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]