

CS 331: Artificial Intelligence

Alpha-Beta Practice

ALPHA-BETA Pseudocode

```
function ALPHA-BETA-SEARCH(state) returns an action
    inputs: state, current state in game
    v  $\leftarrow$  MAX-VALUE(state,  $-\infty$ ,  $+\infty$ )
    return the action in SUCCESSORS(state) with value v

function MAX-VALUE(state,  $\alpha$ ,  $\beta$ ) returns a utility value
    inputs: state, current state in game
         $\alpha$ , the value of the best alternative for MAX along the path to state
         $\beta$ , the value of the best alternative for MIN along the path to state

    if TERMINAL-TEST(state) then return UTILITY(state)
    v  $\leftarrow$   $-\infty$ 
    for a, s in SUCCESSORS(state) do
        v  $\leftarrow$  MAX(v, MIN-VALUE(s,  $\alpha$ ,  $\beta$ ))
        if v  $\geq \beta$  then return v
         $\alpha$   $\leftarrow$  MAX( $\alpha$ , v)
    return v
```

ALPHA-BETA Pseudocode

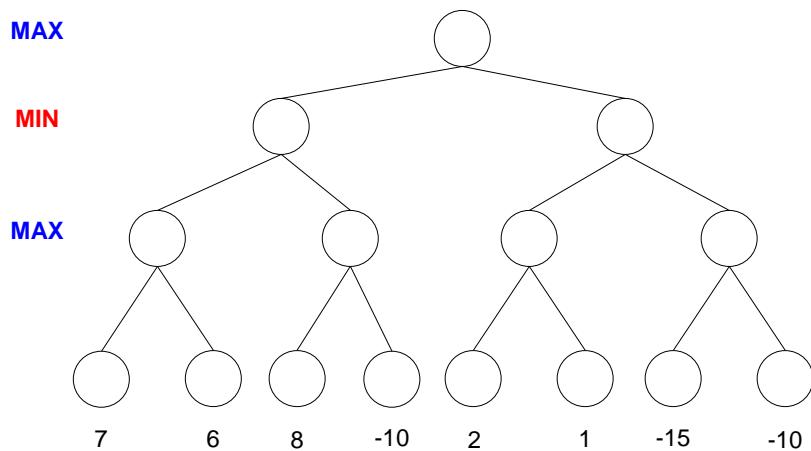
```

function MIN-VALUE(state,  $\alpha$ ,  $\beta$ ) returns a utility value
    inputs: state, current state in game
         $\alpha$ , the value of the best alternative for MAX along the path to state
         $\beta$ , the value of the best alternative for MIN along the path to state
    if TERMINAL-TEST(state) then return UTILITY(state)
     $v \leftarrow +\infty$ 
    for  $a, s$  in SUCCESSORS(state) do
         $v \leftarrow \text{MIN}(v, \text{MAX-VALUE}(s, \alpha, \beta))$ 
        if  $v \leq \alpha$  then return  $v$ 
         $\beta \leftarrow \text{MIN}(\beta, v)$ 
    return  $v$ 

