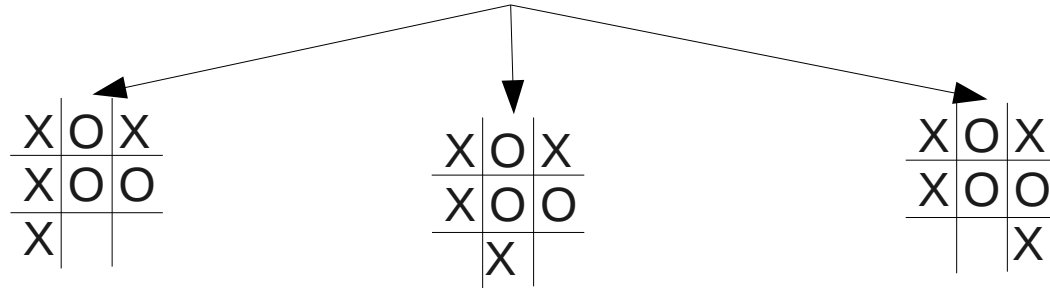
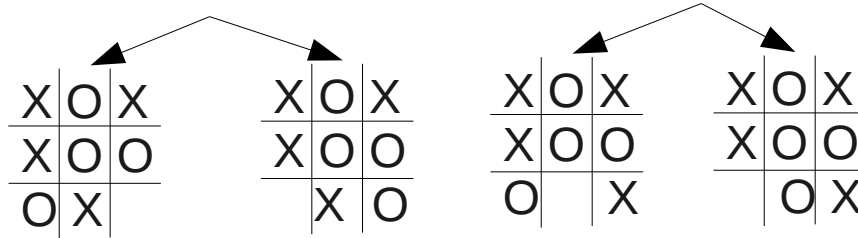


