1. **Alpha-beta search.**  
   Consider the following game tree: 

   (Total 10 points)

   (a) Compute the minimax decision. Show your answer by writing the values at the appropriate nodes in the above tree. (Copy the tree in your homework.) (3 points)

   (b) What move should Max choose? (2 points)
(c) Using the *alpha-beta pruning method*, with standard left-to-right evaluation of nodes, show how the method operates on (a copy of) the tree and list the nodes are *not* examined by alpha-beta. 

2. AIMA, Exercise 6.3, page 190. 20 points

3. AIMA, Exercise 7.5, page 237. 10 points

4. AIMA, Exercise 7.8, page 237: only c, d, e, and f. 10 points

5. AIMA, Exercise 7.11, page 238. 30 points