```

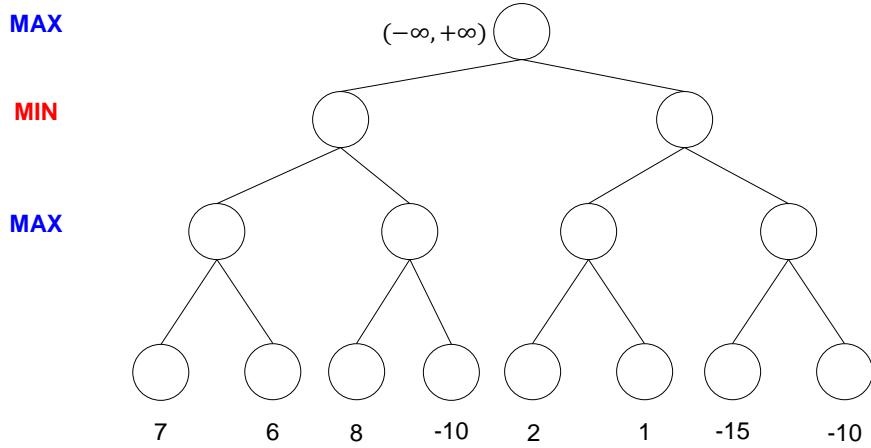
3

Run Alpha-Beta Pruning



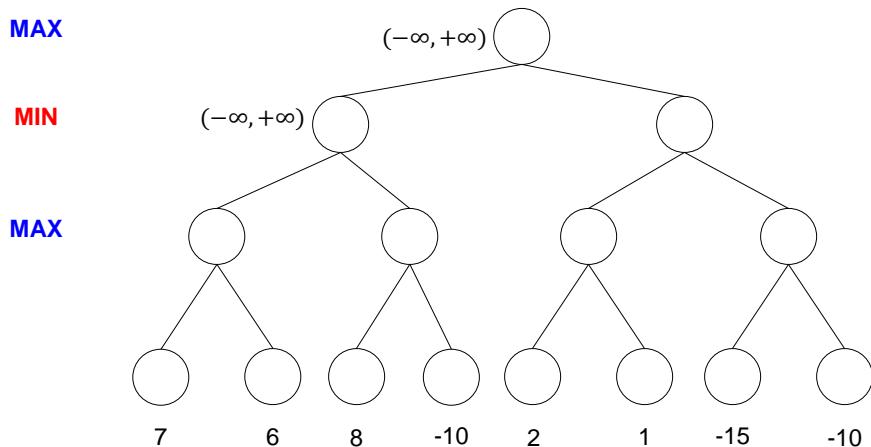
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Solution



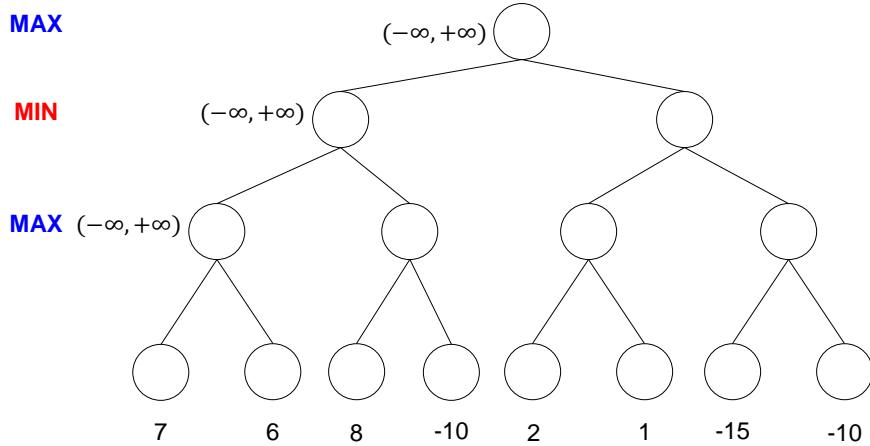
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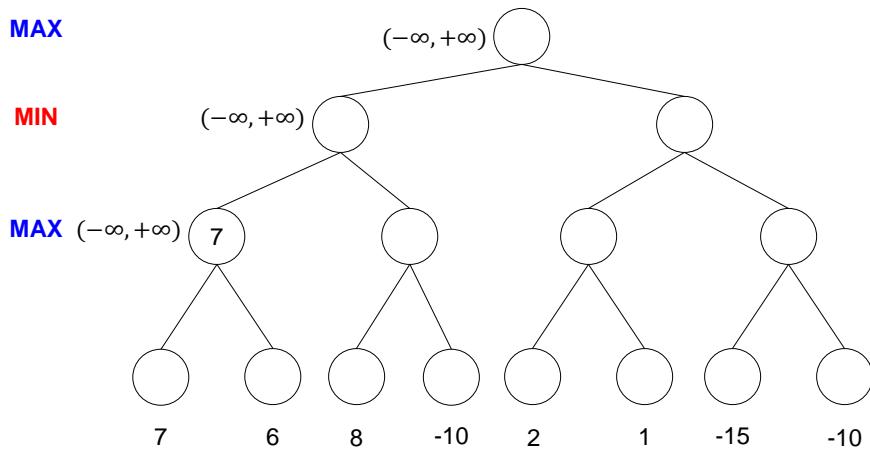


