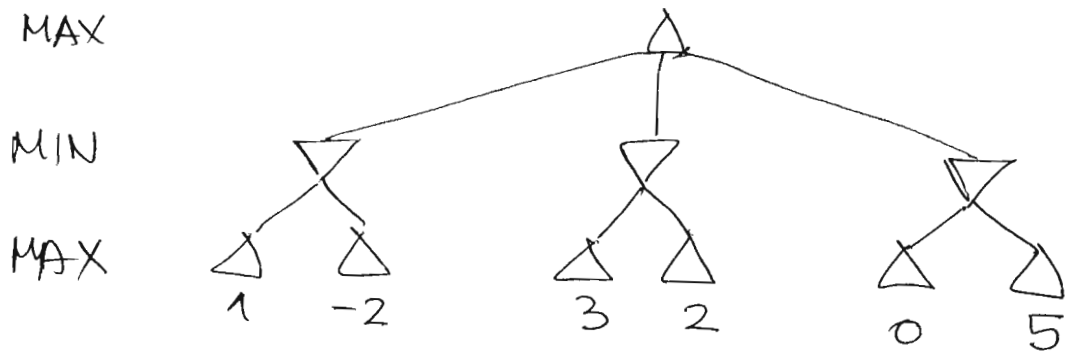
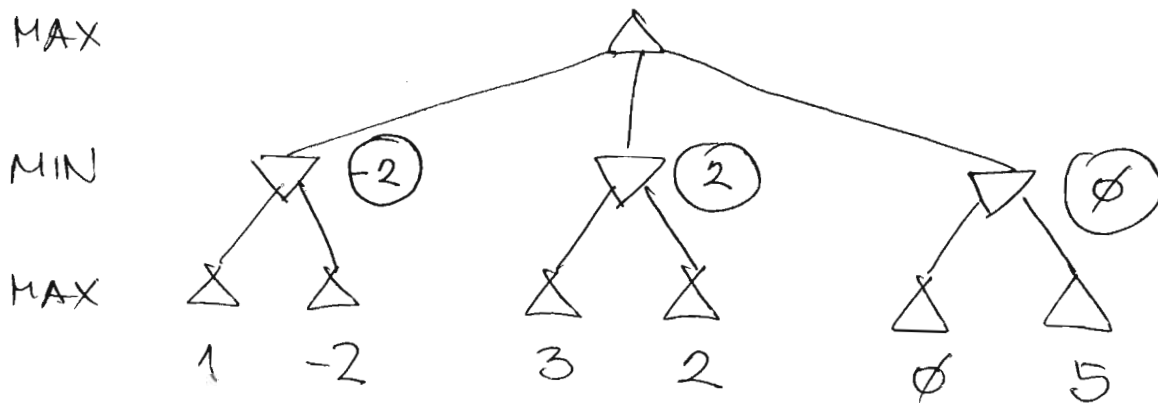


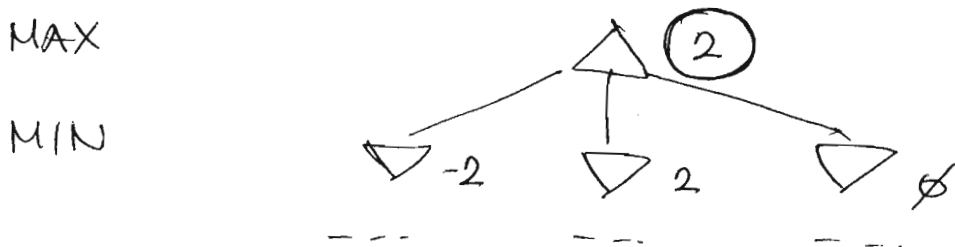
2. razina u dubini ($h \leftrightarrow$ UTILITY)



Prva razina dubine \Rightarrow (min) (povratak iz DFS)

