

Q.2

Initial population =  $[ [1, 2, 3, 1, 2, 3, 1], [2, 1, 3, 2, 3, 1, 1],$   
 $[3, 3, 1, 2, 2, 1, 3], [1, 3, 2, 1, 2, 3, 3],$   
 $[3, 1, 2, 3, 2, 1], [2, 3, 1, 1, 3, 2, 2] ]$

Fitness Value =  $[410, 435, 400, 420, 430, 445]$



~~Parent1~~  
Parent1 = [1, 2, 3, 1, 2, 3, 1], Parent2 = [2, 1, 3, 2, 3, 1, 1]

Crossover at point = 4:-

child1 = [1, 2, 3, 1, 3, 1, 1], child2 = [2, 1, 3, 2, 2, 3, 1]

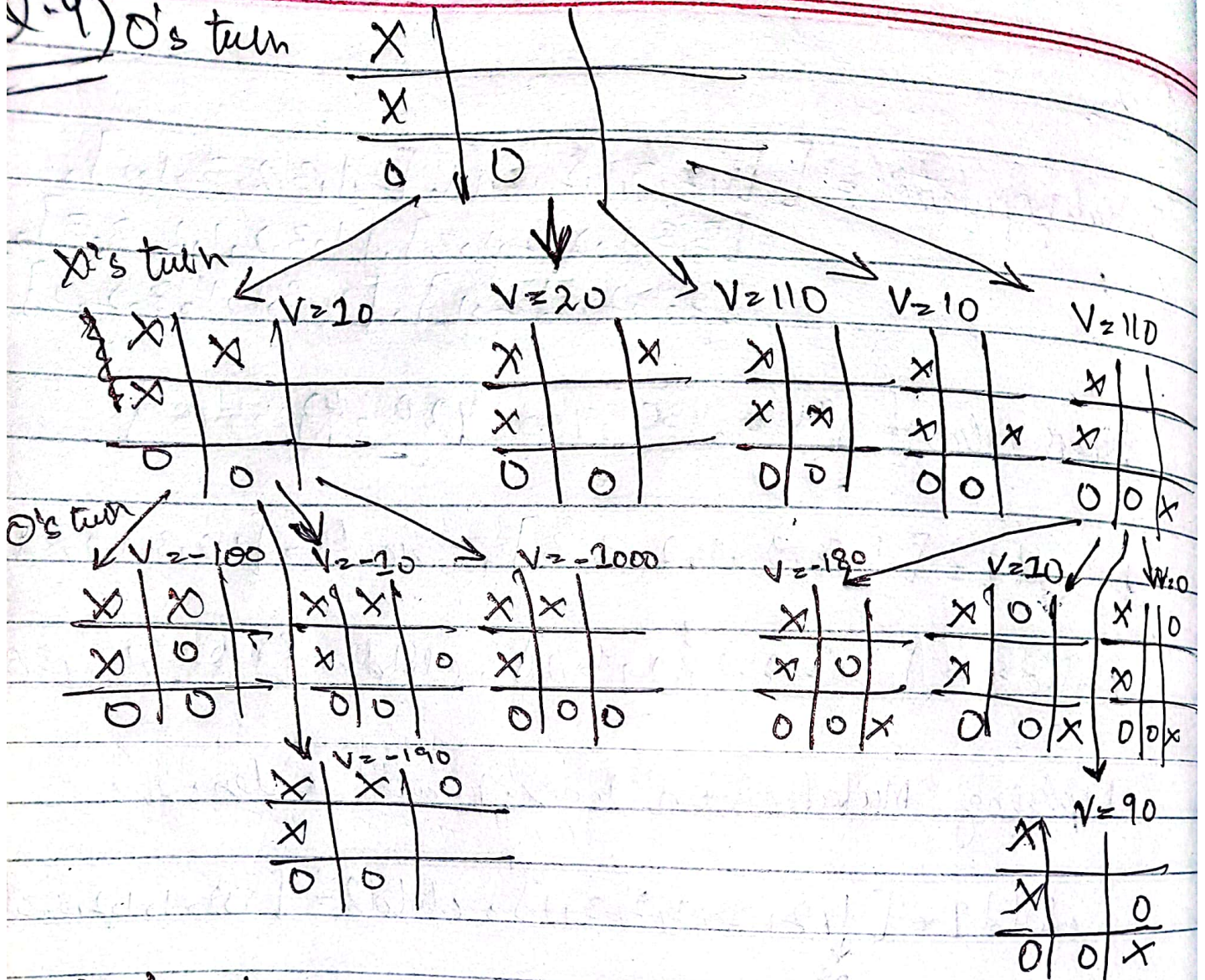
mutation at idx1 = 0, idx2 = 0

