

	Adversarial Ghost	Random Ghost
Minimax Pacman	Won 0/5 Avg 50	Won 0/5 Avg -155
Expectimax Pacman	Won 1/5 Avg 196	Won 3/5 Avg 512

3.

In case of Minimax Pacman, pacman avoids being too close to ghost.

In case of Expectimax Pacman, pacman performs not as effective as the first case.

4.

Both ghost are choosing min to let pacman fail. They are at different position and evaluate next step. To achieve the same goal, they seems to cooperate with each other.