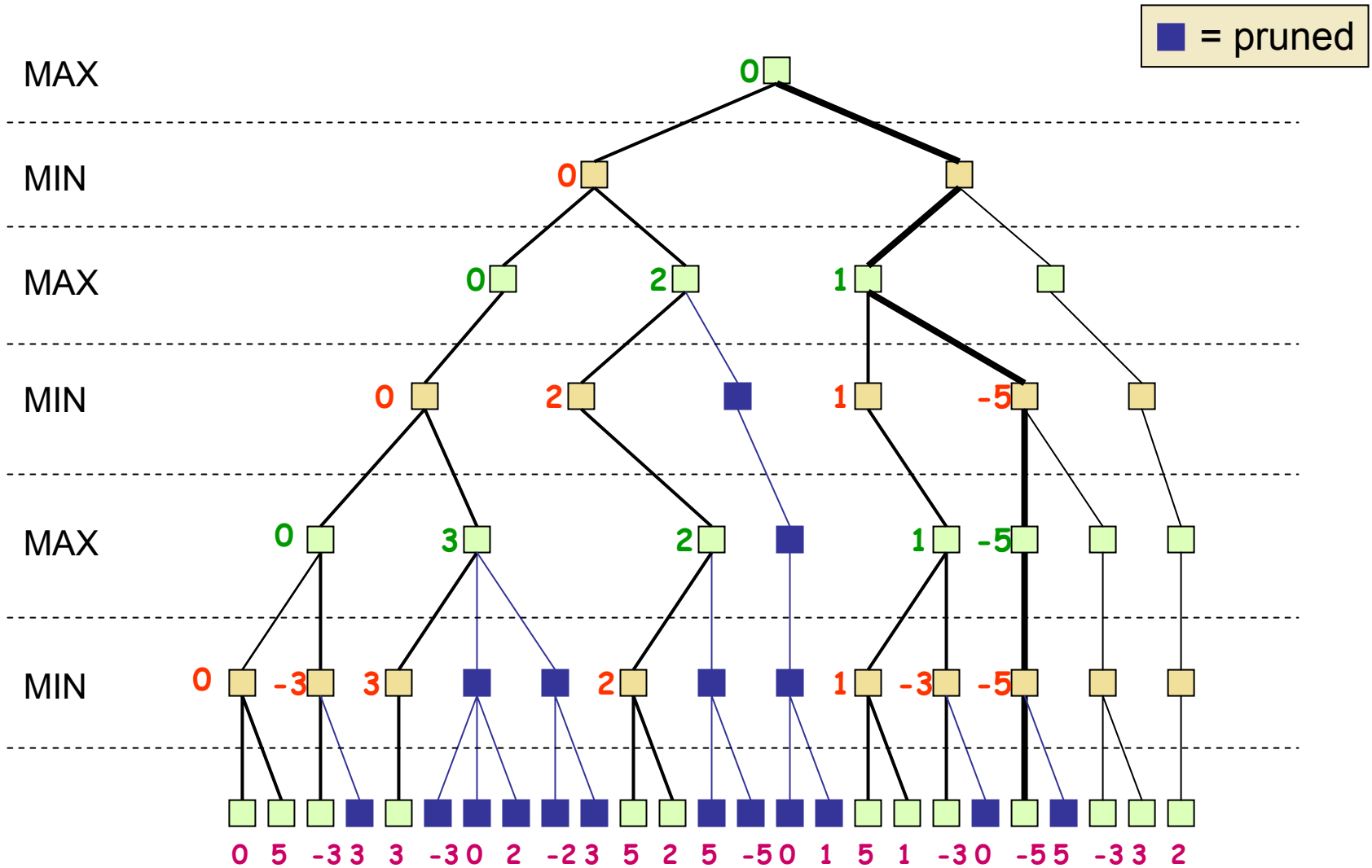
Alpha-Beta Pruning – Example



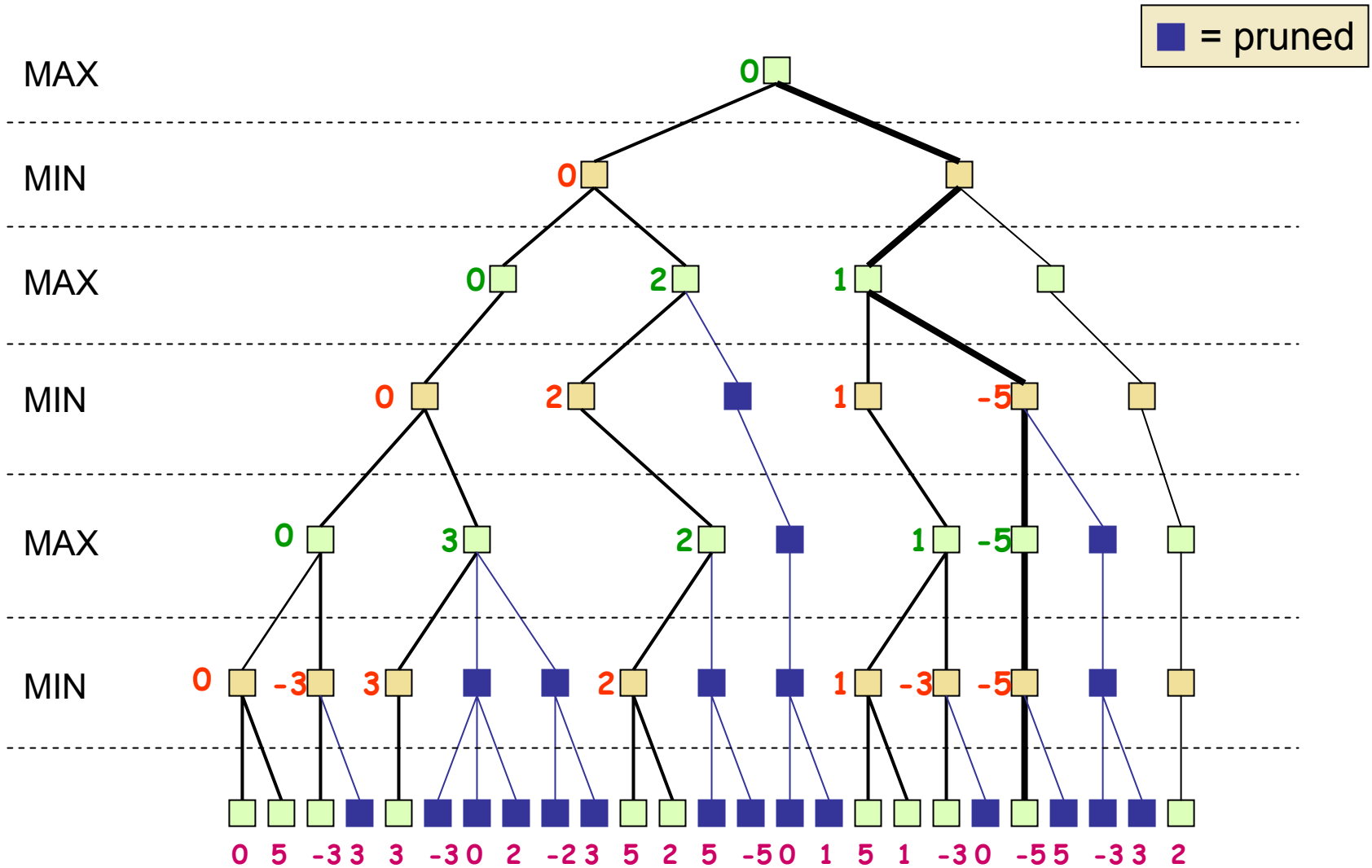
