I think the only question we could potentially answer is 1b, although even with that I am unsure

1b)

This looks like a minimax problem, however it says Player 2 makes random moves with equal probability. This means that instead of having layers of MAX, MIN, MAX… etc, we have to consider that Player 2 will not chose the node which minimises our score. Therefore, I decided to calculate the average node value for each action.

A1 : 21/3 = 7

A2 : 19/2 = 9.5

A3 : 36/4 = 9

As can be seen, A2 has the highest average. However, I’m not sure how accurate this approach is.