Pieter Abbeel α-β example

- Max plays first

- game tree traverse order

  depth-first, left-before-right

- α for Max, best already-seen option on path to root

- β for Min, best already-seen option on path to root

4 6 7 9 1 2 0 1 8 1 9 2

ν α β

ν α β

ν α β

ν α β

ν α β

ν α β

ν α β

ν α β

*4

$\nu\ \alpha\ \beta$

$\nu\ \alpha\ \beta$

$\nu\ \alpha\ \beta$
$_4\ _4$

$*4$

ν α β

ν α β

ν α β
4 4

*4   *6

ν α β

ν α β

ν α β
4 4
6 6

*4 *6

ν α β

ν α β
6 6

ν α β
4 4
6 6

*4   *6

ν α β

ν α β
6 6

ν α β
4 4
6 6

ν α 6

*4   *6

ν α β

ν α β
6 6

ν α β
4 4
6 6

ν α 6
7 7
6

*4   *6   *7

ν α β
6 6

ν α β
6 6

ν α β
4 4
6 6

ν α 6
7 7 6

*4   *6   *7

ν α β
6 6

ν α β
6 6

ν 6 β

ν α β
4 4

ν α 6
7 7 6

6 6

*4   *6   *7

ν α β
6 6

ν α β
6 6

ν 6 β

ν α β
4 4
6 6

ν α 6
7 7 6

ν 6 β

*4   *6   *7   *1

ν α β
6 6

ν α β
6 6

ν 6 β

ν α β
4 4
6 6

ν α 6
7 7 6

ν 6 β
1 6

*4   *6

*7

*1

ν α β
6 6

ν α β
6 6

ν 6 β

ν α β
4 4
6 6

ν α 6
7 7 6
6

ν 6 β
1 6
2 6

*4   *6   *7   *1   *2

ν α β
6 6

ν α β
6 6

ν 6 β
2 6 2

ν α β
4 4

ν α 6
7 7 6

ν 6 β
1 6

ν 6 β
1 6

6 6

2 6

*4   *6   *7   *1   *2

ν α β
6 6

ν α β
6 6

ν 6 β
2 6 2

ν 6 β

ν α β
4 4
6 6

ν α 6
7 7 6

ν 6 β
1 6
2 6

ν 6 β

∗4　　∗6　　∗7

∗1　　∗2

∗8

ν α β
6 6

ν α β
6 6

ν 6 β
2 6 2

ν 6 β

ν α β
4 4
6 6

ν α 6
7 7 6

ν 6 β
1 6
2 6

ν 6 β
8 8

*4   *6   *7   *1   *2   *8

ν α β
6 6

ν α β
6 6

ν 6 β
2 6 2

ν 6 β

ν α β
4 4
6 6

ν α 6
7 7 6

ν 6 β
1 6
2 6

ν 6 β
8 8

*4   *6

*7

*1   *2

*8   *1

ν α β
6 6

ν α β
6 6

ν 6 β
2 6 2

ν 6 β
8 6 8

ν α β
4 4
6 6

ν α 6
7 7 6

ν 6 β
1 6
2 6

ν 6 β
8 8

ν 6 8

*4   *6   *7

*1   *2

*8   *1

ν α β
6 6

ν α β
6 6

ν 6 β
2 6 2

ν 6 β
8 6 8

ν α β
4 4
6 6

ν α 6
7 7 6

ν 6 β
1 6
2 6

ν 6 β
8 8

ν 6 8

*4   *6   *7   *1   *2   *8   *1   *9

ν α β
6 6
8 8

ν α β
6 6

ν 6 β
2 6 2

ν 6 β
8 6 8

ν α β
4 4
6 6

ν α 6
7 7 6

ν 6 β
1 6
2 6

ν 6 β
8 8

ν 6 8
9 9 8

*4   *6   *7   *1   *2   *8   *1   *9