Alpha-Beta Pruning – Example



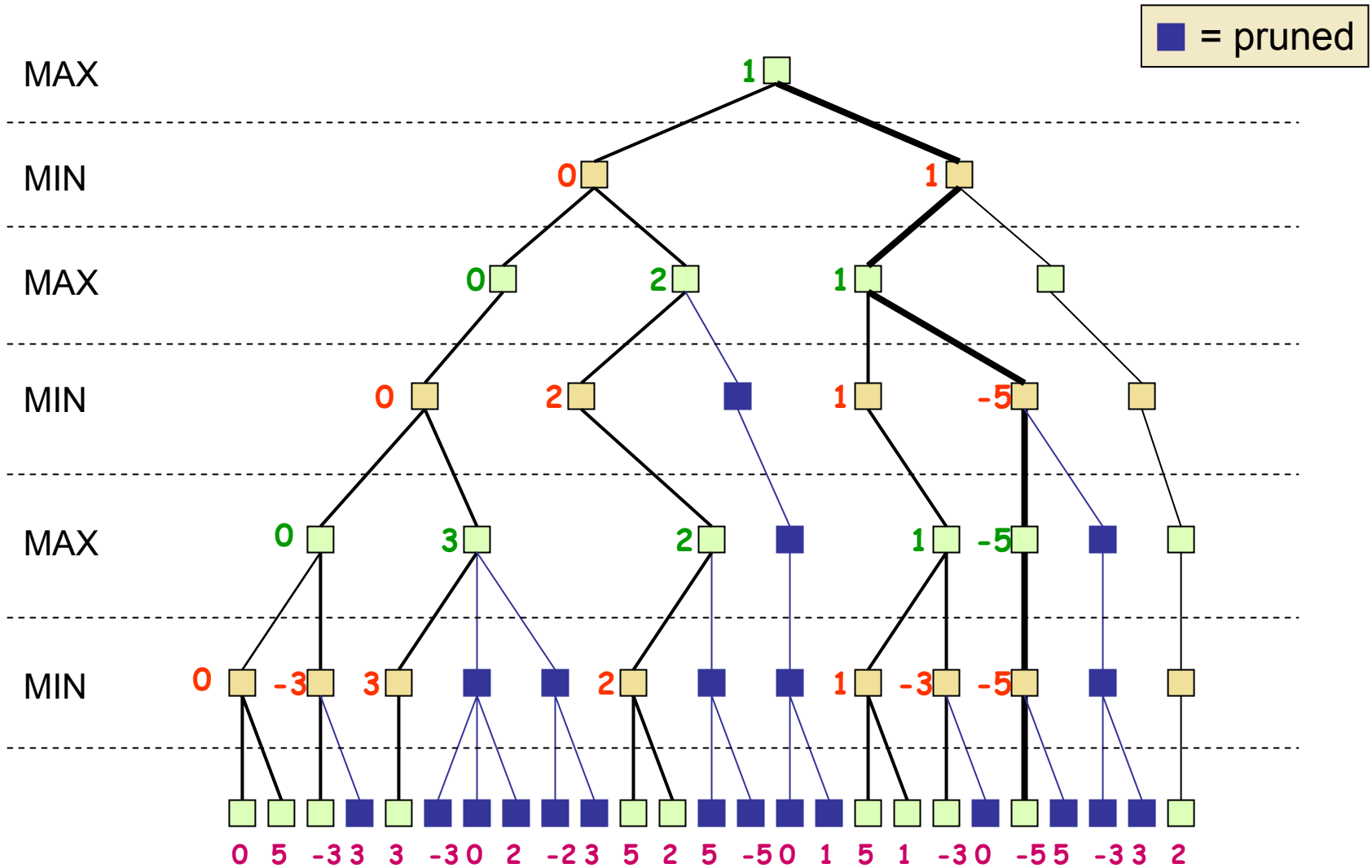
