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Q11: Short Answer: Games

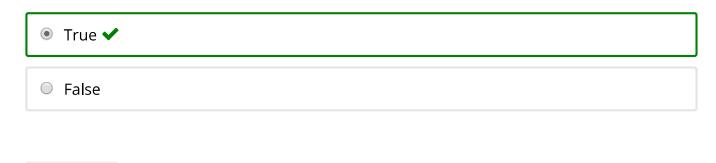
Problem 11: Short Answer: Games

Consider an adversarial game tree where the root node is a maximizer, and the minimax value of the game is \(v_M\). Now, also consider an otherwise identical tree where every minimizer node is replaced with a chance node (with an arbitrary but known probability distribution). The expectimax value of the modified game tree is \(v_E\). Mark each whether the following statements are true or false.

Part 1

0.0/2.0 points (ungraded)

 (v_M) is guaranteed to be less than or equal to (v_E) .



Submit

You have used 0 of 1 attempt

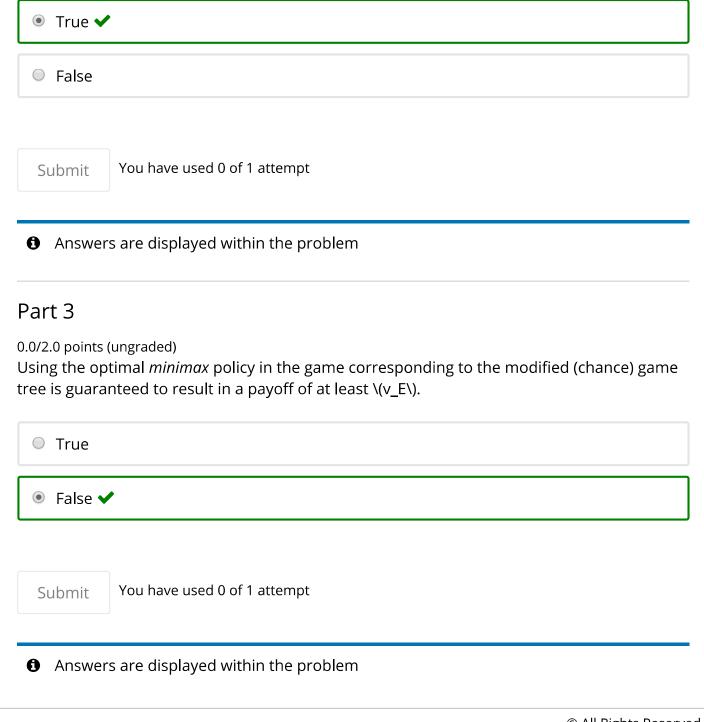
1 Answers are displayed within the problem

Part 2

0.0/2.0 points (ungraded)

Using the optimal *minimax* policy in the game corresponding to the modified (chance) game tree is guaranteed to result in a payoff of at least \(v_M\).

Typesetting math: 72%



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