

Starting on 11-7 at 20:57:46

Question q1

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Pacman crashed
Pacman crashed
Pacman crashed
Pacman crashed
Pacman crashed
Pacman crashed
Pacman crashed
Pacman crashed
Pacman crashed
Pacman crashed

Average Score: 0.0

Scores: 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0

Win Rate: 0/10 (0.00)

Record: Loss, Loss, Loss, Loss, Loss, Loss, Loss, Loss, Loss, Loss,
Loss

*** FAIL: test_cases/q1/grade-agent.test (0 of 4 points)

*** 0.0 average score (0 of 2 points)

*** Grading scheme:

*** < 500: 0 points

*** >= 500: 1 points

*** >= 1000: 2 points

*** 10 games not timed out (0 of 0 points)

*** Grading scheme:

*** < 10: fail

*** >= 10: 0 points

*** 0 wins (fail: below minimum value 1)

*** Grading scheme:

*** < 1: fail

*** >= 1: 0 points

*** >= 5: 1 points

*** >= 10: 2 points

Question q1: 0/4

Question q2

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*** PASS: test_cases/q2/0-lecture-6-tree.test

*** PASS: test_cases/q2/0-small-tree.test

*** PASS: test_cases/q2/1-1-minmax.test

*** PASS: test_cases/q2/1-2-minmax.test

*** PASS: test_cases/q2/1-3-minmax.test

*** PASS: test_cases/q2/1-4-minmax.test

*** PASS: test_cases/q2/1-5-minmax.test

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*** PASS: test_cases/q2/1-6-minmax.test
*** PASS: test_cases/q2/1-7-minmax.test
*** PASS: test_cases/q2/1-8-minmax.test
*** PASS: test_cases/q2/2-1a-vary-depth.test
*** PASS: test_cases/q2/2-1b-vary-depth.test
*** PASS: test_cases/q2/2-2a-vary-depth.test
*** PASS: test_cases/q2/2-2b-vary-depth.test
*** PASS: test_cases/q2/2-3a-vary-depth.test
*** PASS: test_cases/q2/2-3b-vary-depth.test
*** PASS: test_cases/q2/2-4a-vary-depth.test
*** PASS: test_cases/q2/2-4b-vary-depth.test
*** PASS: test_cases/q2/2-one-ghost-3level.test
*** PASS: test_cases/q2/3-one-ghost-4level.test
*** PASS: test_cases/q2/4-two-ghosts-3level.test
*** PASS: test_cases/q2/5-two-ghosts-4level.test
*** PASS: test_cases/q2/6-tied-root.test
*** PASS: test_cases/q2/7-1a-check-depth-one-ghost.test
*** PASS: test_cases/q2/7-1b-check-depth-one-ghost.test
*** PASS: test_cases/q2/7-1c-check-depth-one-ghost.test
*** PASS: test_cases/q2/7-2a-check-depth-two-ghosts.test
*** PASS: test_cases/q2/7-2b-check-depth-two-ghosts.test
*** PASS: test_cases/q2/7-2c-check-depth-two-ghosts.test
*** Running MinimaxAgent on smallClassic 1 time(s).
Pacman died! Score: 84
Average Score: 84.0
Scores:      84.0
Win Rate:    0/1 (0.00)
Record:      Loss
*** Finished running MinimaxAgent on smallClassic after 1 seconds.
*** Won 0 out of 1 games. Average score: 84.000000 ***
*** PASS: test_cases/q2/8-pacman-game.test
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Question q2: 5/5

Question q3

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*** PASS: test_cases/q3/0-lecture-6-tree.test
*** PASS: test_cases/q3/0-small-tree.test
*** PASS: test_cases/q3/1-1-minmax.test
*** PASS: test_cases/q3/1-2-minmax.test
*** PASS: test_cases/q3/1-3-minmax.test
*** PASS: test_cases/q3/1-4-minmax.test
*** PASS: test_cases/q3/1-5-minmax.test
*** PASS: test_cases/q3/1-6-minmax.test
*** PASS: test_cases/q3/1-7-minmax.test
*** PASS: test_cases/q3/1-8-minmax.test
*** PASS: test_cases/q3/2-1a-vary-depth.test
*** PASS: test_cases/q3/2-1b-vary-depth.test
```