Alpha-Beta Pruning – Example



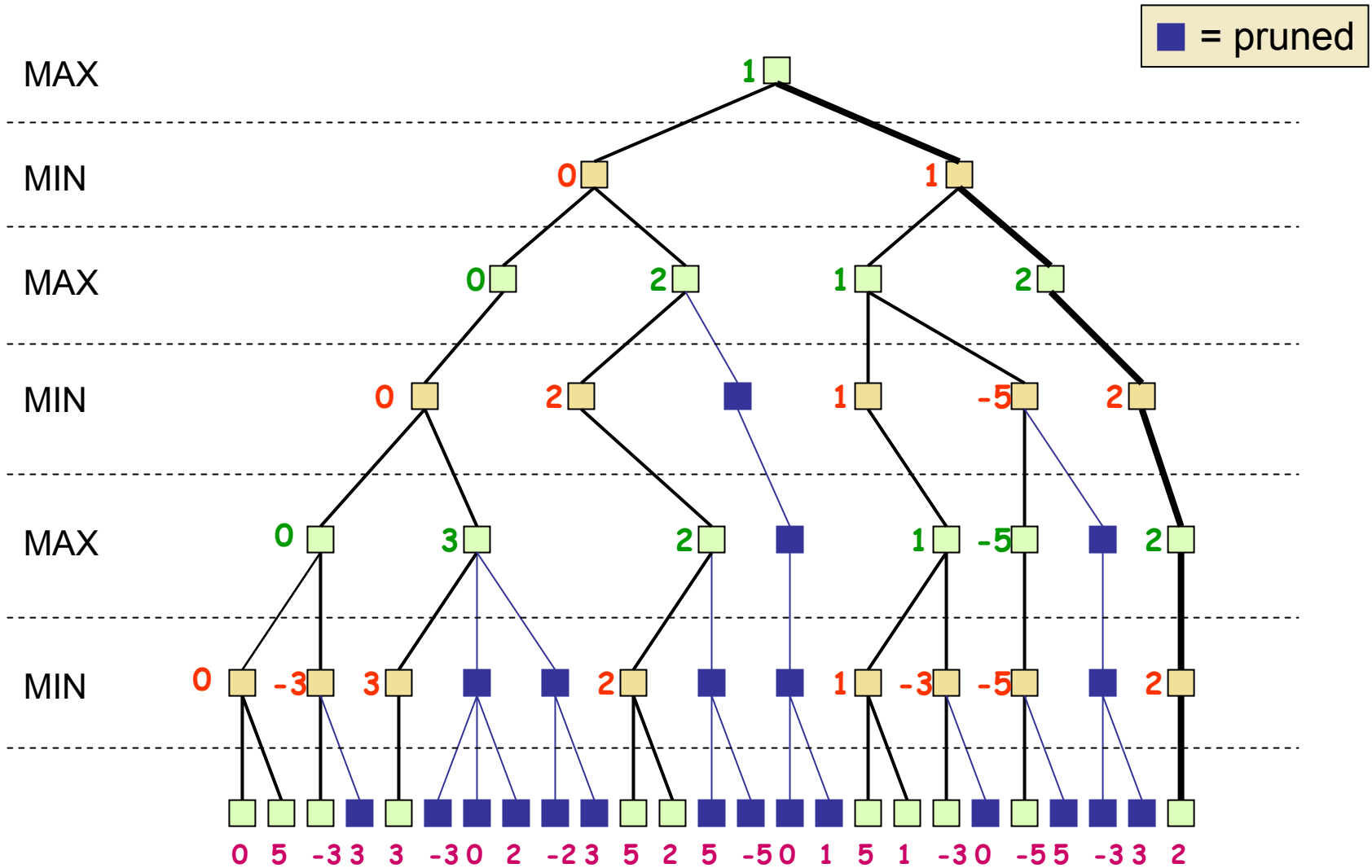
Alpha-Beta Pruning – Example



Alpha-Beta Pruning – Example



Alpha-Beta Pruning – Example



Alpha-Beta Pruning – Example