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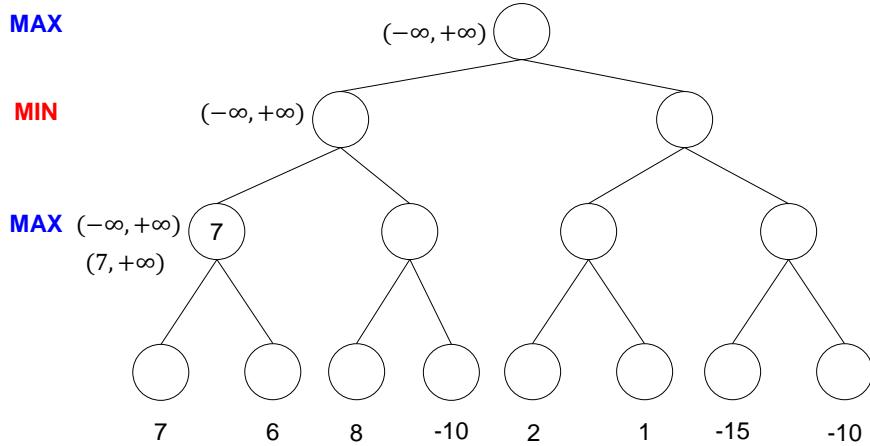
Solution



Solution

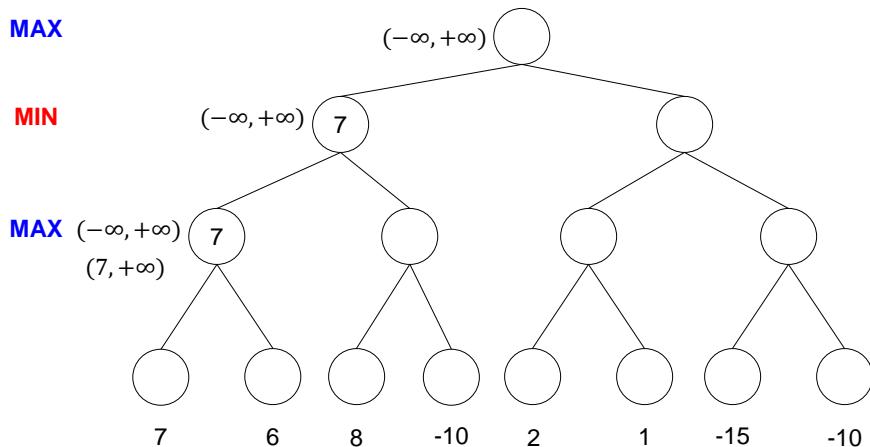


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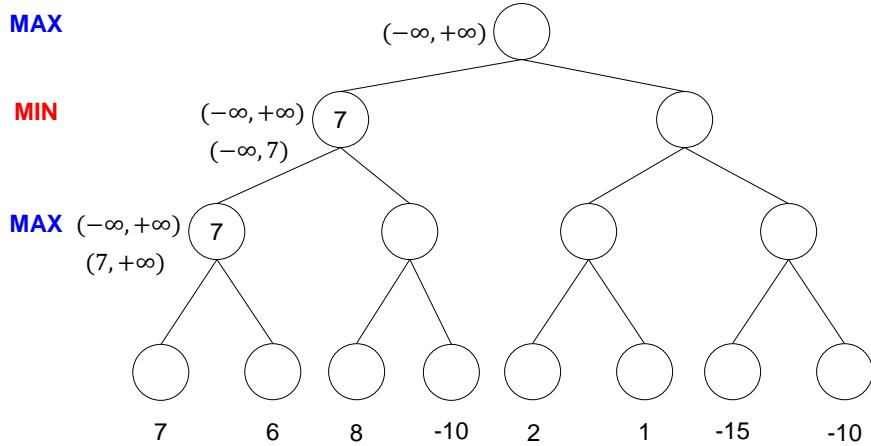
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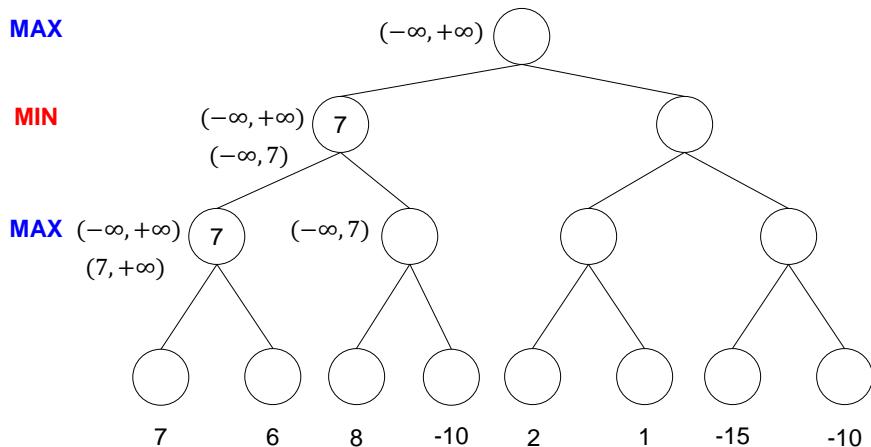
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Solution



