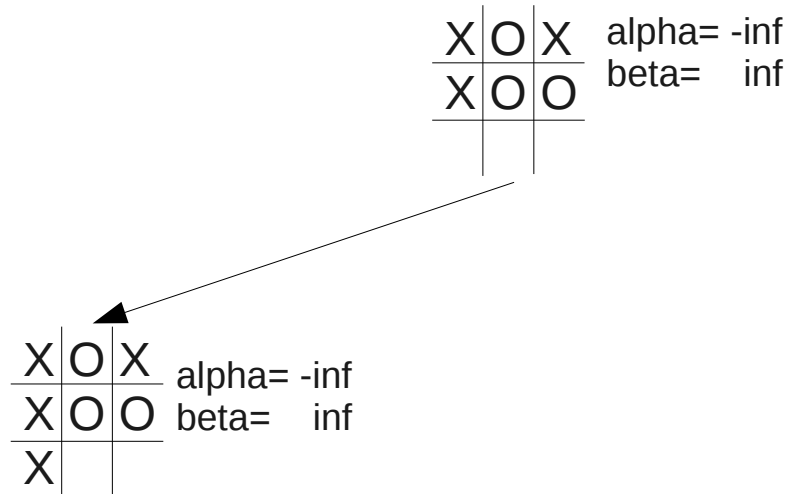
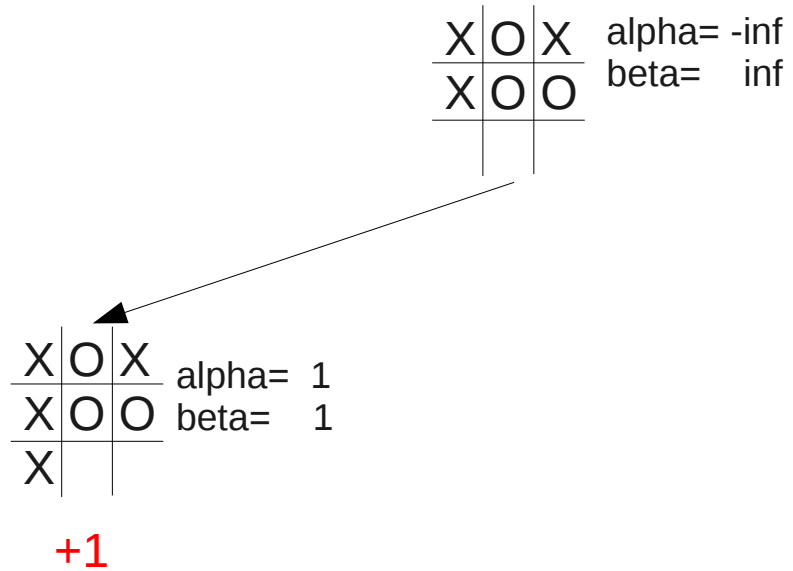


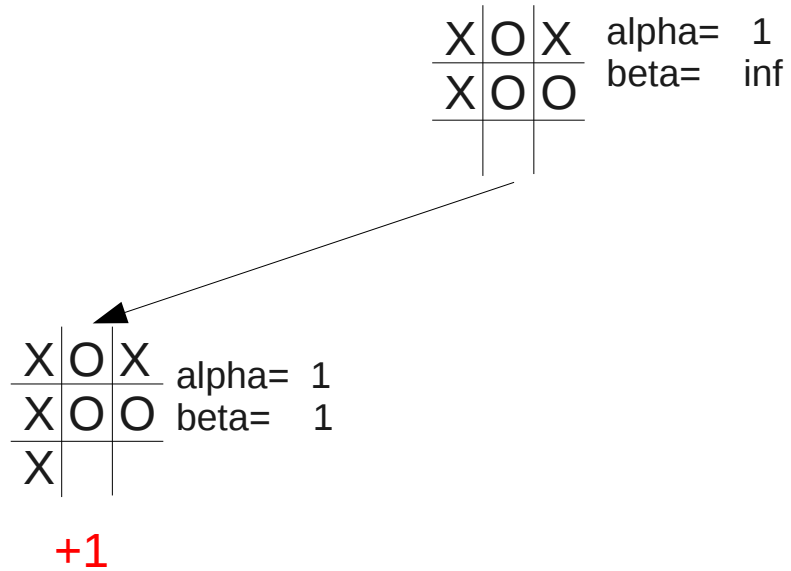
Search agent playing for Player X. MAX is Player X. MIN is Player O.
