This handout includes space for every question that requires a written response. Please feel free to use it to handwrite your solutions (legibly, please). If you choose to typeset your solutions, the README.md for this assignment includes instructions to regenerate this handout with your typeset LATEX solutions.

1.a

Utility (5) if Is End (5) = True

Vminmax (5,d) = 

Evol (5) if d = 0

maxabaction (5) Vminmax (Succ (5,a), d) if Player (6) = ao

min abaction (5) Vminmax (Succ (5,a), d) if Player (5) = a, ..., an-1

min abaction (5) Vminmax (Succ (5,a), d) if Player (6) = an

3.a

Verptmax is, d) = {

Utility (s) if IsEnd is) = 7 rue

Eval is) if ol = 0

maxat Action is) Vexptmax i Succ is, a), d) if Player (s) = ao

I Action is) | ac Action is) Vexptmax i Succis, a), d) if Player (s) = ai. a.

an-1

I Action is) | ac Action is) Vexptmax i Succ is, a), d-i) if Player (s) = ai.

I Action is) | ac Action is) | ac Action is)