child1 = [2, 2, 3, 1, 3, 1, 1], child2 = [1, 1, 3, 2, 2, 3, 1]

Add both childs in new population and do all steps again, until the generation becomes 50/xyz.



Q-4) O's turn

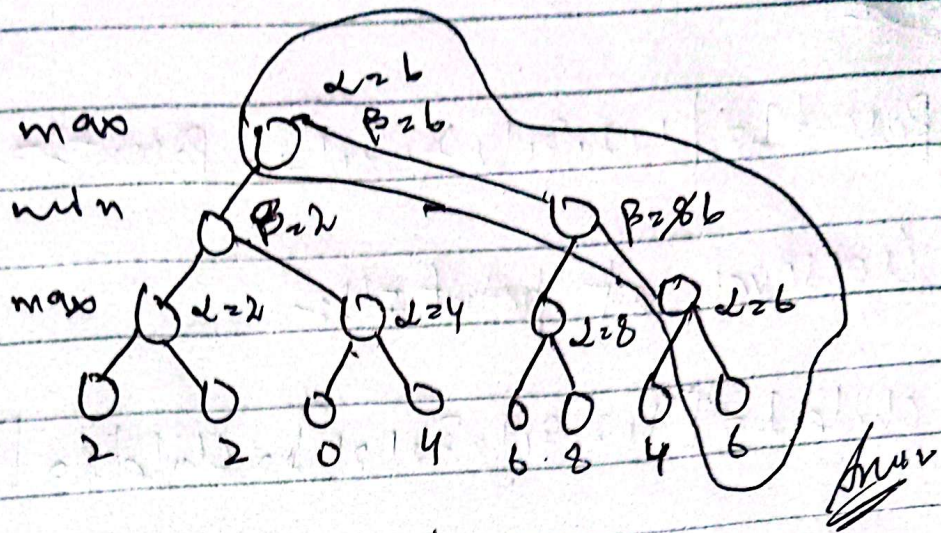


'X' will choose the rightmost block to maximize its utility.

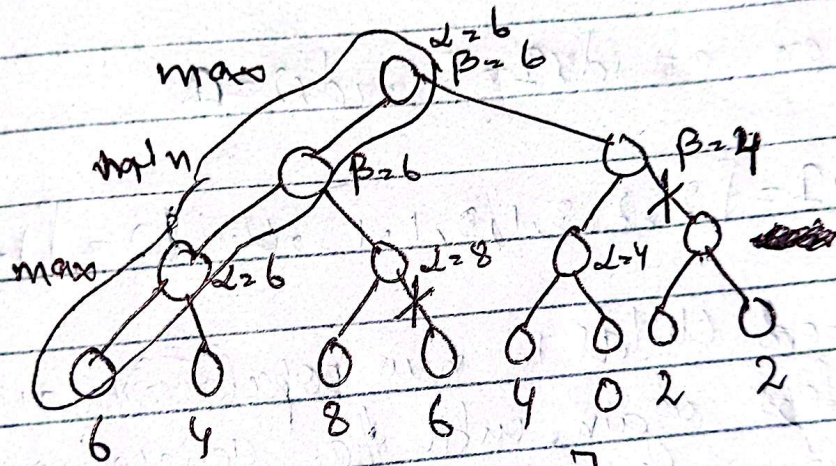


Q.5

A)



B)



Pruned Values = [6, 2, 2]

Ans



8.6

a) 1) Defender: Seeks to enhance their security and expand their influence.  
Attacker: Focuses on maximizing the impact of their attacks on the system.

