4  Game Search (5 points)

Consider the game tree shown below. Assume the top node is a max node. The labels on the arcs are the moves. The numbers in the bottom layer are the values of the different outcomes of the game to the max player.

![Game Tree](image)

1. What is the value of the game to the max player? 2
2. What first move should the max player make? L
3. Assuming the max player makes that move, what is the best next move for the min player, assuming that this is the entire game tree? R

5  Alpha-Beta Pruning (5 points)

In the following game tree, are there any alpha-beta cutoffs?

![Game Tree](image)

- Consider the nodes from left to right, which nodes are cutoff? Circle the nodes that are not examined and label them with L. None
- Consider the nodes from right to left, which nodes are cutoff? Circle the nodes that are not examined and label them with R. The leftmost 8 node