All utilities are with respect to MAX, Player X.
alpha = best so far for X, beta = best so far for O



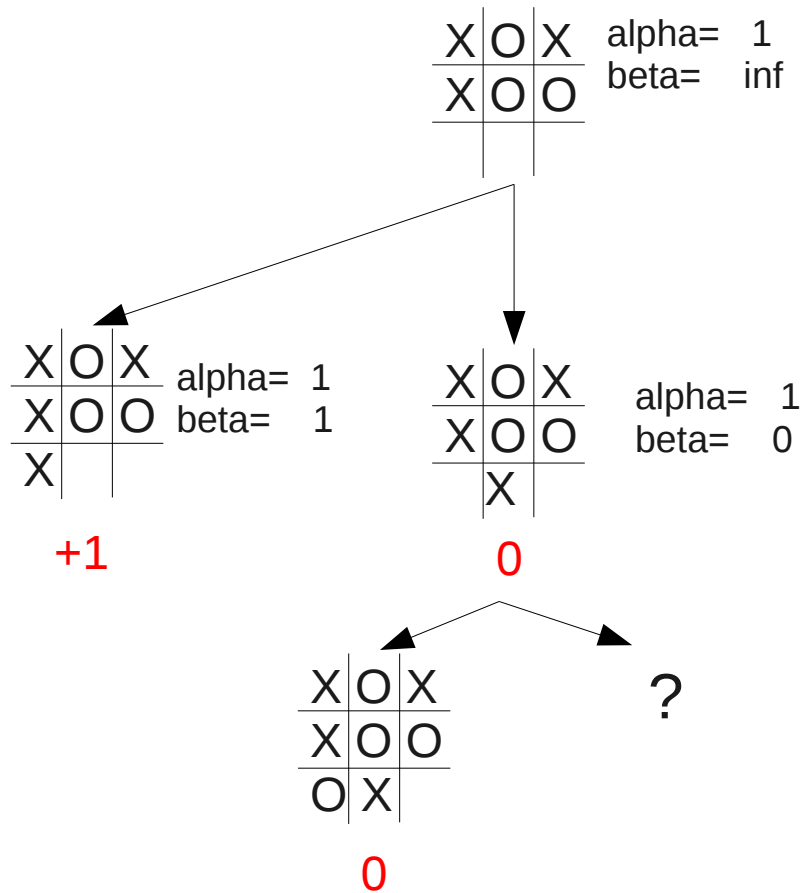
Search agent playing for Player X. MAX is Player X. MIN is Player O.
All utilities are with respect to MAX, Player X.
alpha = best so far for X, beta = best so far for O



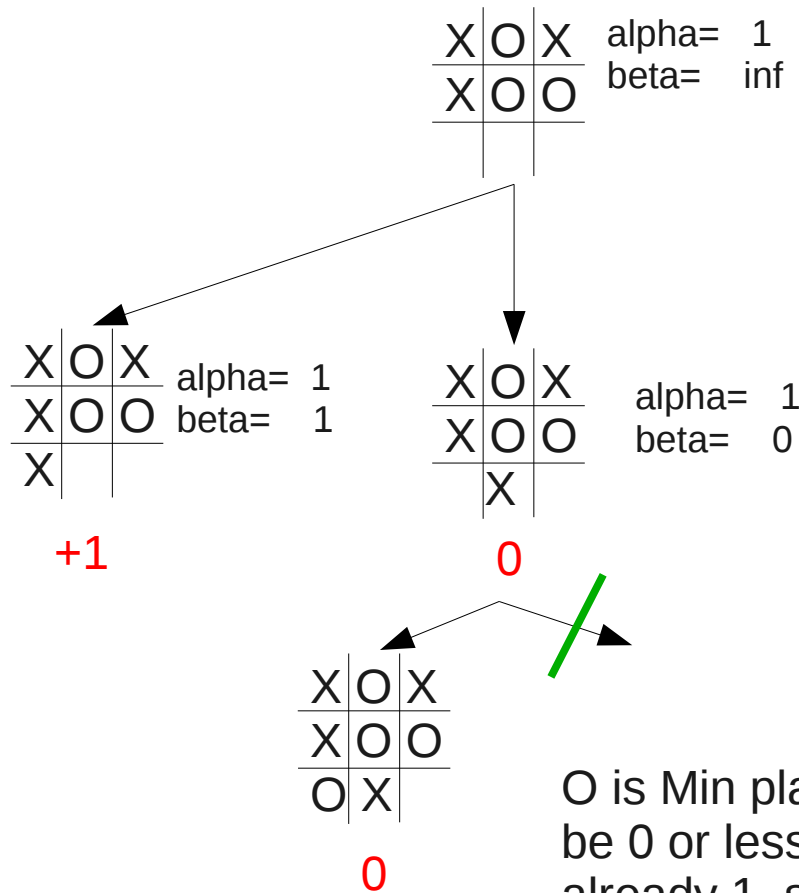
Search agent playing for Player X. MAX is Player X. MIN is Player O.
