

## Assignment 2.

Q2) Dry Run:

1) encoding:

$[1, 2, 3, 1, 2, 3, 1] \rightarrow$  task 1, facility 1 & task 2 facility 1...

2) population:

cost

A  $\Rightarrow [1, 2, 3, 1, 2, 3, 1] \Rightarrow 481$

B  $\Rightarrow [2, 3, 1, 2, 3, 1, 1] \Rightarrow 488$

C  $\Rightarrow [3, 1, 2, 3, 1, 1, 2] \Rightarrow 511$

D  $\Rightarrow [1, 2, 3, 1, 1, 2, 3] \Rightarrow 499$

E  $\Rightarrow [2, 3, 1, 1, 2, 3, 1] \Rightarrow 511$

F  $\Rightarrow [3, 1, 1, 2, 3, 1, 2] \Rightarrow 474$

3) fitness function:

A =  $1/481 \Rightarrow 0.00207 \rightarrow 17.04\%$

B =  $1/488 \Rightarrow 0.00205 \rightarrow 16.87\%$

C =  $1/511 \Rightarrow 0.00196 \rightarrow 16.13\%$

D =  $1/499 \Rightarrow 0.00200 \rightarrow 16.46\%$

E =  $1/511 \Rightarrow 0.00196 \rightarrow 16.13\%$

F =  $1/474 \Rightarrow 0.00211 \rightarrow 17.37\%$   
+ 0.01215

4) Selection

a) randomly generate selection point

b) higher probability chromosomes chosen

• A and F are selected.

5) Crossover: select at pt. 4.

A =  $[1, 2, 3, 1, 2, 3, 1]$

F =  $[3, 1, 1, 2, 3, 1, 2]$

G =  $[1, 2, 3, 1, 3, 1, 2]$

H =  $[3, 1, 1, 2, 2, 3, 1]$

6) Mutation:

mutating G: swap 2 with 5.

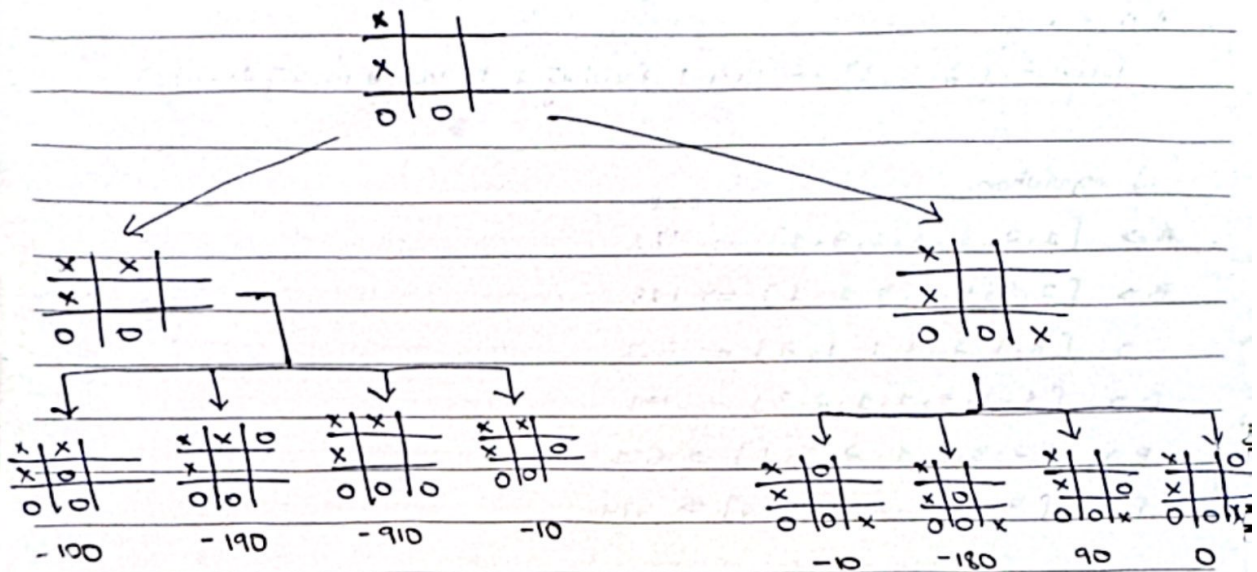
G =  $[1, 2, 3, 1, 3, 1, 2]$

G' =  $[1, 3, 3, 1, 2, 1, 2]$

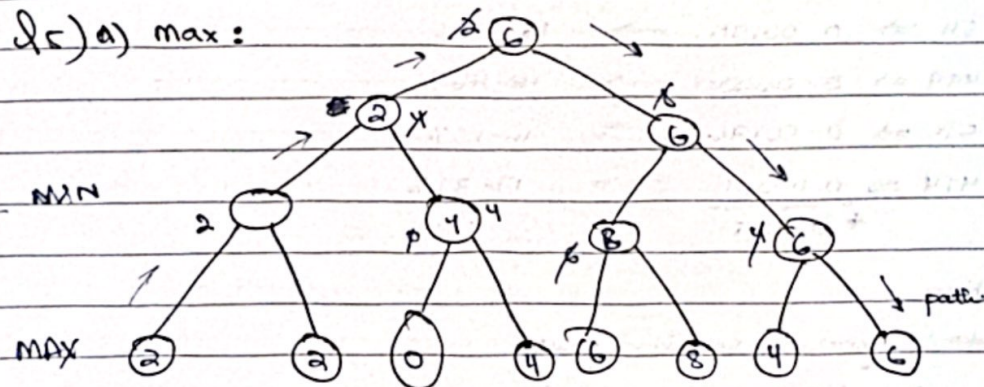
7) New Generation: evaluate new population fitness  
repeat until converge.

