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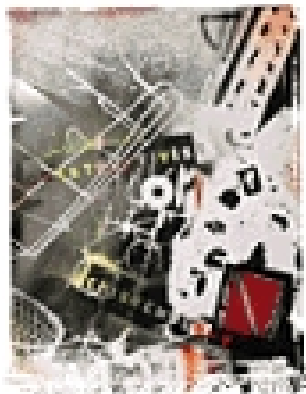
HEURISTIC SEARCH

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Structures and Strategies for Complex Problem Solving



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Fig 4.23 Two-ply minimax applied to the opening move of tic-tac-toe, from Nilsson (1971).

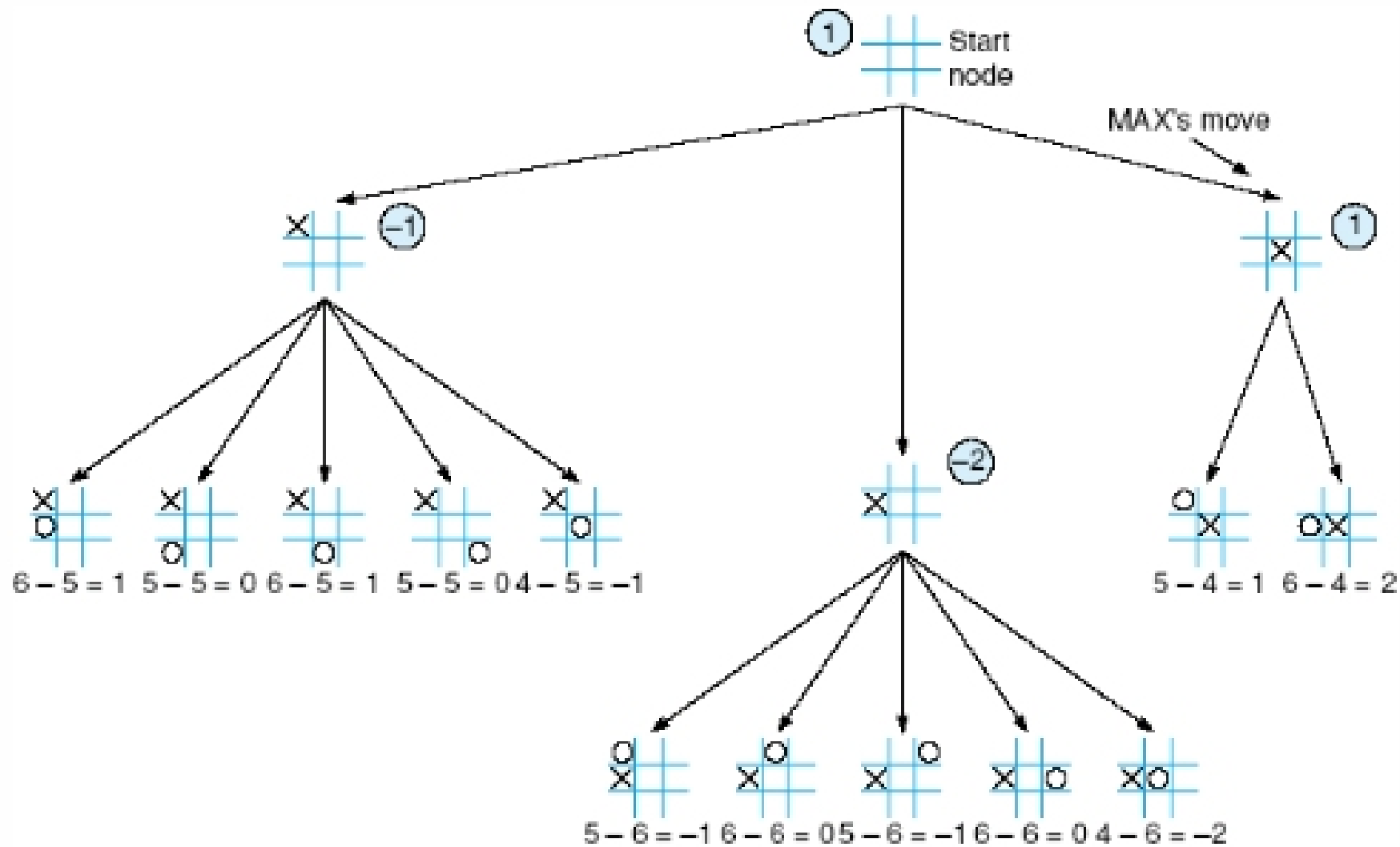


Fig 4.24 Two ply minimax, and one of two possible MAX second moves, from Nilsson (1971).