All utilities are with respect to MAX, Player X.
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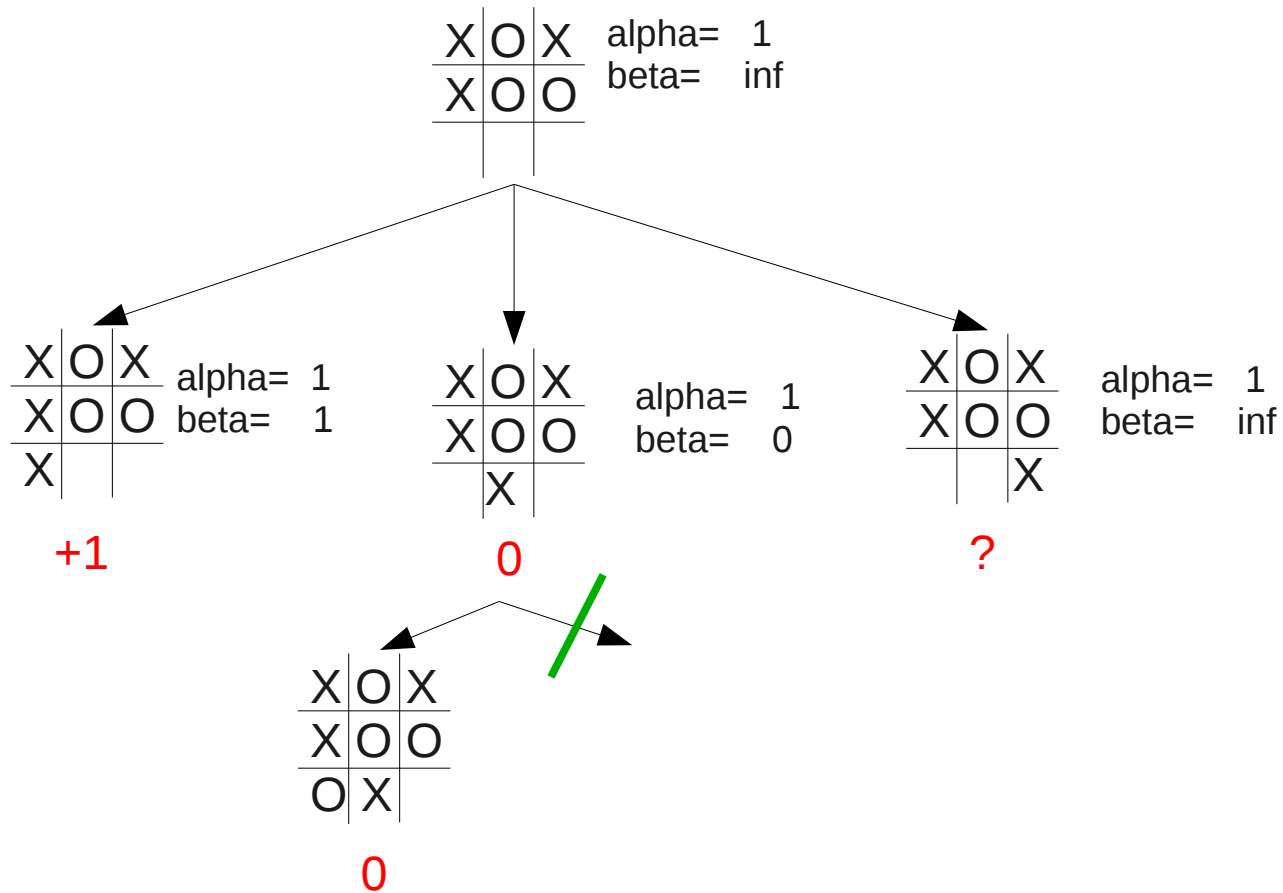


Search agent playing for Player X. MAX is Player X. MIN is Player O.
