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2.

	Minimax Ghost	Random Ghost
Minimax Pacman	Won: 1/5 Avg. Score: 40	Won: 0/5 Avg. Score: -230
Expectimax Pacman	Won: 0/5 Avg. Score: -1155.4	Won: 1/5 Avg. Score: -445.4

3.

Pacman performs better in the situations of random ghost. Because the distribution of random ghost is uniform so the pacman agent implements the correct assumption of the ghost behavior more times.

When in the situations of minimax ghost, because minimax ghost has its own calculation to get closer to pacman according to the action which pacman taken. So the pacman has worse performance.

4.

Because the minimax ghost algorithm calculates max-min-max to catch pacman. Although they have different random action at one moment, they still have the same target to get closer to the pacman.