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CMSC 372

Professor Deepak Kumar

Assignment 1

1. Answers to the following questions:

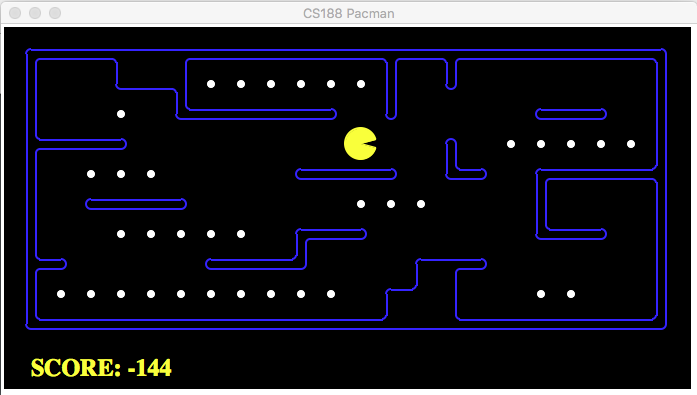
a. Describe the behavior of RandomAgent from Step 7

Keeps going to random positions, never get stuck and eventually get to the food. Time needed to get food varies. The agent pauses quite often because the Stop action is still included.

Scores recorded for RandomAgent in tinyMaze: 354, 488, 402

Scores recorded for RandomAgent in openSearch: 631, -660, -230

b. A screen shot of your myLayout environment from Step 8



c. Describe the behavior of BetterRandomAgent from Step 9

Behaves similar to the RandomAgent except the BetterRandomAgent does not pause at all.

It took less time for the agent to get to the food.

Scores recorded for BetterRandomAgent in tinyMaze: 454, 414, 484

Scores recorded for BetterRandomAgent in openSearch: 652, 743, -262

d. Describe the behavior of ReflexAgent from Step 10

Whenever placed in a block of food, it tries to finish all the food nearby before behaving similarly to BetterRandomAgent. Usually finishes certain areas with food available before moving on to another area.

Scores recorded for ReflexAgent in openSearch: 904, 1234, 906

e. For each of the percepts listed in Step 10: Show what command/code enables you to access it. For example: His postion: gameState.getPacmanPosition()

• His position: state.getPacmanPosition()

• The position of all of the ghosts: state.getGhostPositions()

• The locations of the walls: state.getWalls()

• The positions of the capsules: state.getCapsules()

• The positions of each food pellet: state.getFood()

• The total number of food pellets still available: state.getNumFood()

• Whether he has won or lost the game: state.isLose(), state.isWin()

• His current score in the game: state.getScore()

2. Short reflection

Since most decisions the agent made are randomly chosen,