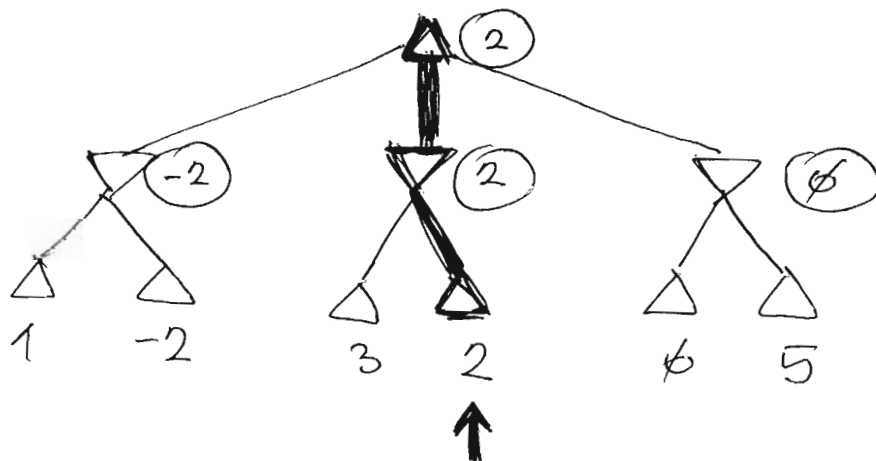


Druga razina dubine \Rightarrow (max)



\Rightarrow MAX bira drugu granu (2)

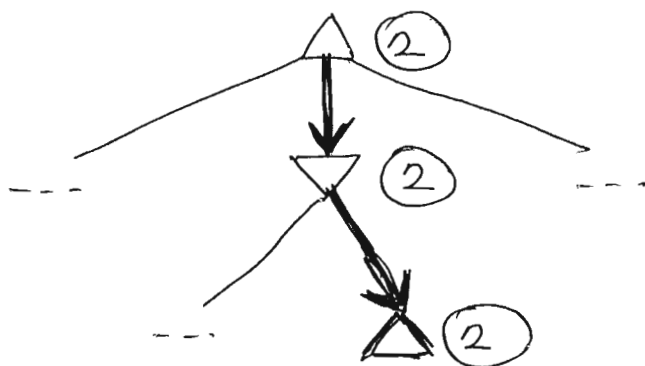
\Rightarrow MIN bira desnu granu (2)



No, to nije kraj priče,

MM1-2

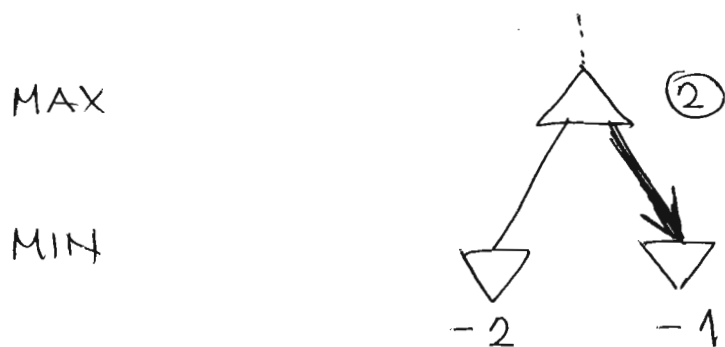
Heuristika dovodi MAX do stanja (2) na drugom nivou (gledano \rightarrow , to je 4. stanje)



(MAX igra levu granu, ~~desnu~~ MIN igra desnu granu)

Sad je MAX na potezu (još nije kraj igre!)

Ako treći reol predstavlja stravnu dobit za MAX



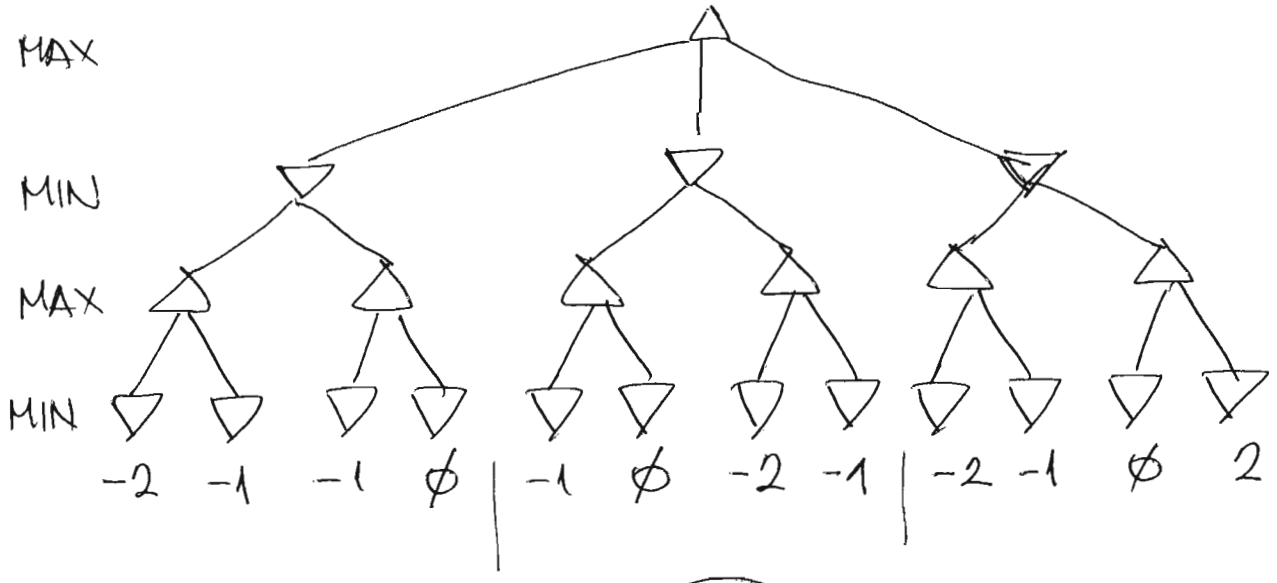
onda MAX igra levenu granu (-1) (= $\max\{-2, -1\}$)
i biva RAZOČARAN svojom heuristikom:

