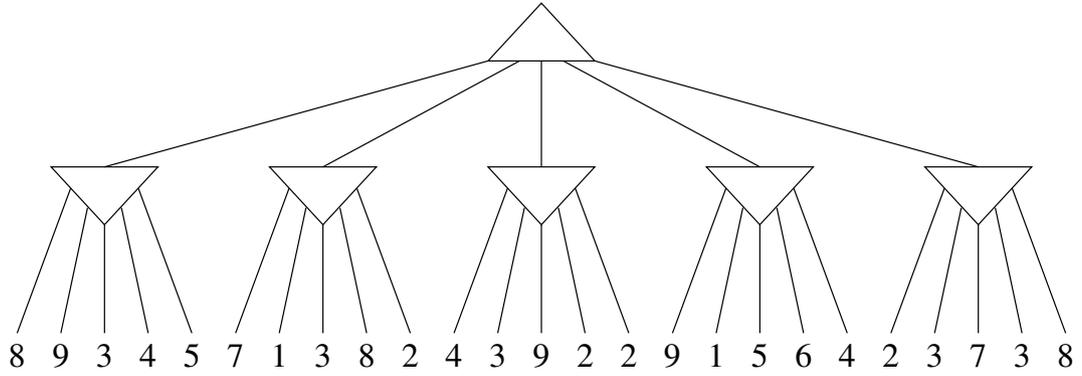


2006 Paper 10 Question 4

Artificial Intelligence I

- (a) Give a detailed description of the *minimax algorithm* for two-player games, illustrating your answer using the following game tree.



[10 marks]

- (b) Describe the modifications required to the minimax algorithm in order to apply it to realistic games. [5 marks]
- (c) Give a detailed description of the technique of $\alpha - \beta$ pruning, again illustrating your answer using the game tree above. [5 marks]