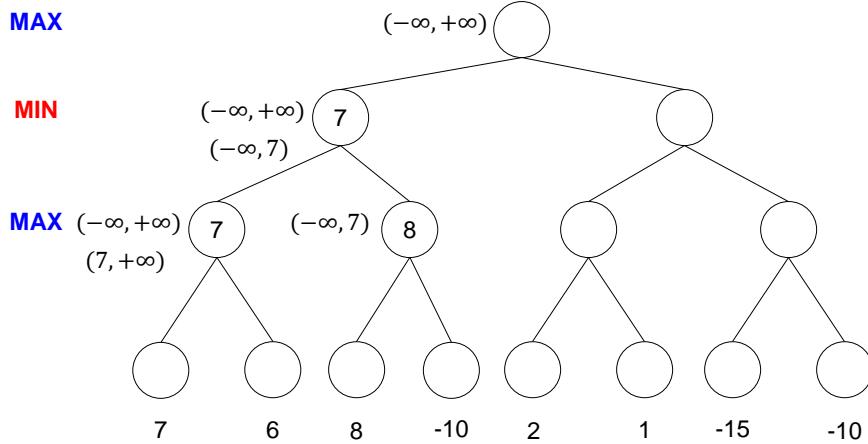
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Solution



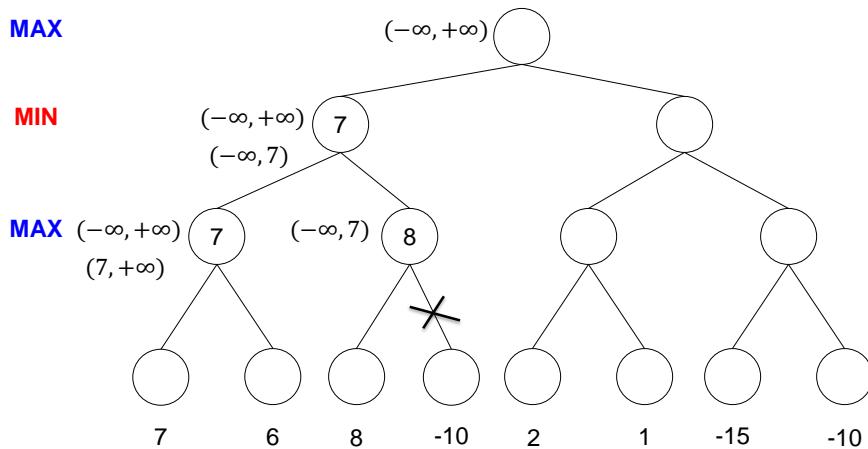
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Solution



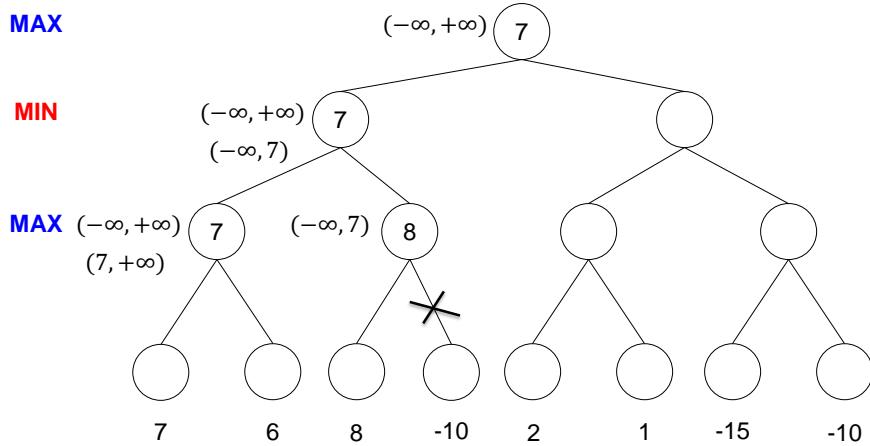
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Solution