GUBI 1

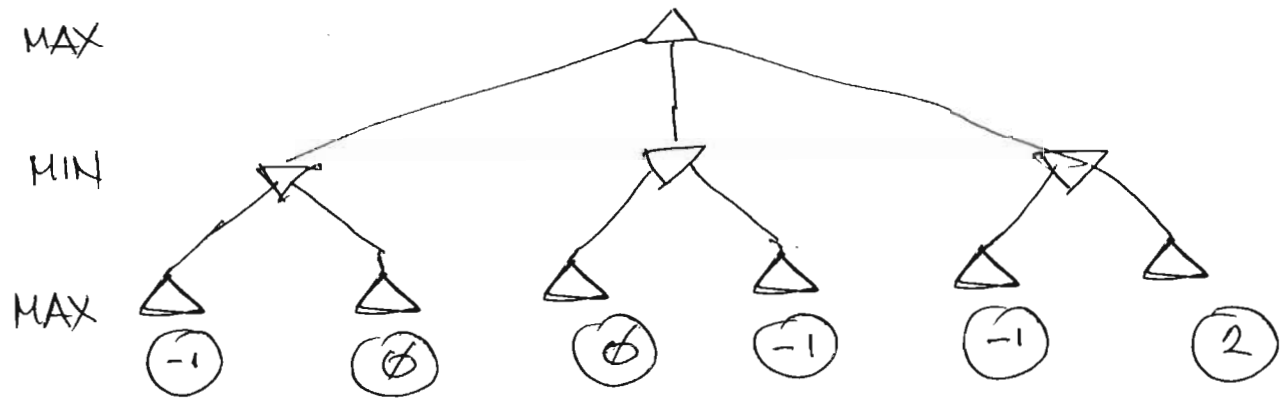
- Nažalost/nasreću - MAX se ne mora "ljubiti" na heuristiku.

Isto bi mu se dogodilo i bez heuristike!

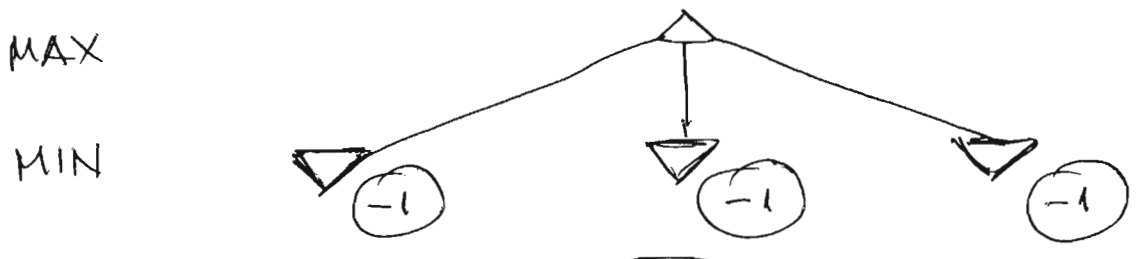
3 razine u dubini ($h \leftrightarrow UTILITY$)



Druga razina dubine \Rightarrow (max), dno (treću razinu ne pišem)



Prva razina dubine \Rightarrow (min), ono ispod ne pišem



Ukleta razina dubine \Rightarrow (max)
 Δ (-1)

bez obzira na to što izabrao kao prvi potez!

\Rightarrow SIGURNO GUBI - dobitak = (-1)