```

*** PASS: test_cases/q3/2-2a-vary-depth.test
*** PASS: test_cases/q3/2-2b-vary-depth.test
*** PASS: test_cases/q3/2-3a-vary-depth.test
*** PASS: test_cases/q3/2-3b-vary-depth.test
*** PASS: test_cases/q3/2-4a-vary-depth.test
*** PASS: test_cases/q3/2-4b-vary-depth.test
*** PASS: test_cases/q3/2-one-ghost-3level.test
*** PASS: test_cases/q3/3-one-ghost-4level.test
*** PASS: test_cases/q3/4-two-ghosts-3level.test
*** PASS: test_cases/q3/5-two-ghosts-4level.test
*** PASS: test_cases/q3/6-tied-root.test
*** PASS: test_cases/q3/7-1a-check-depth-one-ghost.test
*** PASS: test_cases/q3/7-1b-check-depth-one-ghost.test
*** PASS: test_cases/q3/7-1c-check-depth-one-ghost.test
*** PASS: test_cases/q3/7-2a-check-depth-two-ghosts.test
*** PASS: test_cases/q3/7-2b-check-depth-two-ghosts.test
*** PASS: test_cases/q3/7-2c-check-depth-two-ghosts.test
*** Running AlphaBetaAgent on smallClassic 1 time(s).
Pacman died! Score: 84
Average Score: 84.0
Scores:      84.0
Win Rate:    0/1 (0.00)
Record:      Loss
*** Finished running AlphaBetaAgent on smallClassic after 1 seconds.
*** Won 0 out of 1 games. Average score: 84.000000 ***
*** PASS: test_cases/q3/8-pacman-game.test

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Question q3: 5/5

Question q4

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*** PASS: test_cases/q4/0-expectimax1.test
*** PASS: test_cases/q4/1-expectimax2.test
*** PASS: test_cases/q4/2-one-ghost-3level.test
*** PASS: test_cases/q4/3-one-ghost-4level.test
*** PASS: test_cases/q4/4-two-ghosts-3level.test
*** PASS: test_cases/q4/5-two-ghosts-4level.test
*** PASS: test_cases/q4/6-1a-check-depth-one-ghost.test
*** PASS: test_cases/q4/6-1b-check-depth-one-ghost.test
*** PASS: test_cases/q4/6-1c-check-depth-one-ghost.test
*** PASS: test_cases/q4/6-2a-check-depth-two-ghosts.test
*** PASS: test_cases/q4/6-2b-check-depth-two-ghosts.test
*** PASS: test_cases/q4/6-2c-check-depth-two-ghosts.test
*** Running ExpectimaxAgent on smallClassic 1 time(s).
Pacman died! Score: 84
Average Score: 84.0
Scores:      84.0
Win Rate:    0/1 (0.00)

```

Record: Loss
*** Finished running ExpectimaxAgent on smallClassic after 1 seconds.
*** Won 0 out of 1 games. Average score: 84.000000 ***
*** PASS: test_cases/q4/7-pacman-game.test

Question q4: 5/5

Question q5

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Pacman crashed
Pacman crashed
Pacman crashed
Pacman crashed
Pacman crashed
Pacman crashed
Pacman crashed
Pacman crashed
Pacman crashed
Pacman crashed
Average Score: 0.0
Scores: 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0
Win Rate: 0/10 (0.00)
Record: Loss, Loss, Loss, Loss, Loss, Loss, Loss, Loss, Loss, Loss
Loss
*** FAIL: test_cases/q5/grade-agent.test (0 of 6 points)
*** 0.0 average score (0 of 2 points)
*** Grading scheme:
*** < 500: 0 points
*** >= 500: 1 points
*** >= 1000: 2 points
*** 10 games not timed out (1 of 1 points)
*** Grading scheme:
*** < 0: fail
*** >= 0: 0 points
*** >= 10: 1 points
*** 0 wins (fail: below minimum value 1)
*** Grading scheme:
*** < 1: fail
*** >= 1: 1 points
*** >= 5: 2 points
*** >= 10: 3 points

Question q5: 0/6

Finished at 20:57:51

Provisional grades

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Question q1: 0/4

Question q2: 5/5

Question q3: 5/5

Question q4: 5/5

Question q5: 0/6

Total: 15/25

Your grades are NOT yet registered. To register your grades, make sure to follow your instructor's guidelines to receive credit on your project.