

Alpha-beta search example

From

<http://www.cs.ucla.edu/~rosen/161/notes/alphabeta.html>

Recall:

- **alpha**: value of best move for us seen so far in current search path
- **beta**: best move for opponent (worst move for us) seen so far in current search path

If **alpha** \geq **beta**, prune

Initial alpha: $-\infty$

Initial beta: ∞