|   |   |   |
|---|---|---|
| X | O | X |
| X | O | O |
|   |   |   |

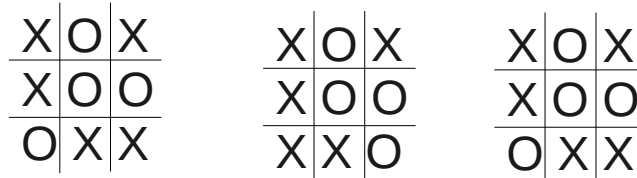
Player X



Player O

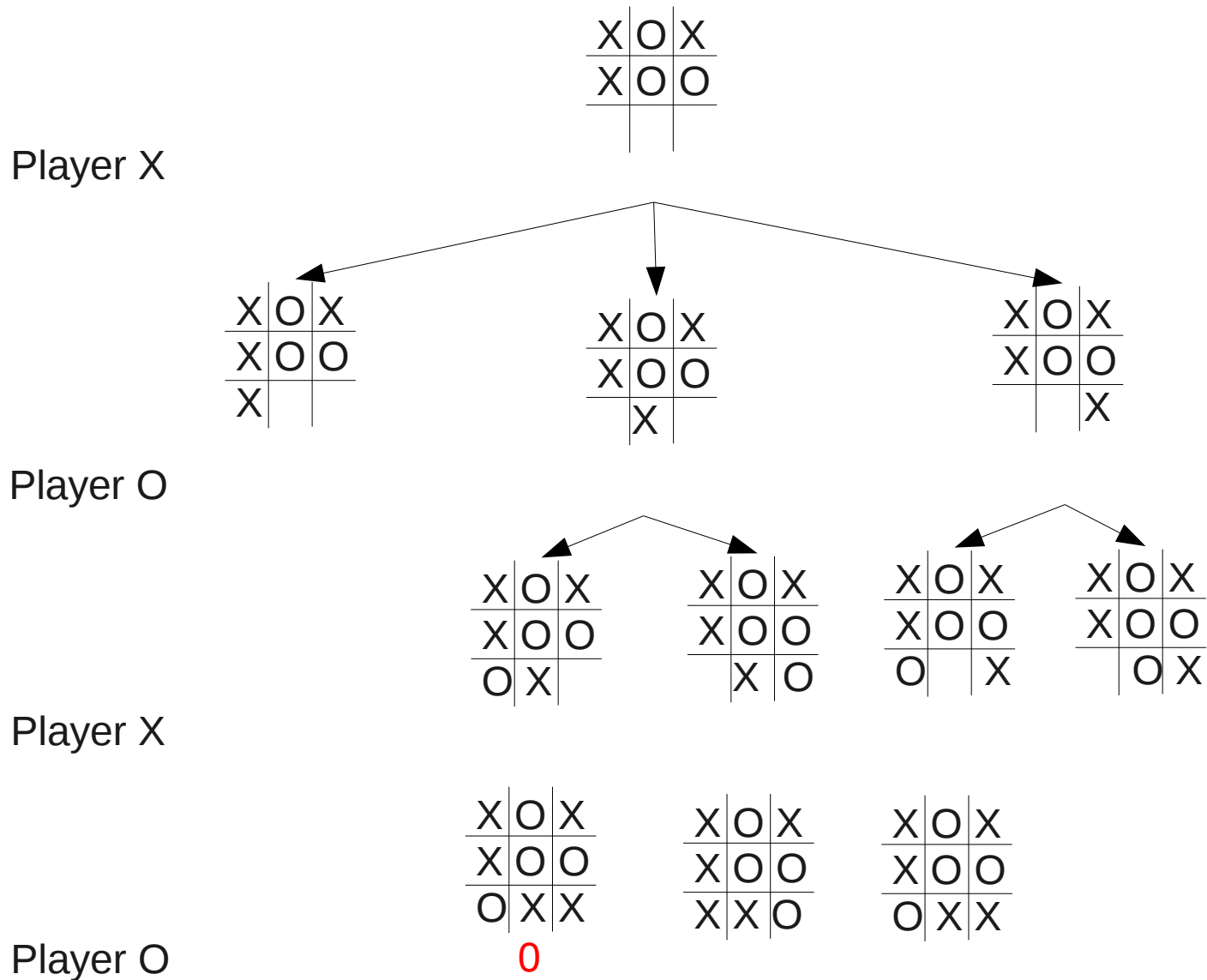


Player X

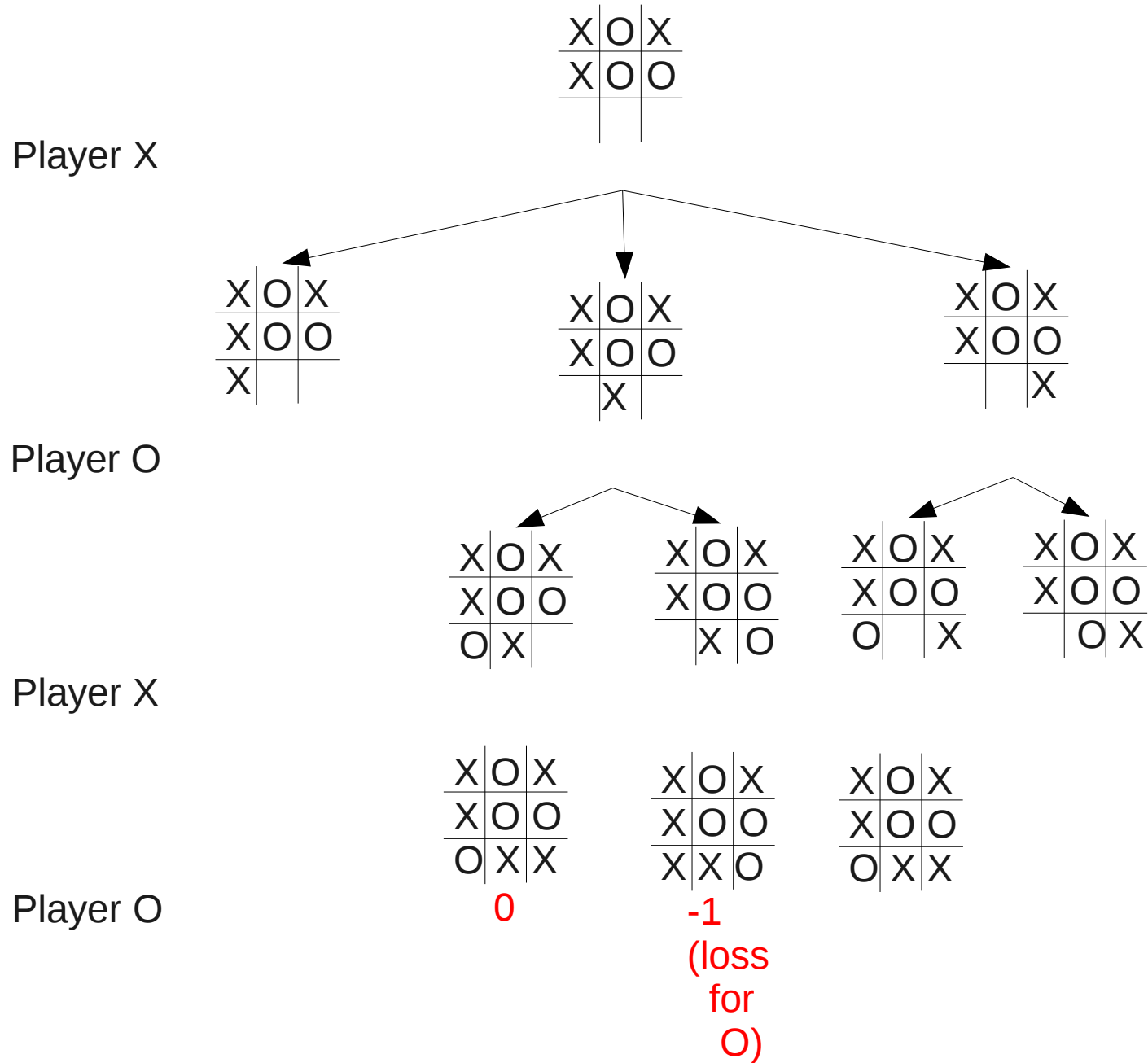


Player O

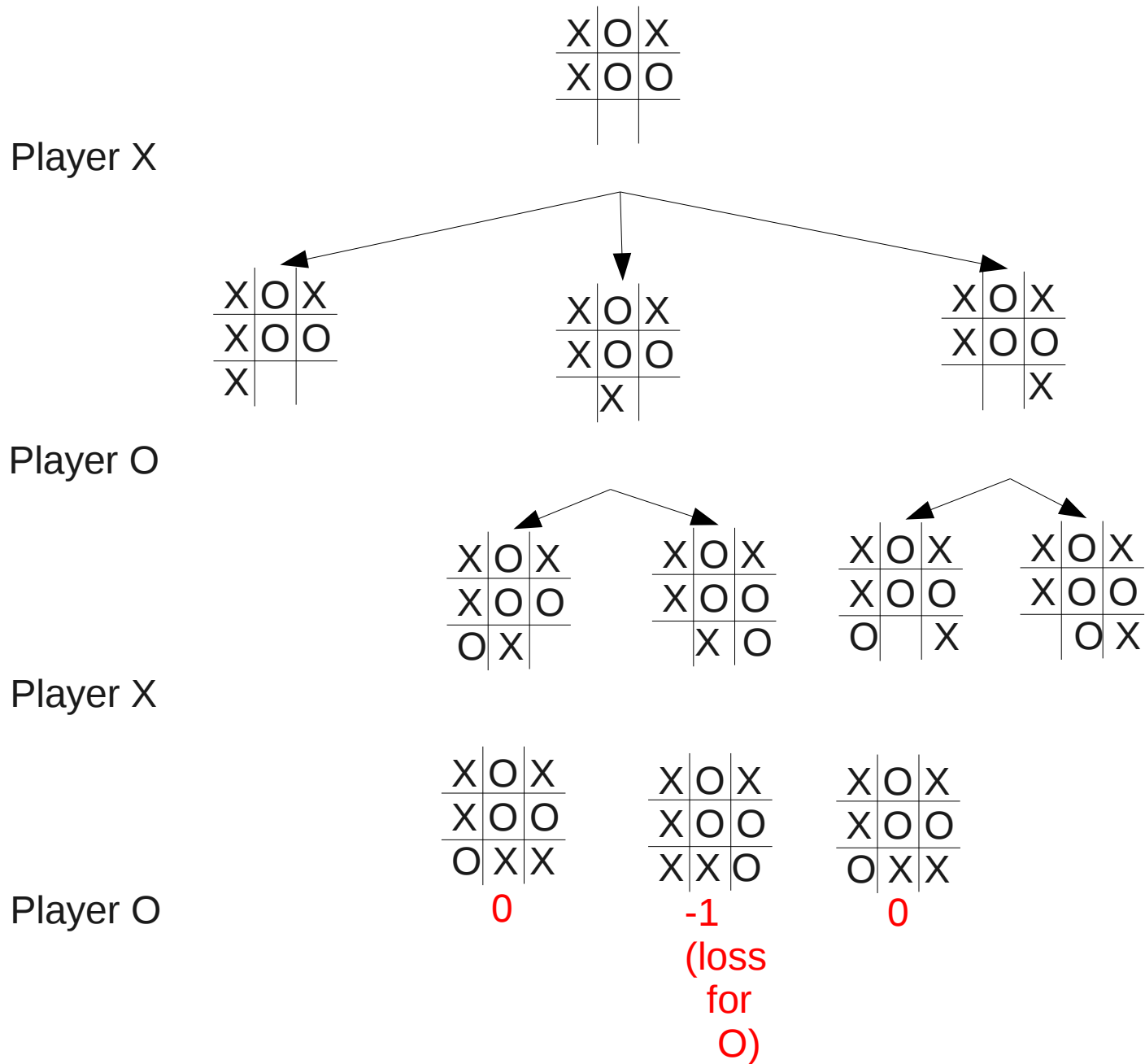
Utility of all terminal states, evaluated from perspective of player who is to move.



