To get full credit, you should at least submit solutions to the problems not marked optional below.

1. Russell and Norvig: Problem 6.2
2. Russell and Norvig: Problem 6.6
5. On the game-tree given below, indicate which states will not be explored (i.e., pruned) if alpha-beta pruning is used. Show your work by showing the alpha and beta values associated with each node. No credit will be given if you don’t show your work. Assume that the branches are explored from left to right. △ denotes MAX nodes and ▽ denotes MIN nodes.