 All utilities are with respect to MAX, Player X.
 alpha = best so far for X, beta = best so far for O

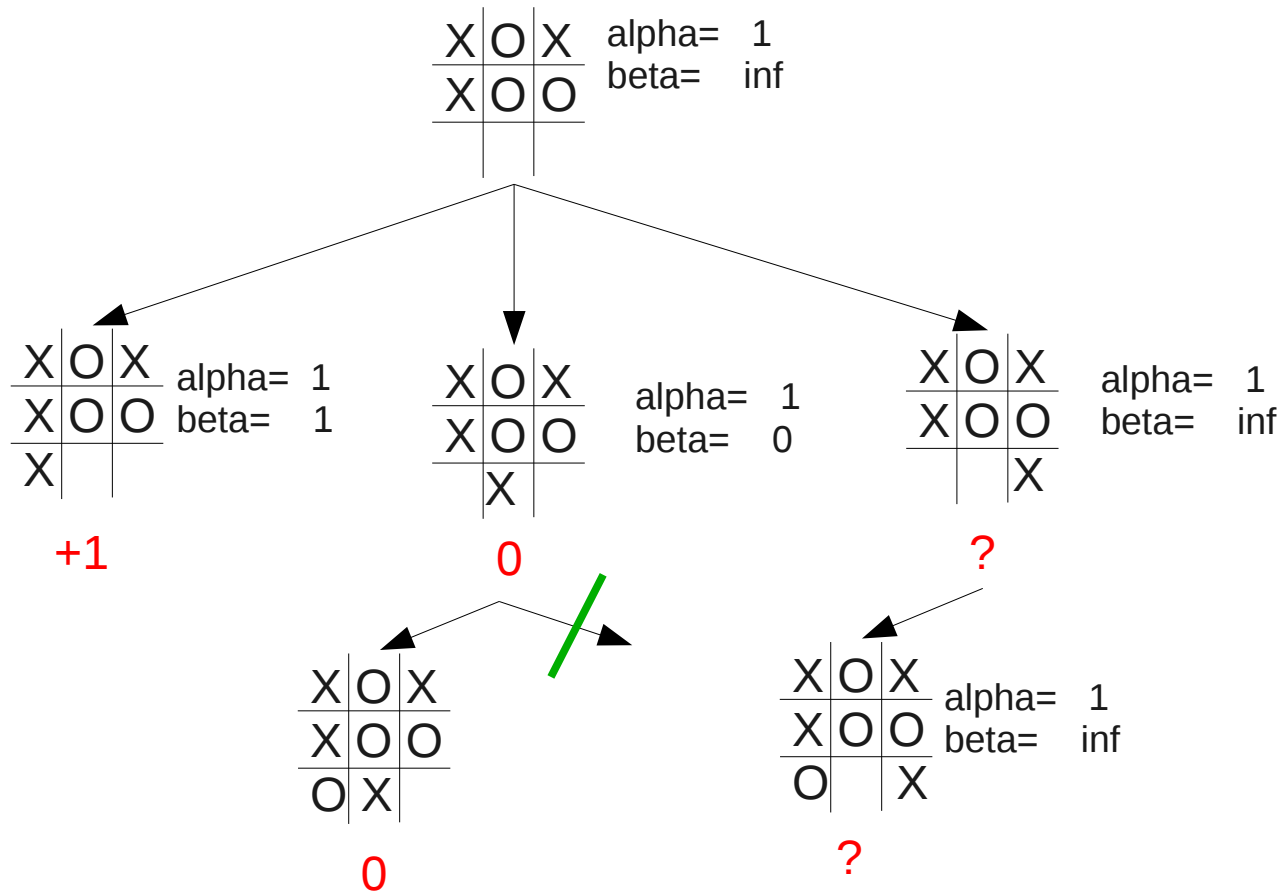


O is Min player, so value of previous state will be 0 or less. Best for X at previous state is already 1, so no need to search further!