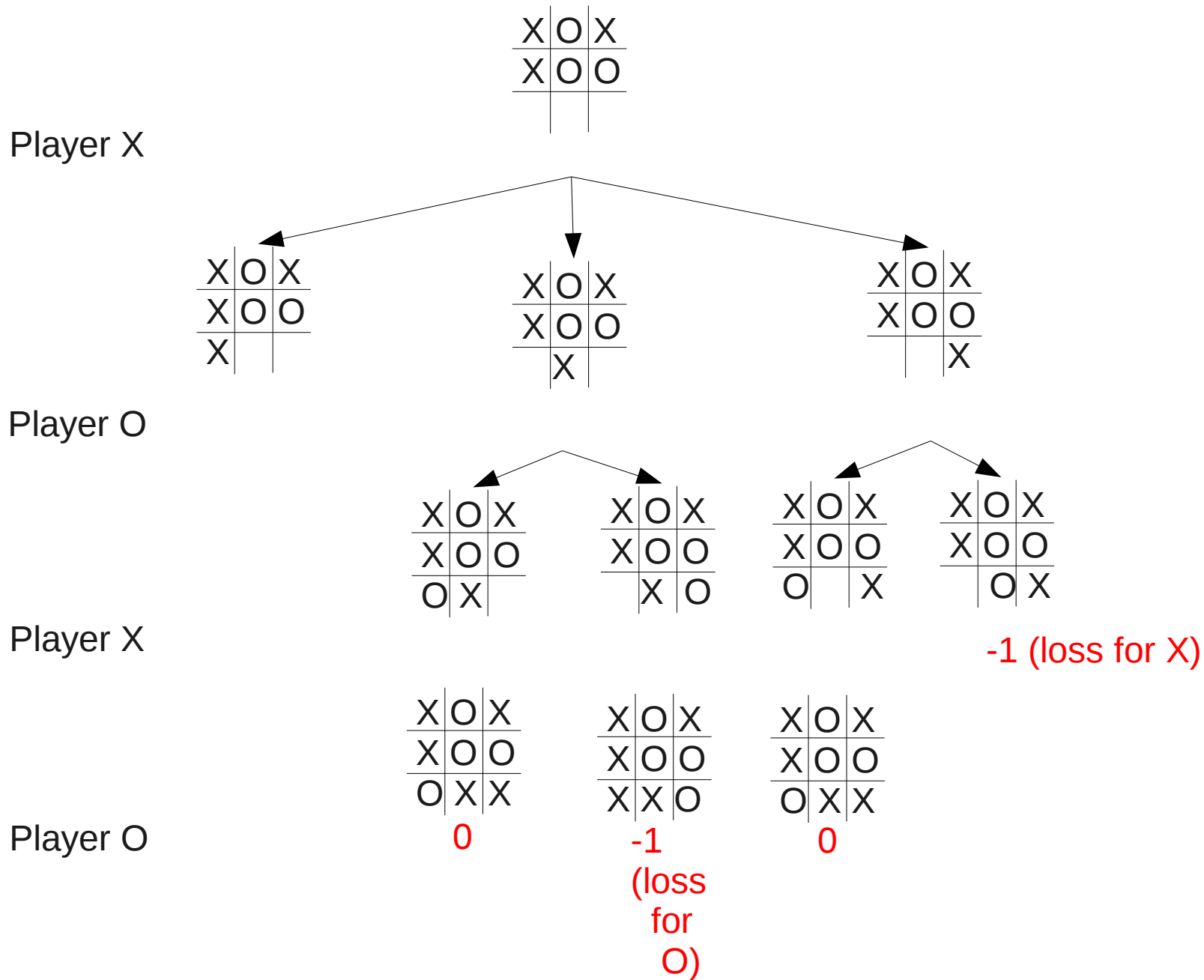
Utility of all terminal states, evaluated from perspective of player who is to move.



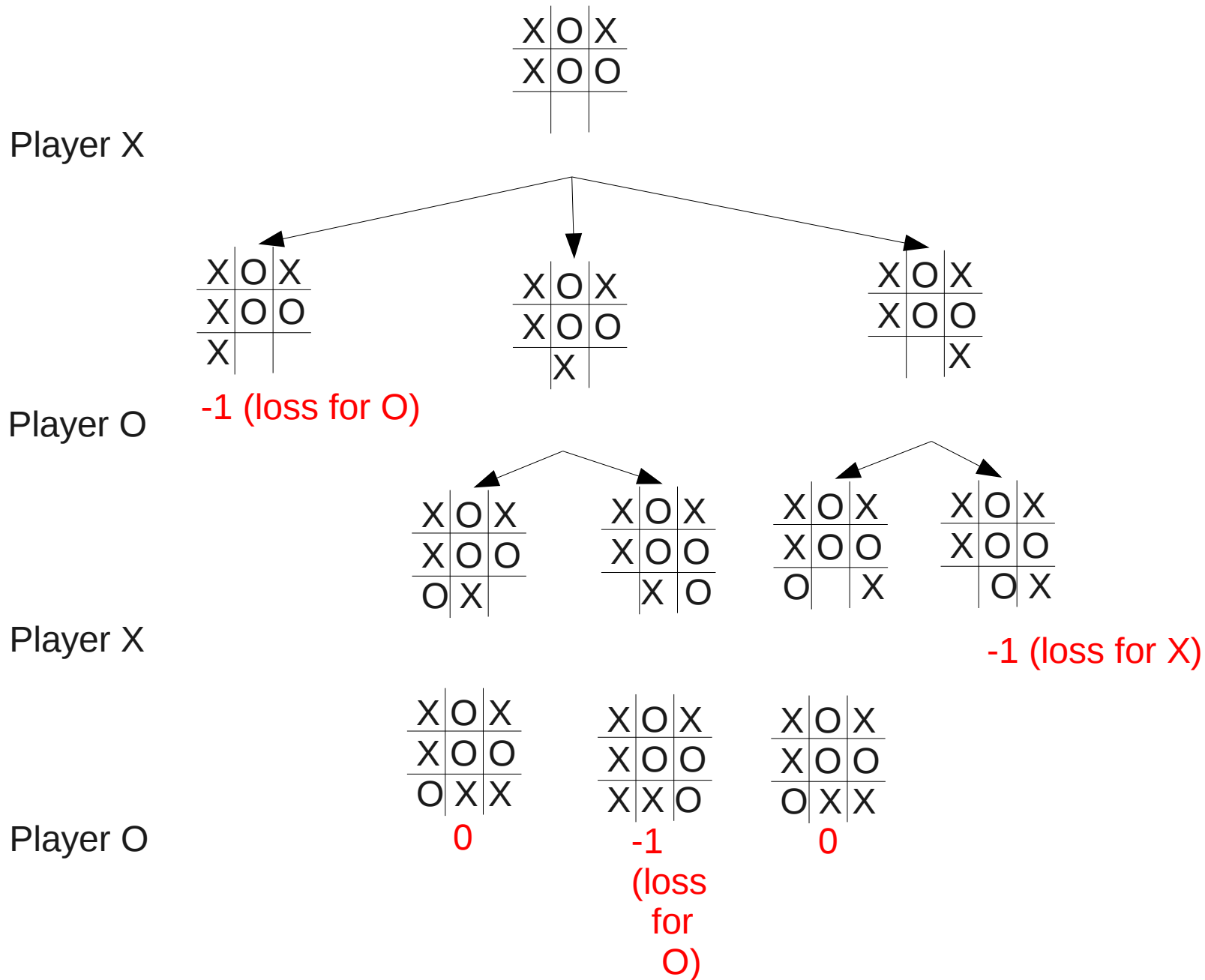
Utility of all terminal states, evaluated from perspective of player who is to move.



