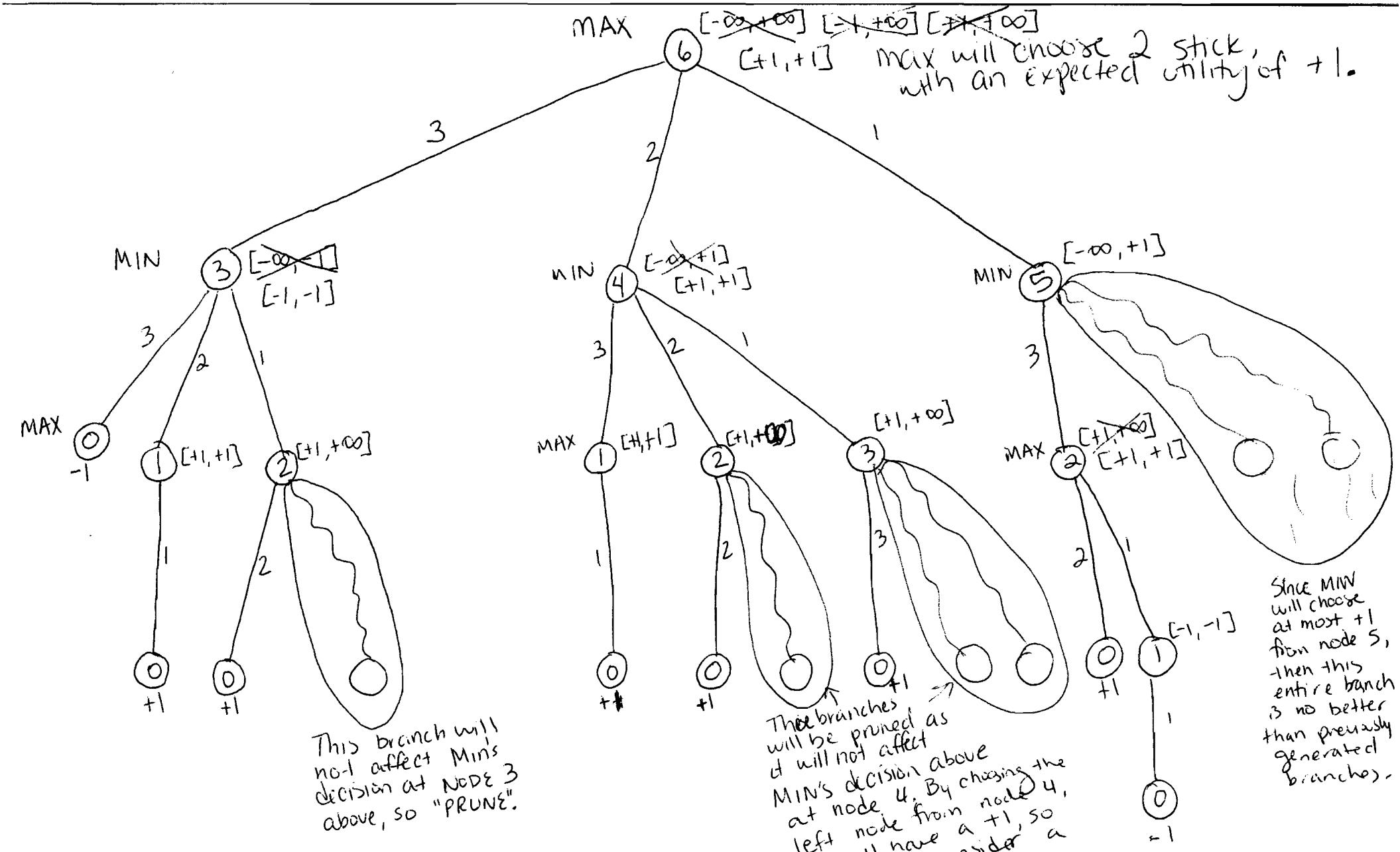
MAX
6
[-∞,+∞] [-1,+∞] [+1,+∞]
[+1,+1]
max will choose 2 stick, with an expected utility of +1.
3
2
1
MIN
3
[-∞,-1]
[-1,-1]
MIN
4
[-∞,+1]
[+1,+1]
MIN
5
[-∞,+1]
MAX
0
-1
1
[+1,+1]
2
[+1,+∞]
MAX
1
[+1,+1]
2
[+1,+∞]
3
[+1,+∞]
MAX
2
[+1,+∞]
[+1,+1]
0
+1
0
+1
0
+1
0
+1
0
+1
1
[-1,-1]
0
-1
This branch will not affect Min's decision at NODE 3 above, so "PRUNE".
These branches will be pruned as it will not affect MIN's decision above at node 4. By choosing the left node from node 4, min will have a +1, so it will not consider a path that will return equal or greater than that.
Since MIN will choose at most +1 from node 5, then this entire branch is no better than previously generated branches.