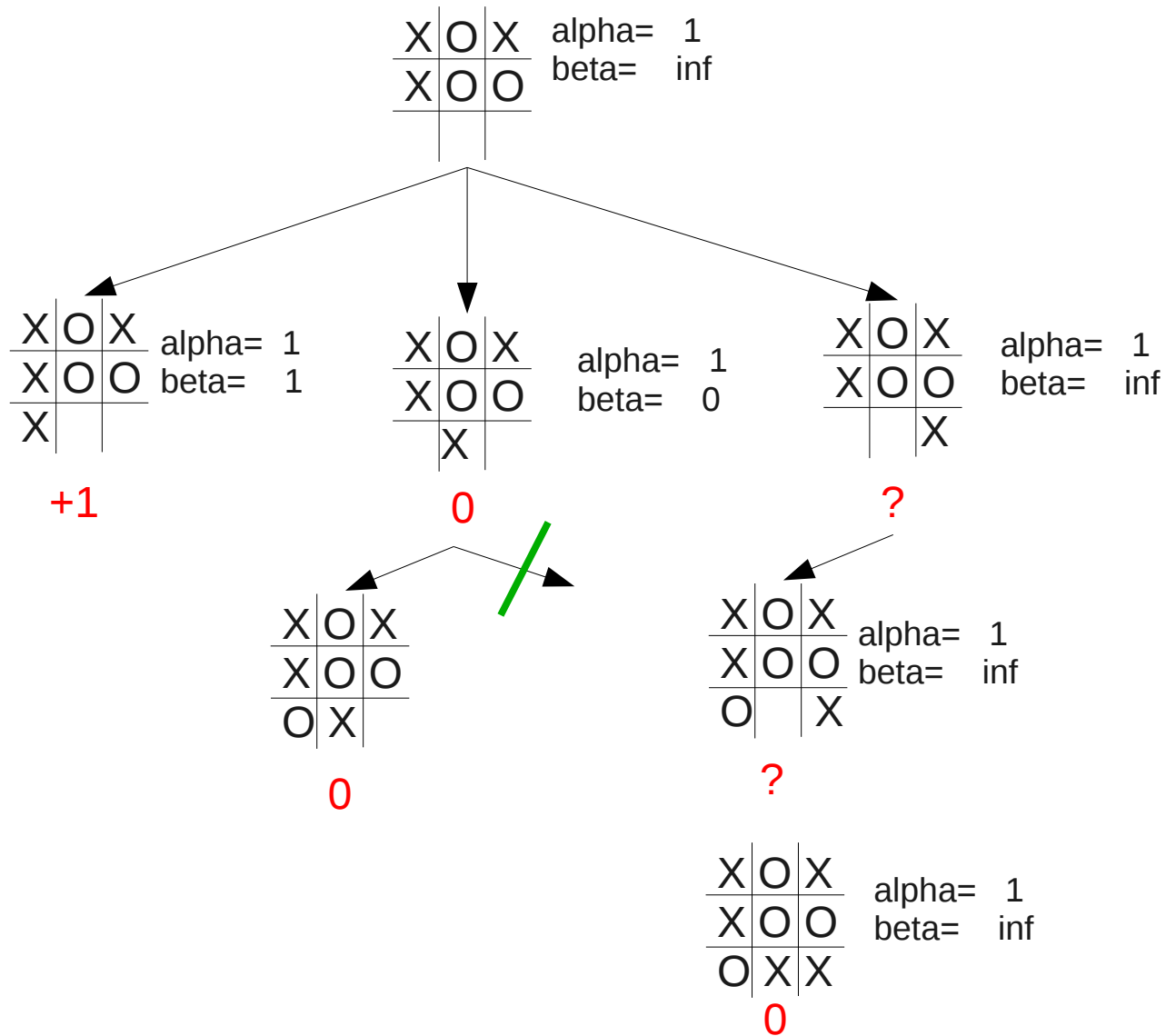
Search agent playing for Player X. MAX is Player X. MIN is Player O.
