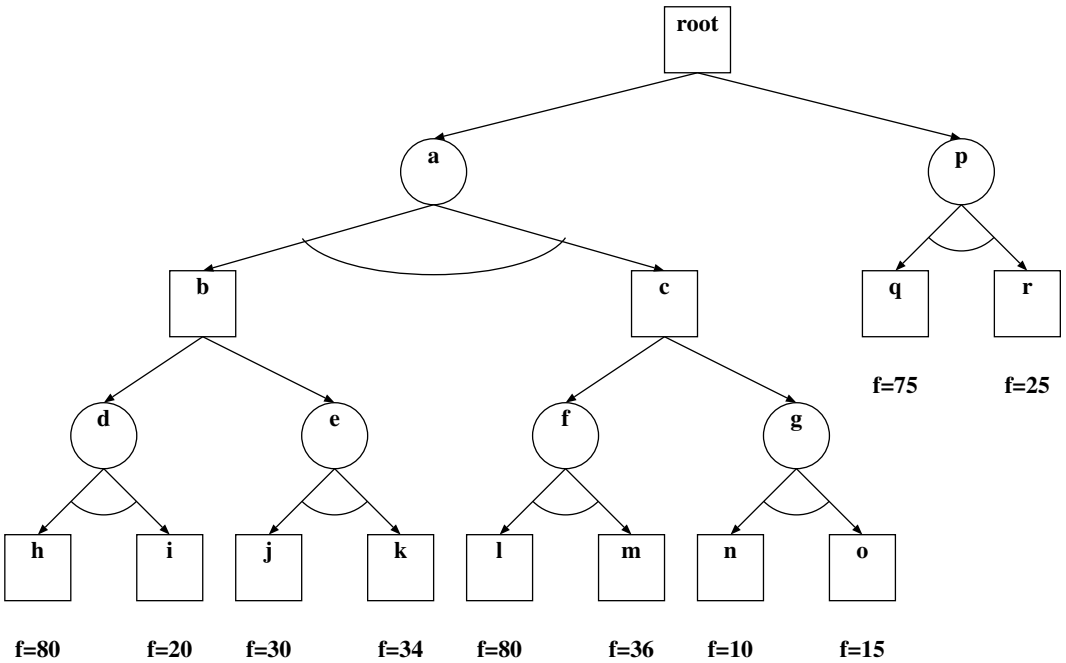
Exercise 11
SSS Game Searching Strategy



Part I Briefly Answer the following:

- Which node symbol (square or circle) represents opponent?
- What kind of branches are underneath the circles and why?
- What are the merits of nodes **a** and **b**?

Part II

Perform the SSS^* algorithm on the game tree given (Follow an informal procedure analogous to that in class). For each step, give the an ordered list of frontier nodes with their maximum boundaries.