2) The defender works to strengthen their position while reducing the attacker's opportunities.

.) The Attacker looks for weaknesses in the defender's strategy to exploit.

3.) In predictable scenarios, the defender follows a set strategy.

.) When randomness is involved, the defender assesses probabilities and explores various strategies.

d) 1) Calculations:-

Initial Formula:  $-50 \times 0.5 + 45 \times 0.5 = -2.5$

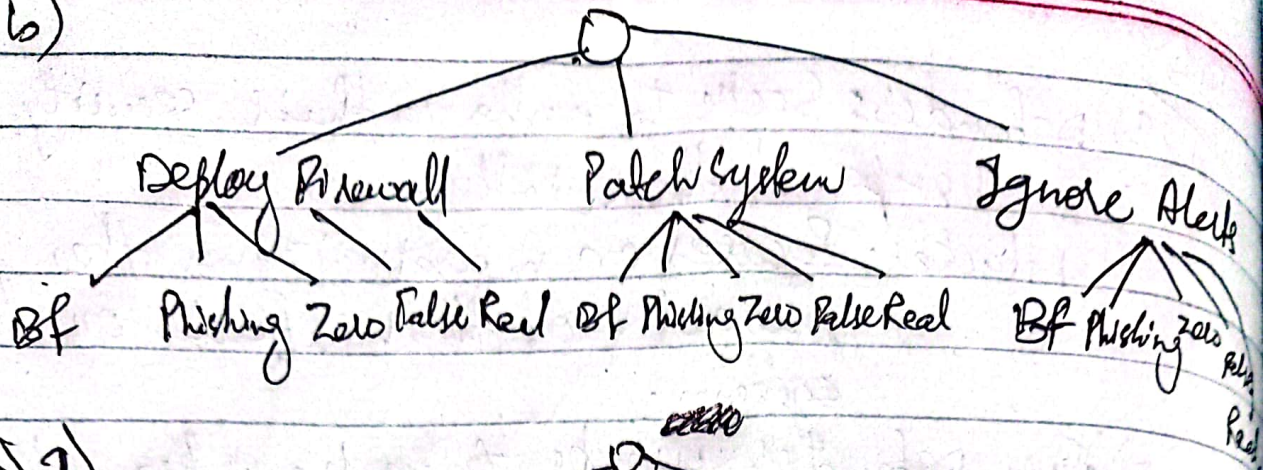
using pirate:  $-60 \times 0.5 + (-100) \times 0.5 = -80$

using ignore:  $-80 \times 0.5 + (-20) \times 0.5 = -50$

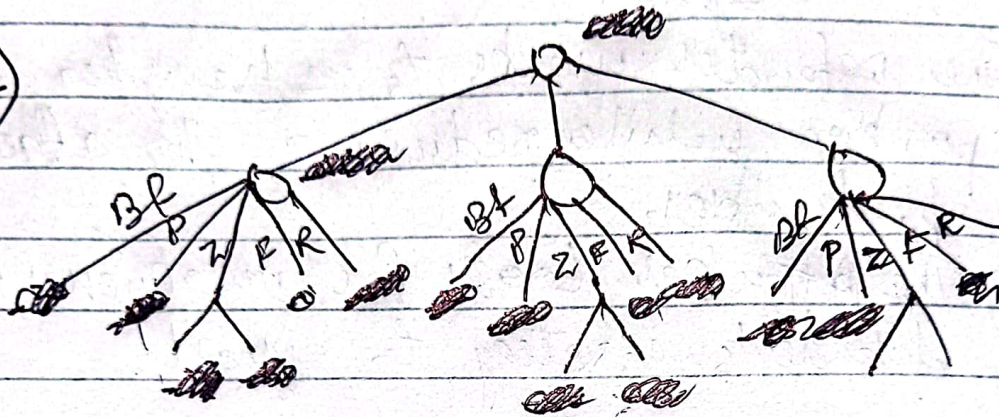
2) The defender used expected value as a final benchmark for decision making, treating it as a direct evaluation tool rather than a transitional phase.



b)



c) 1)



2) The actual attack caused significantly more damage upon assessment, while all other attempted attacks were ineffective and resulted in minimal attack.