 All utilities are with respect to MAX, Player X.
 alpha = best so far for X, beta = best so far for O



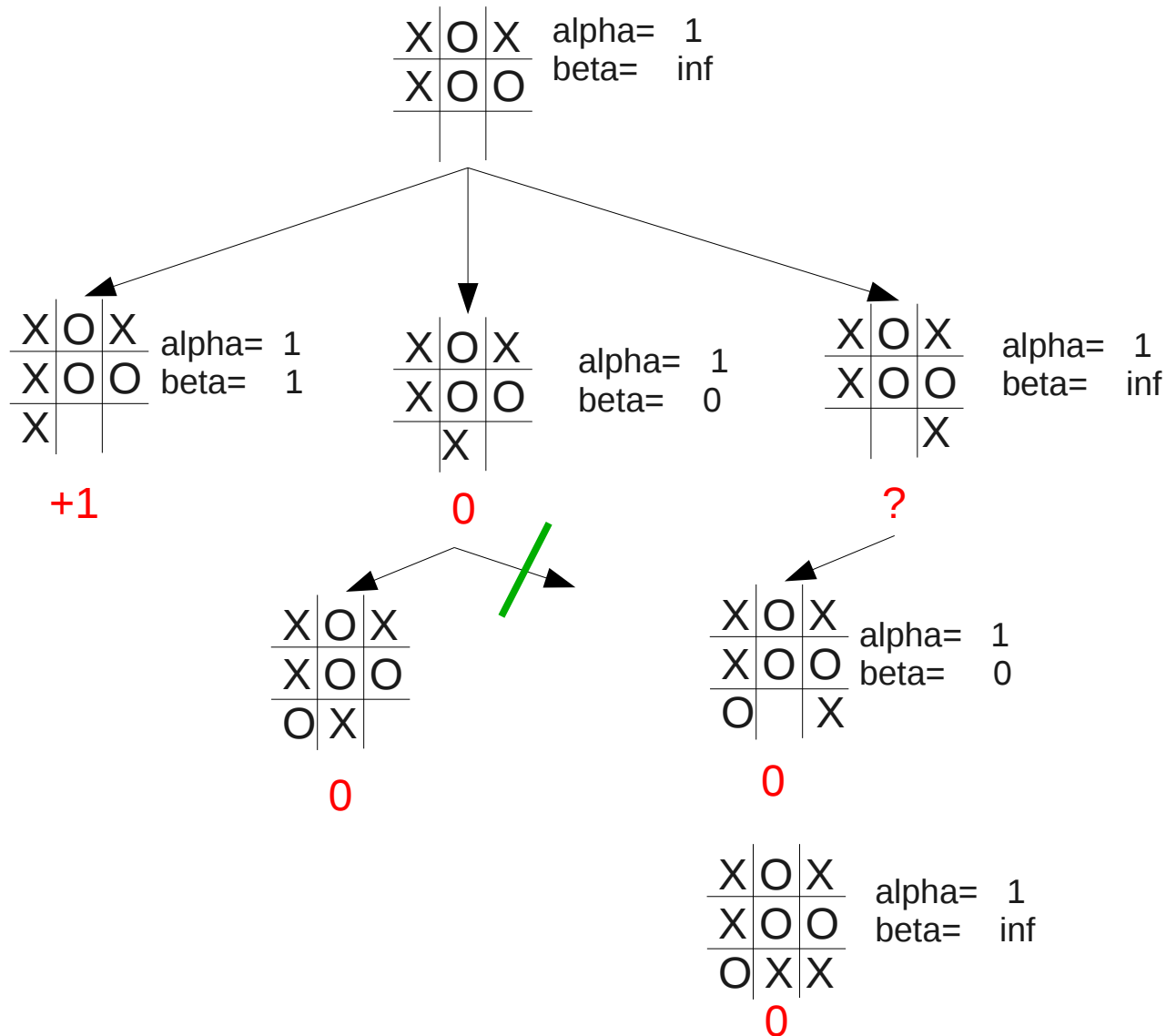
Search agent playing for Player X. MAX is Player X. MIN is Player O.
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 alpha = best so far for X, beta = best so far for O



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