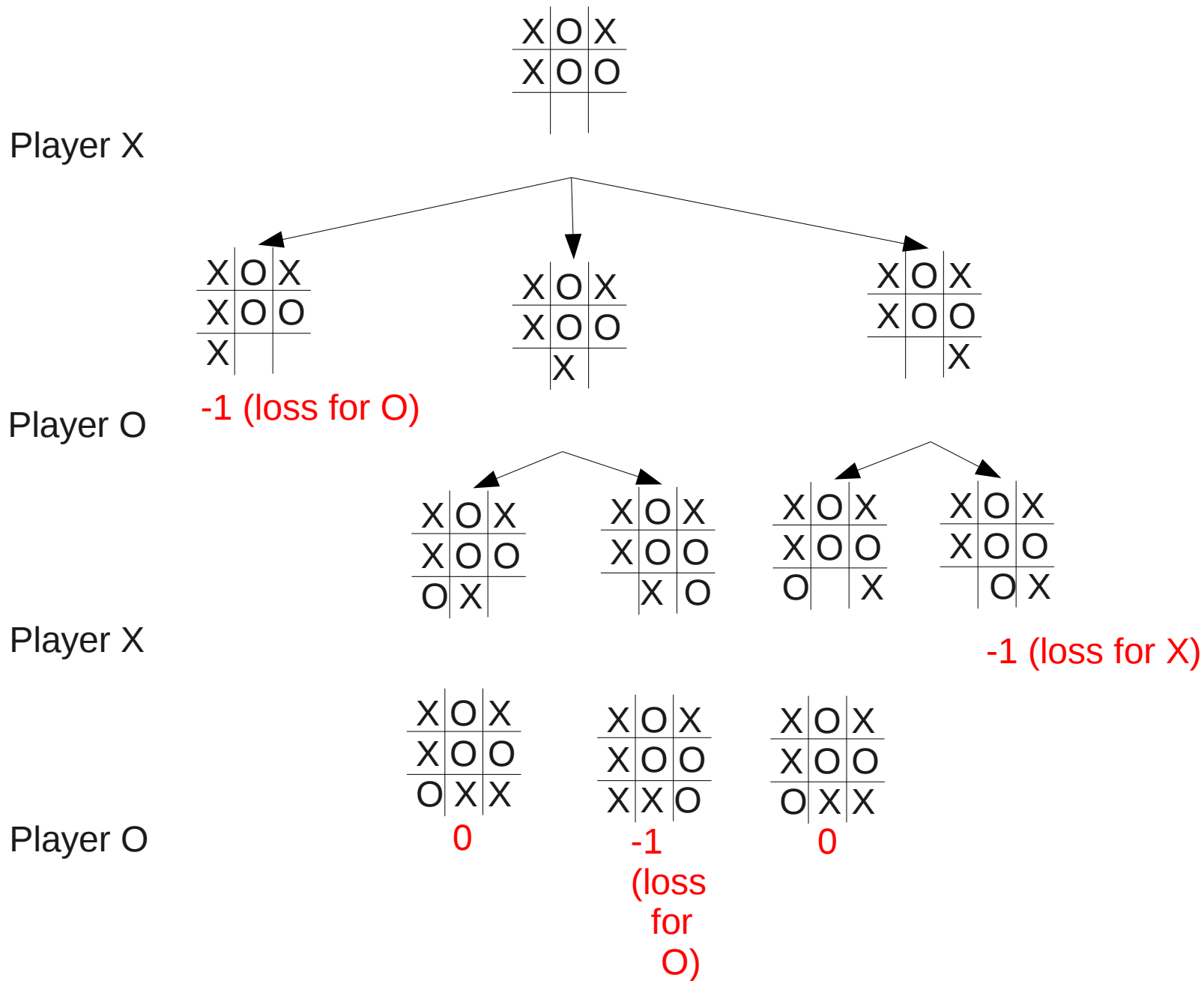
Utility of all terminal states, evaluated from perspective of player who is to move.



