

2.

	Minmax Ghost	Random Ghost
Minmax Pacman	Won: 1/5 Avg.Score: 70	Won: 5/5 Avg.Score: 470
Expectimax Pacman	Won: 0/5 Avg.Score: -485	Won: 0/5 Avg.Score: -465.2

3.

1) minimax ghost vs. minimax pacman

The minimax pacman can predict the movements of minimax ghost correctly.

2) minimax ghost vs. expectimax pacman

In some cases, the pacman can correctly assume the movement of ghost, while in some other cases the assumption will be wrong.

3) random ghost vs. minimax pacman

The minimax pacman's movement are in cumulative distribution. Obviously, the pacman can't correctly assume the ghosts' behavior.

4) random ghost vs. expectimax pacman

The pacman can't implement the correction assumption of the ghosts' behavior.

4.

Minimax Ghost does not share information with other people, but in the case of a minimax tree, one ghost and one Pacman are considered. For each ghost, it is driven to Pac-Man to reduce Pacman's credit based on Minimax Trees. But the ghost movements change gameState and affect the evaluation of the minimal tree of another ghost. Therefore, these ghosts seem to cooperate to capture Pac-Man.