Q4)  $V=0$

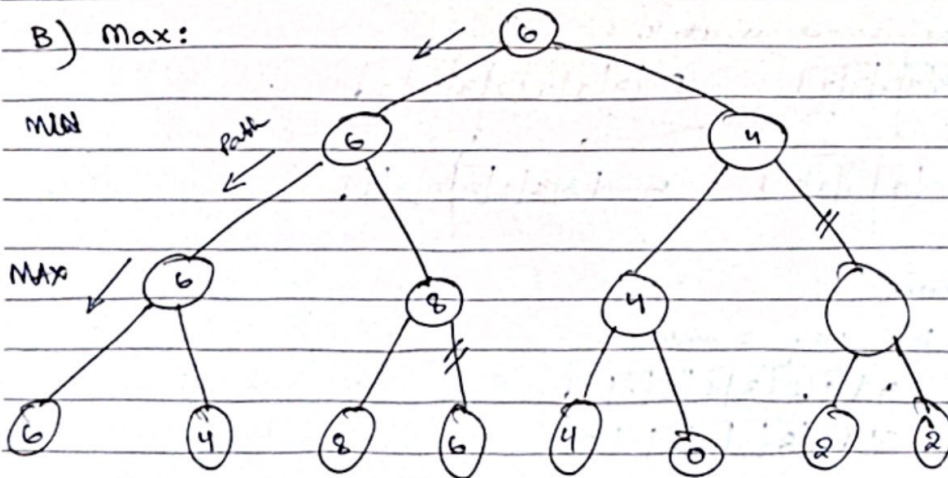
for all rows, columns and diagonals (K):



Q5) a) max:



B) max:





## 6 a) 1) Players and Objectives:

- Min (attacker): damage the security  
↳ using various attacks.
- Max (defender): minimizes the damage to system caused by min.  
↳ deploys security measures.

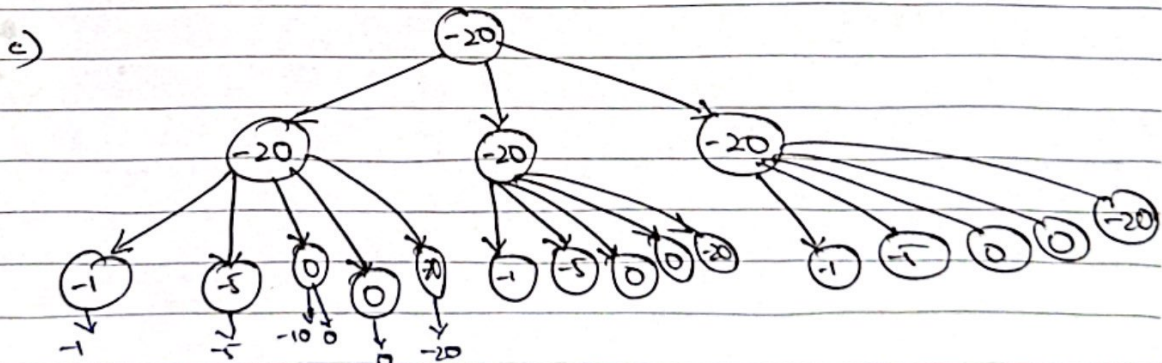
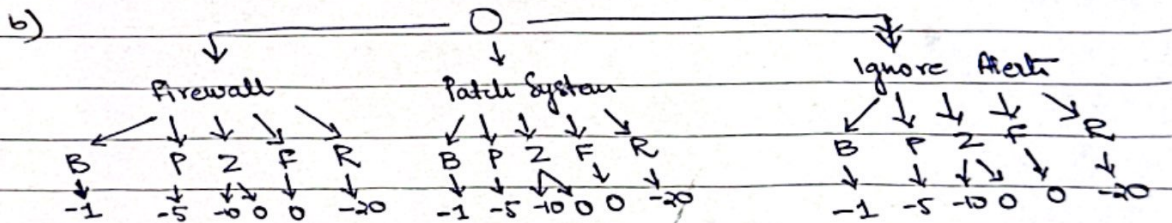
## 2) Decision making:

- Min: takes action that are either too obvious like brute-force or maybe makes fake attacks in order to avoid ~~being~~ detection.
- Max: detects the danger earlier or uses defense mechanism based on risk levels always checks risk vs cost.

## 3) Stochastic Elements:

Zero-day exploits increases uncertainty of the game as it has a 50% success rate.

Defender is therefore unable to block it, hence it requires expectation based strategies instead of minimax.



d) 1) success = 50%  $\rightarrow$  damage = -10

failure = 50%  $\rightarrow$  damage = 0

$$\text{value} = (0.5 \times (-10)) + (0.5 \times 0) \Rightarrow -5$$

2) Minimax assumes it will always pick the worst-values (moves for max while Expectimax will assume that it has probabilities and so it may prefer patch over firewall if cost savings are more than the worst-case scenario.