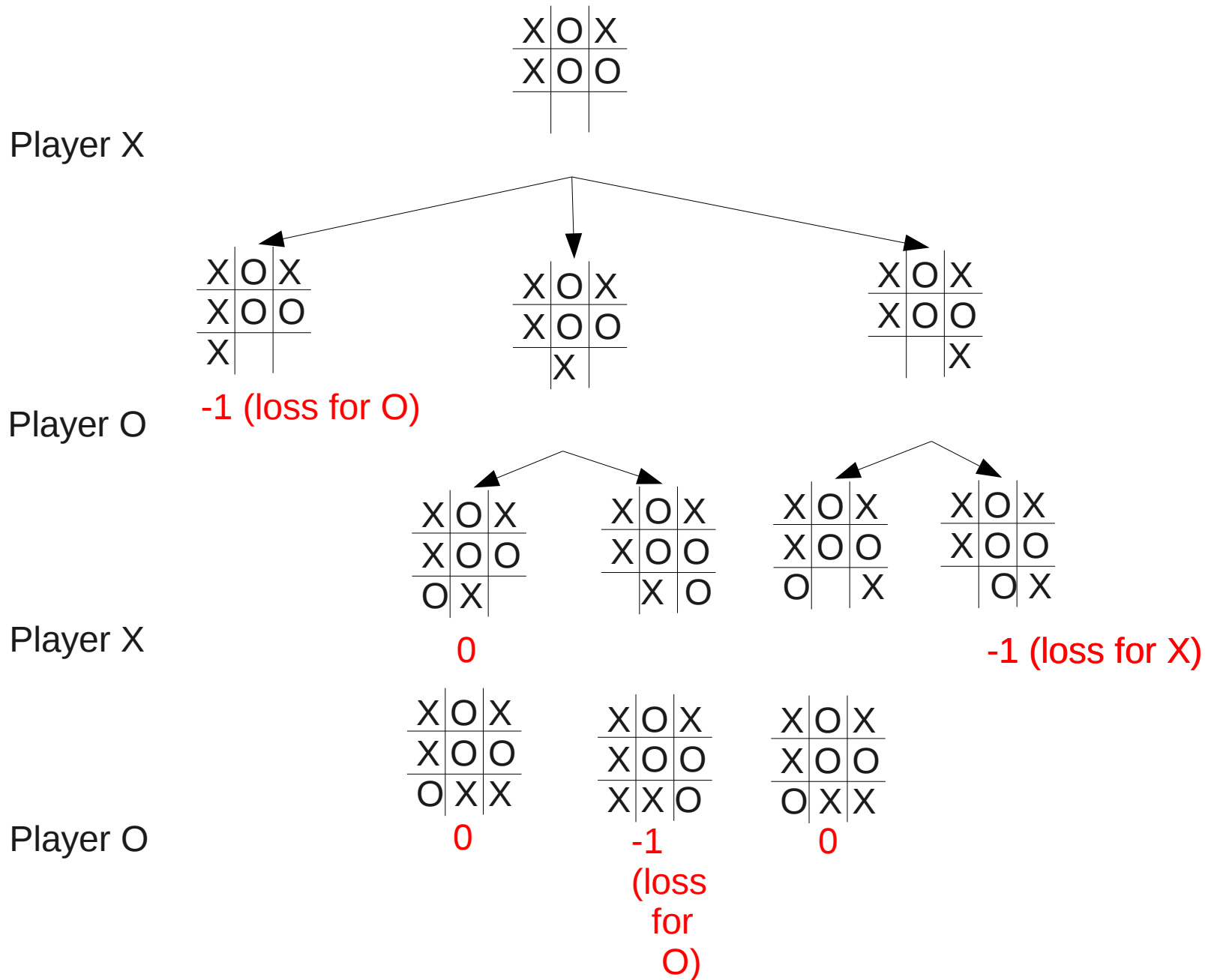
Utility of all terminal states, evaluated from perspective of player who is to move.



Back-up the values, and negate them.

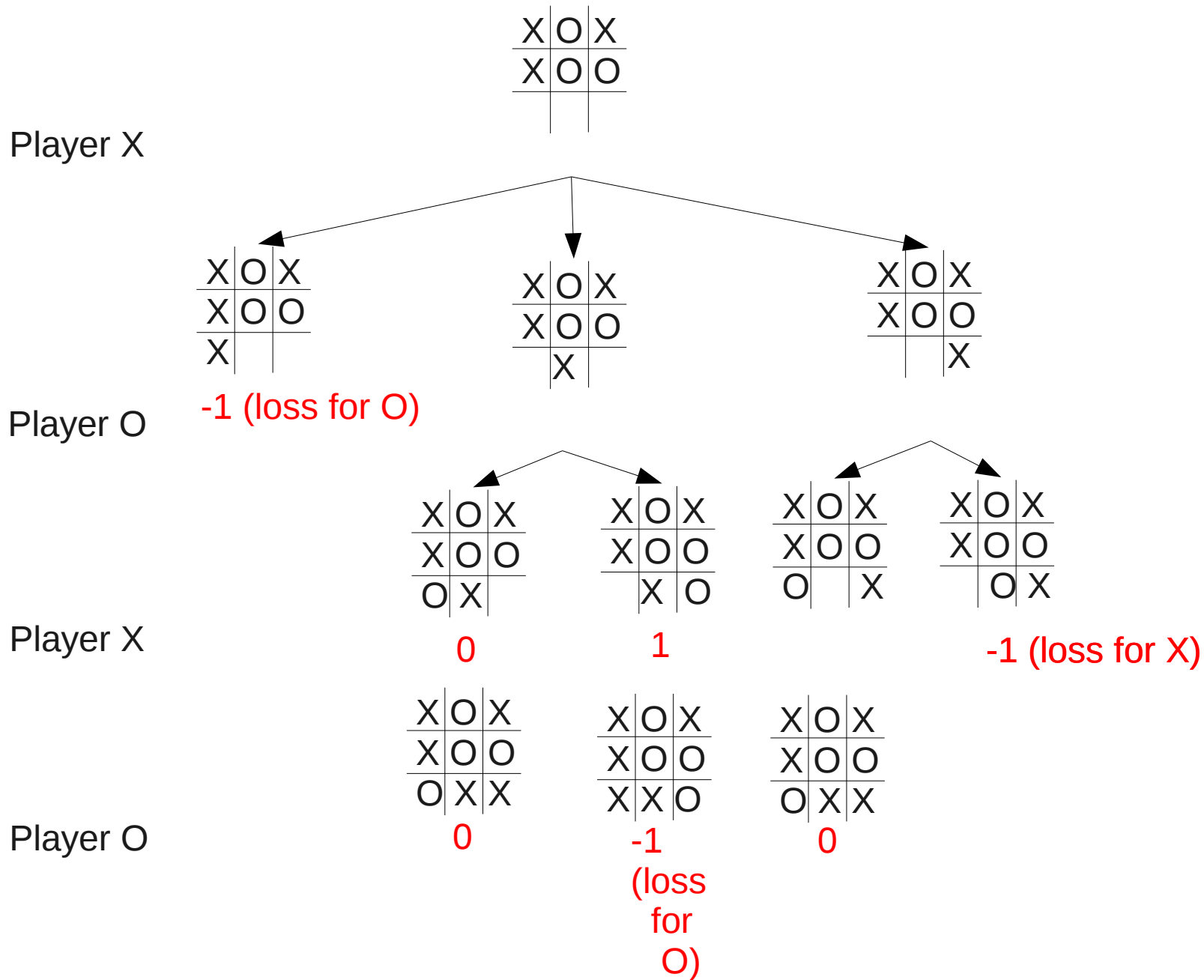


Back-up the values, and negate them.

