

CS 188:

Walker Sneaker, Thursday, 7/19: Part 1

Initially attempted to just use the given features with some weights basic weights to attempt to solve this problem. With just these basic features and some well chosen weights I was able to get a 7/10 on the first try. I then spent 3-4 hours attempting to adjust weights and add new features, including ones that prioritized areas of the map that are food heavy, to take the problem that was not at 9/10 test cases passed to 10/10 test cases passed with little to no success. Decided to call it a night there.

Walker Snedaker, Friday, 7/20: Part 2-3

Looked at piazza and found that the 9/10 was good enough to pass part one so I began part 2. Spent a little under an hour setting up the feature function to look at the closest food that is not in the immediate path of our teammate and accounting for the edge case when our agent has eaten all of the food that is not in our teammates path. Using only this and the score as the metric for the heuristic this, on the second try, yielded a 10/10 passed solution. After this I looked at the part 3 and spent about an hour starting to set up a minimax evaluation process to both make efficient use of our teammates broadcast, create our own broadcast, and hopefully avoid the ghosts.

Walker Snedaker, Saturday 7/21: Part 3

Spent about three hours finishing the minimax evaluation process, debugging the evaluator, and finally setting up a feature and weight function to serve as a base for the evaluation tree. As of now the weights are not correctly balanced and for most setups it appears that the function is taking too long to evaluate, I think implementing alpha beta pruning, and possibly changing what do in the case where there are not many values for the teammates plan, might solve this problem but as of now it's pretty late so I'll come back and tomorrow.