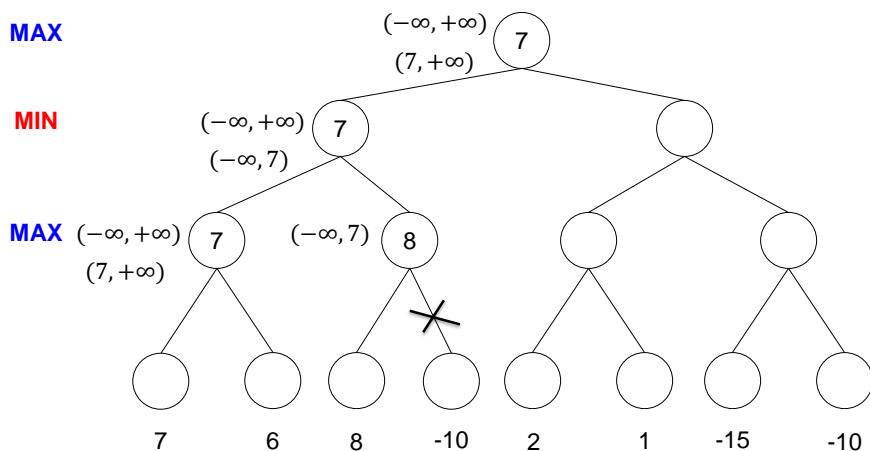
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Solution



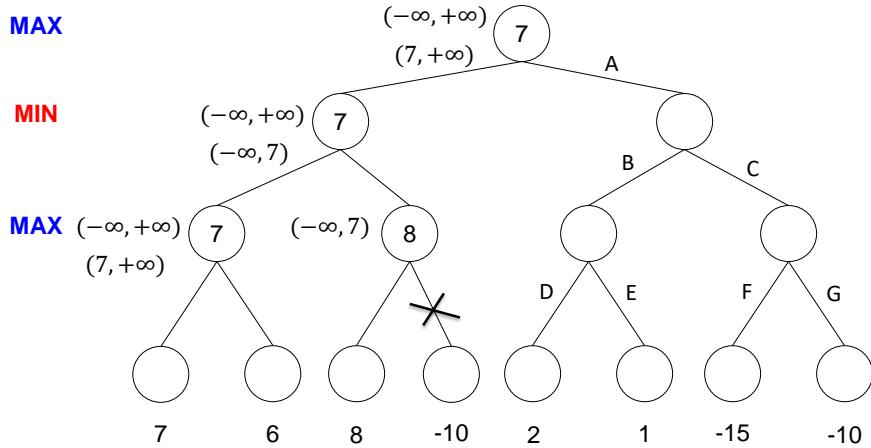
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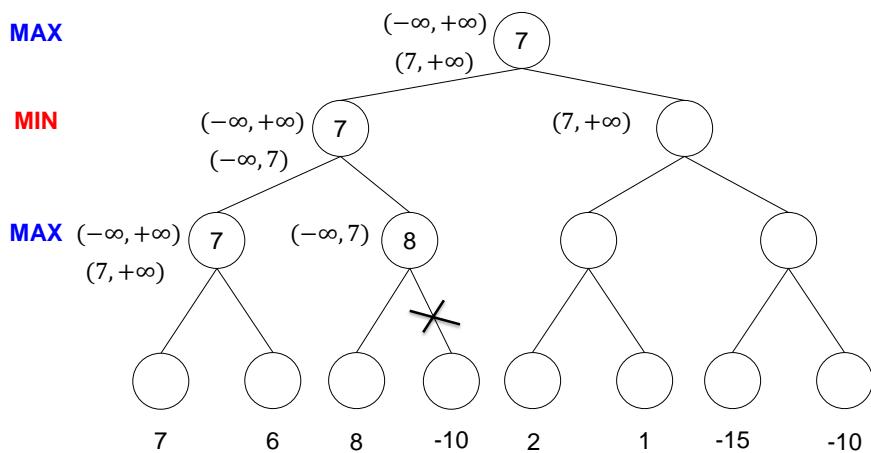
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Solution



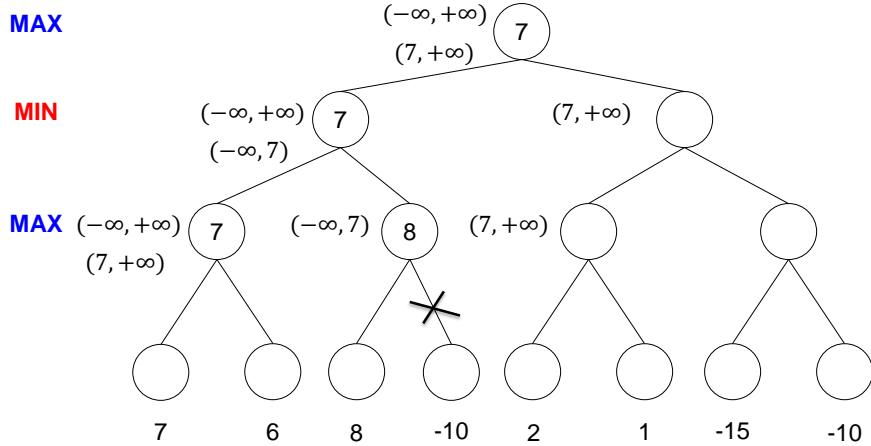
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Solution