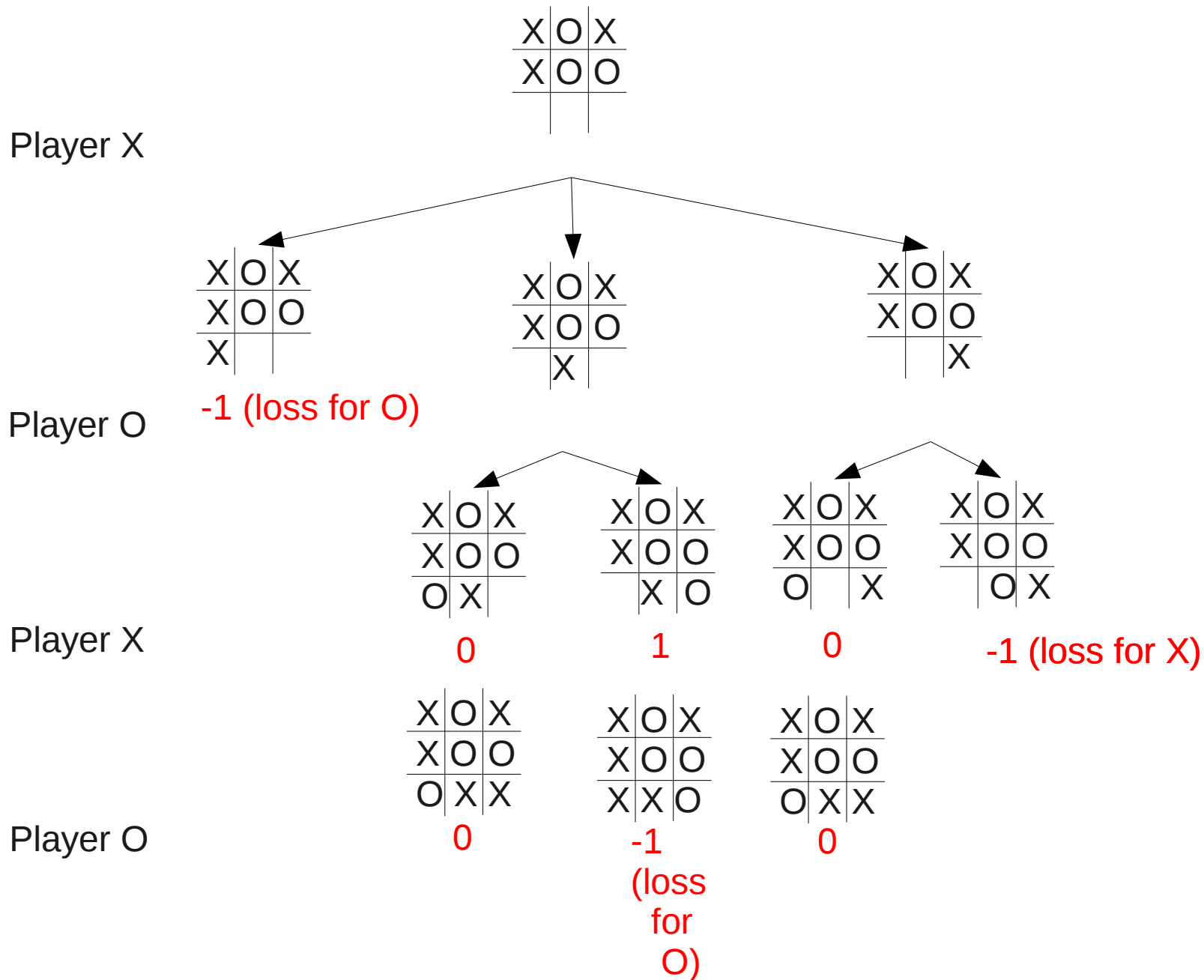




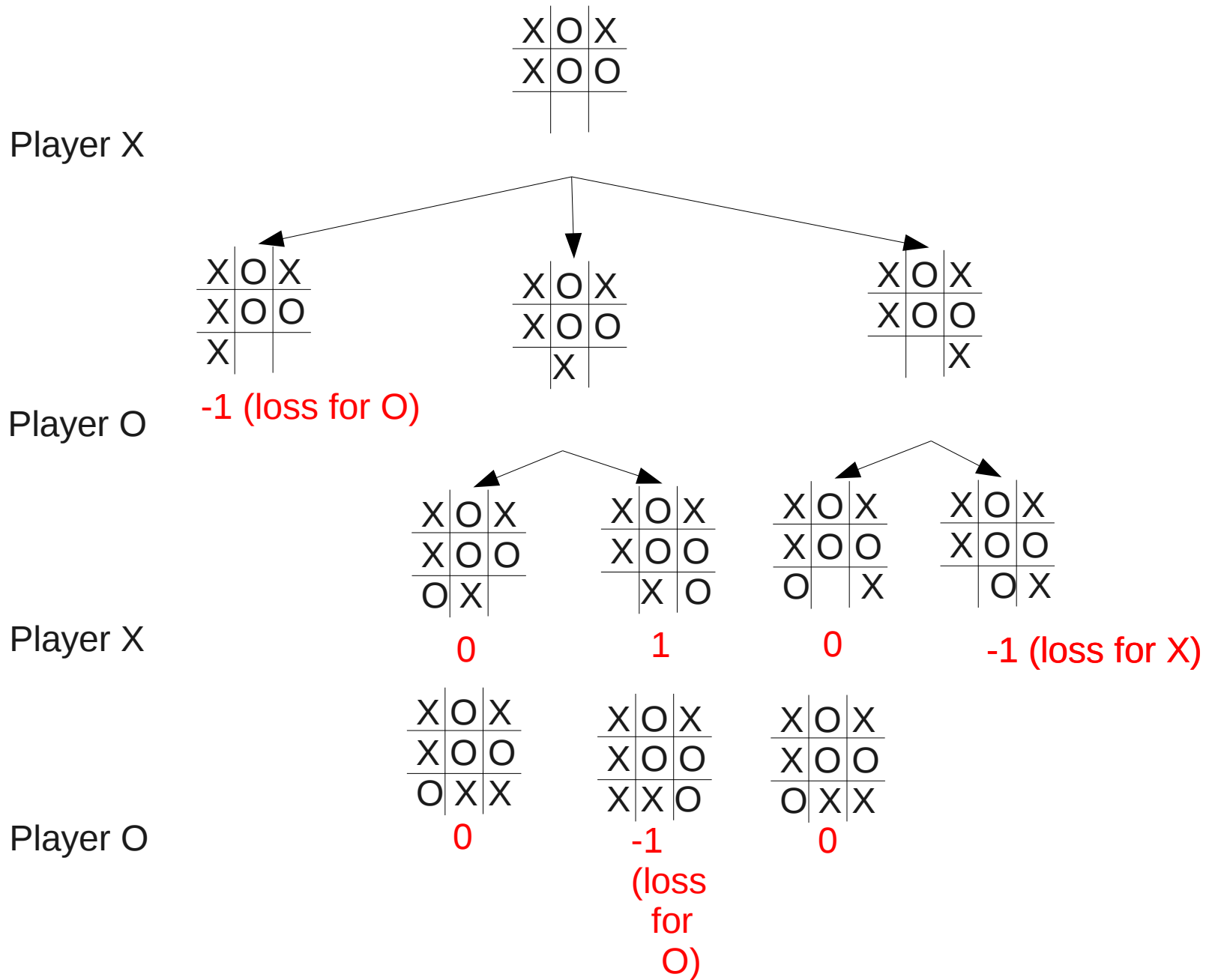
Back-up the values, and negate them.



