Assignment 2:

Due: 2/23

1. (5pt) Show how the game tree below is evaluated using alpha-beta pruning. Specifically:

- Cross out links to subtrees that are not evaluated.
- Mark every interior node that is evaluated with the exact value or upper or lower bound that is computed.
- Mark the best move for MAX at the top level.

2. (extra 5pt) Implement the alpha-beta algorithm, for pruning game trees with chance nodes. Try it on a game.