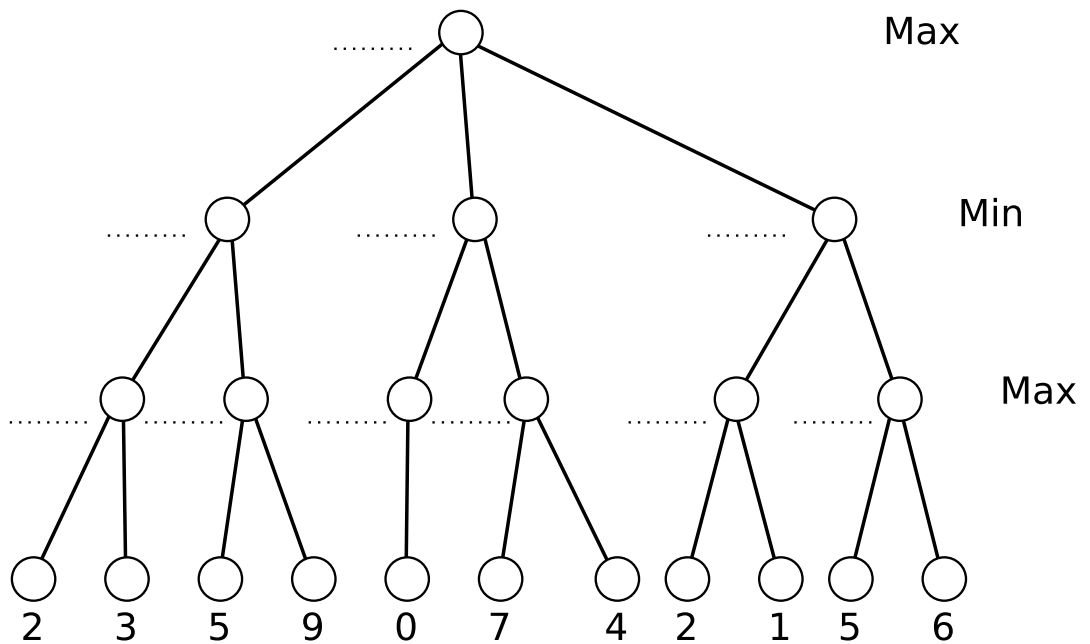


CSCE420: Introduction to Artificial Intelligence —  
Adversarial Search Exercise



1.1 Fill in the minimax values in the game tree above on the dotted lines.

1.2 Now consider the performance when alpha-beta pruning is used. Indicate the savings by marking those nodes whose values would not need to be evaluated.