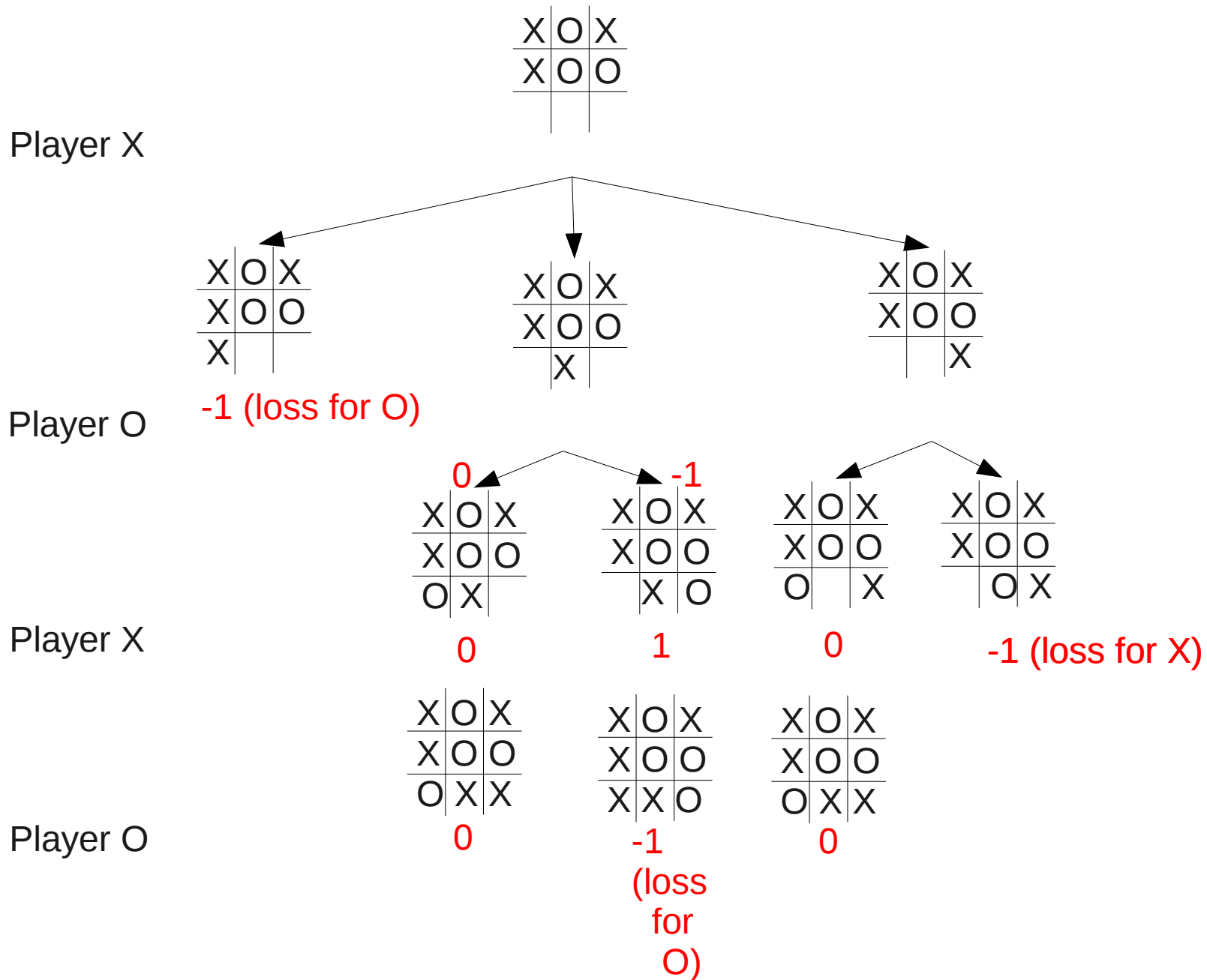
Back-up the values, and negate them.