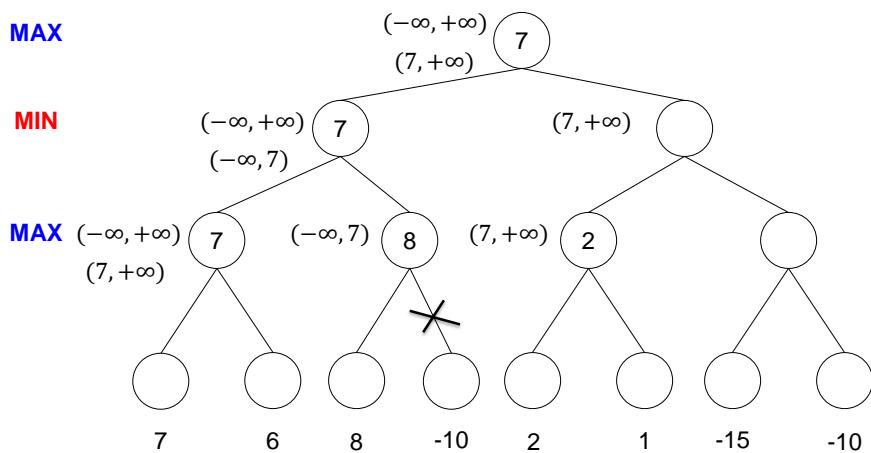
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Solution



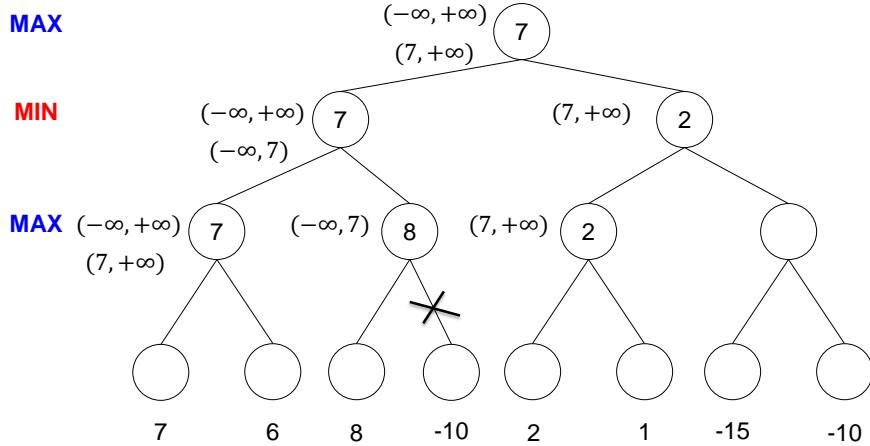
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Solution



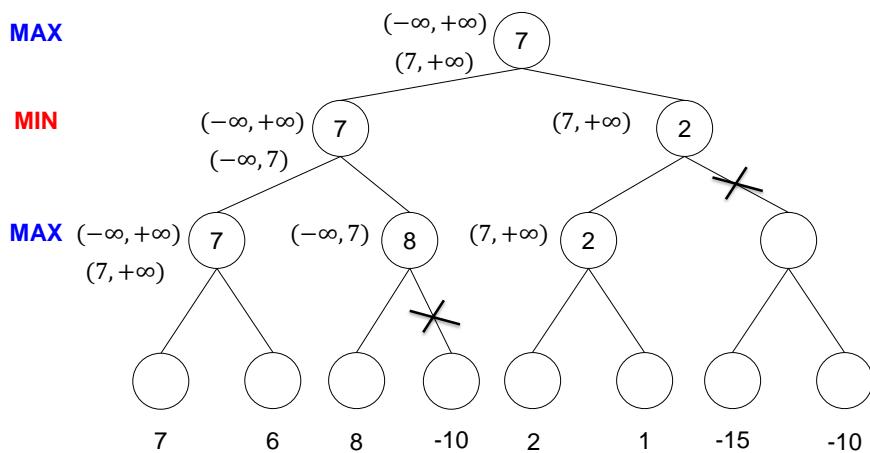
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Solution



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Solution



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