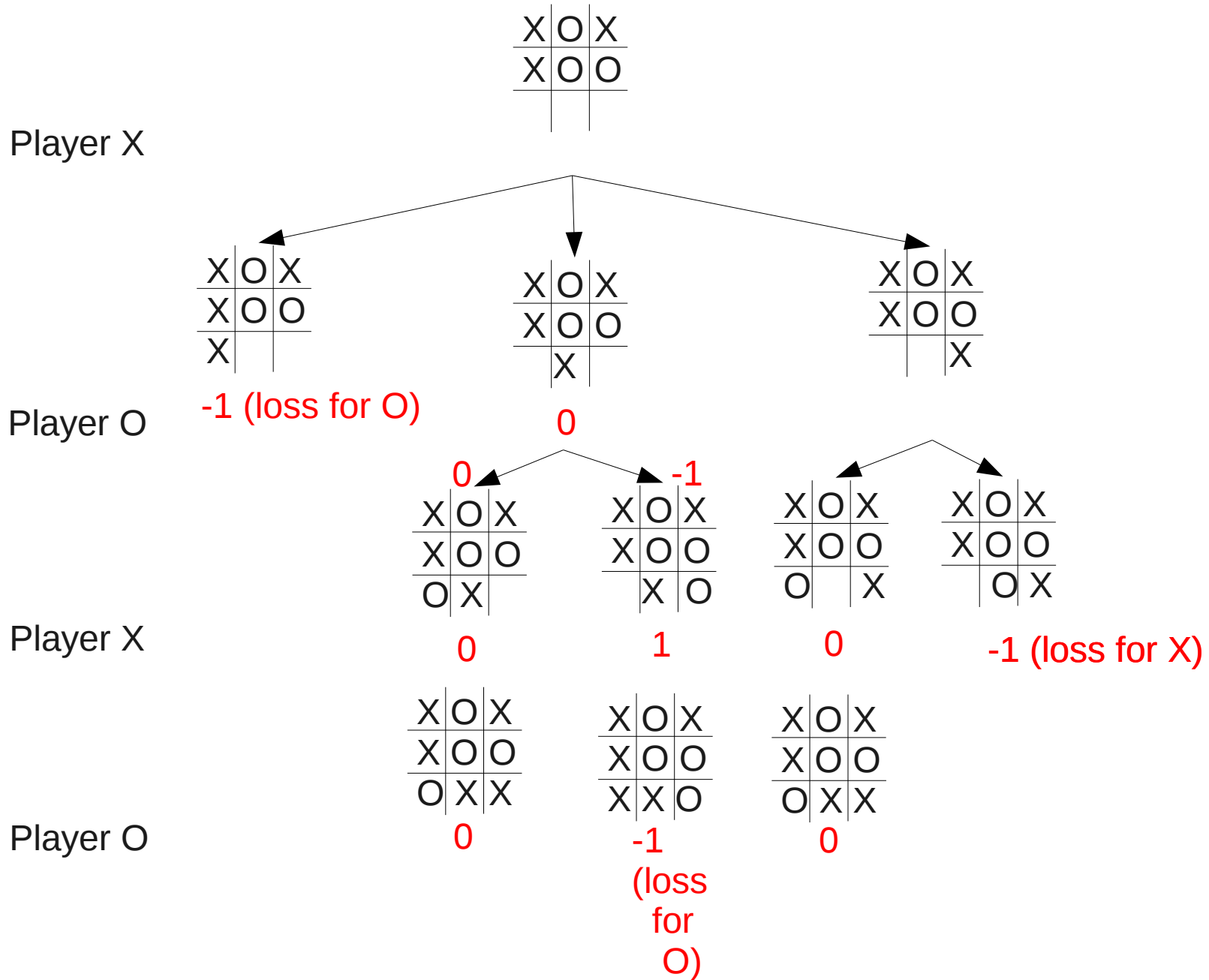
Again, back-up the values, and negate them. Then pick maximum of choices.



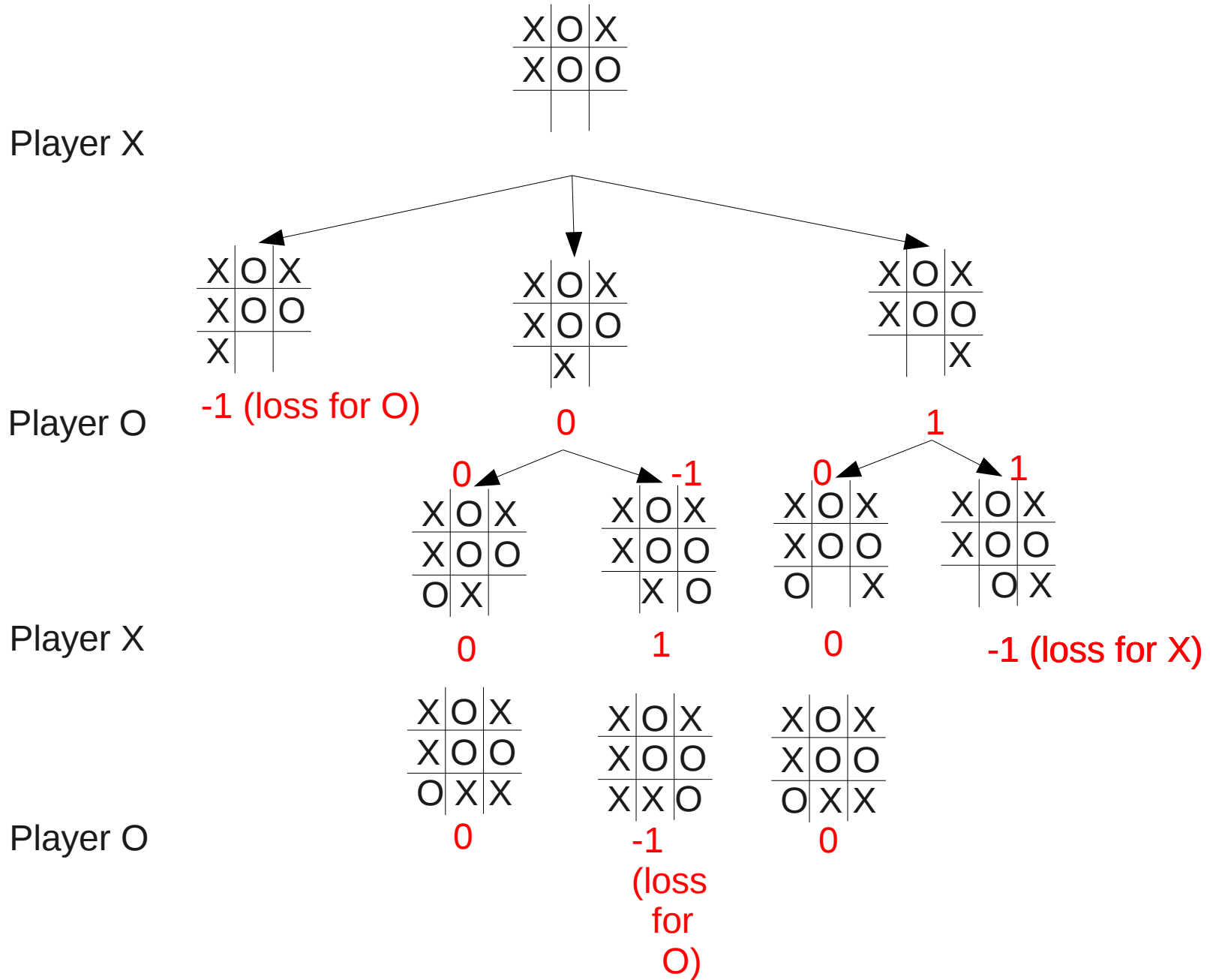
Again, back-up the values, and negate them. Then pick maximum of choices.



Again, back-up the values, and negate them. Then pick maximum of choices.



Again, back-up the values, and negate them. Then pick maximum of choices.



And again, back-up the values, and negate them. Then pick maximum of choices.

