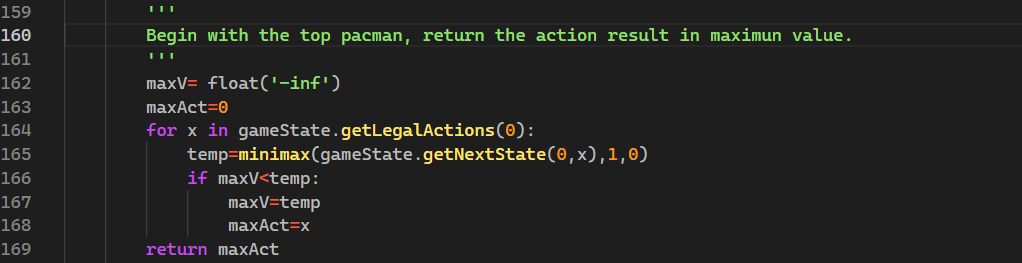
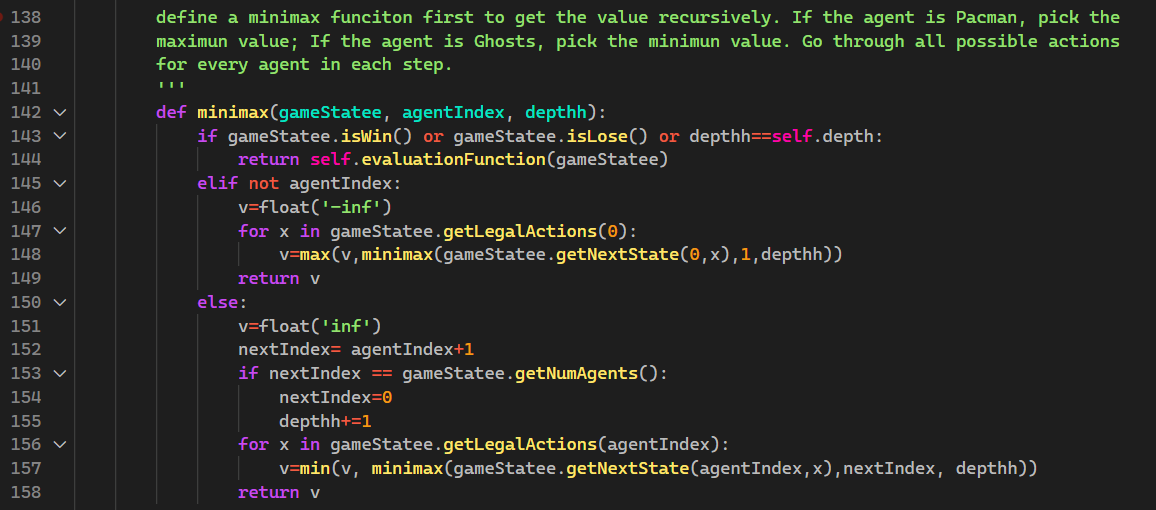
**Multi-Agent Search report**

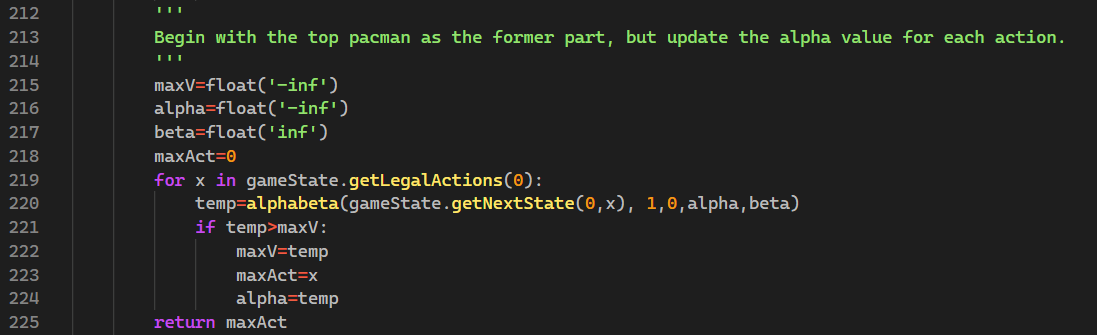
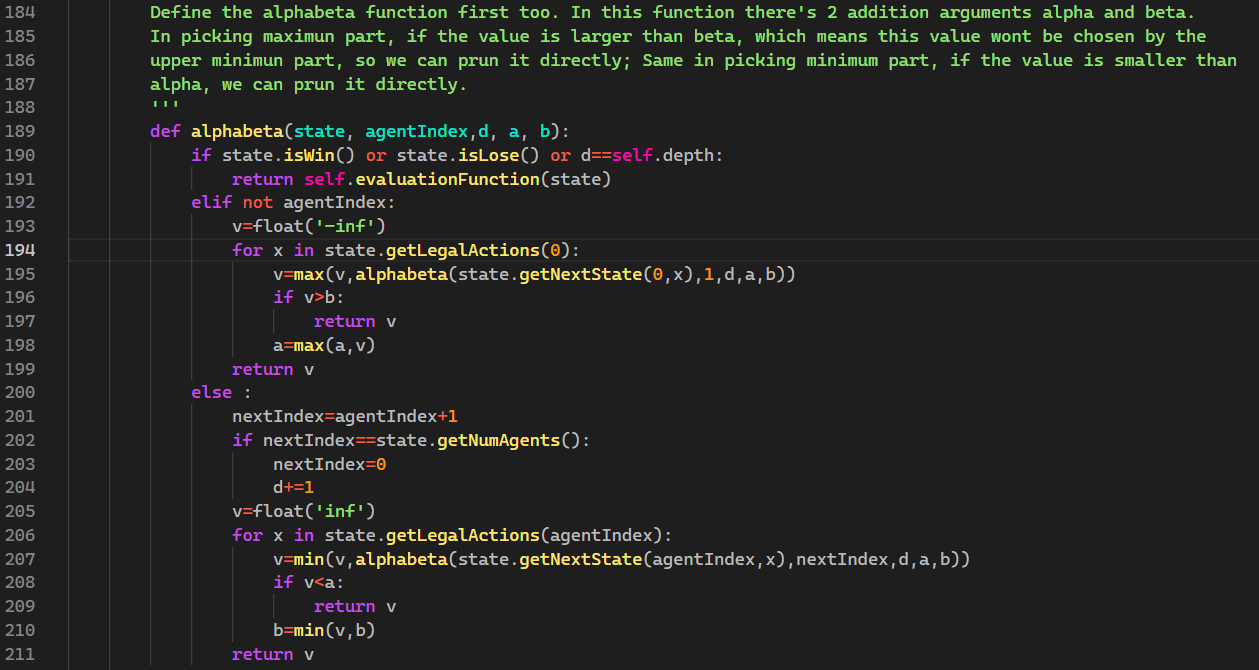
071125葉長瀚

**Part I. Implementation:**

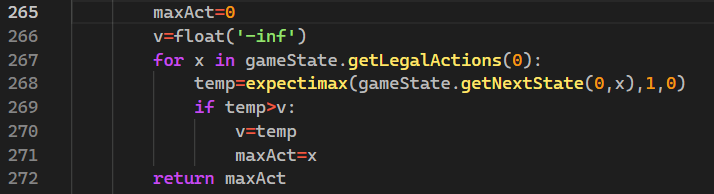
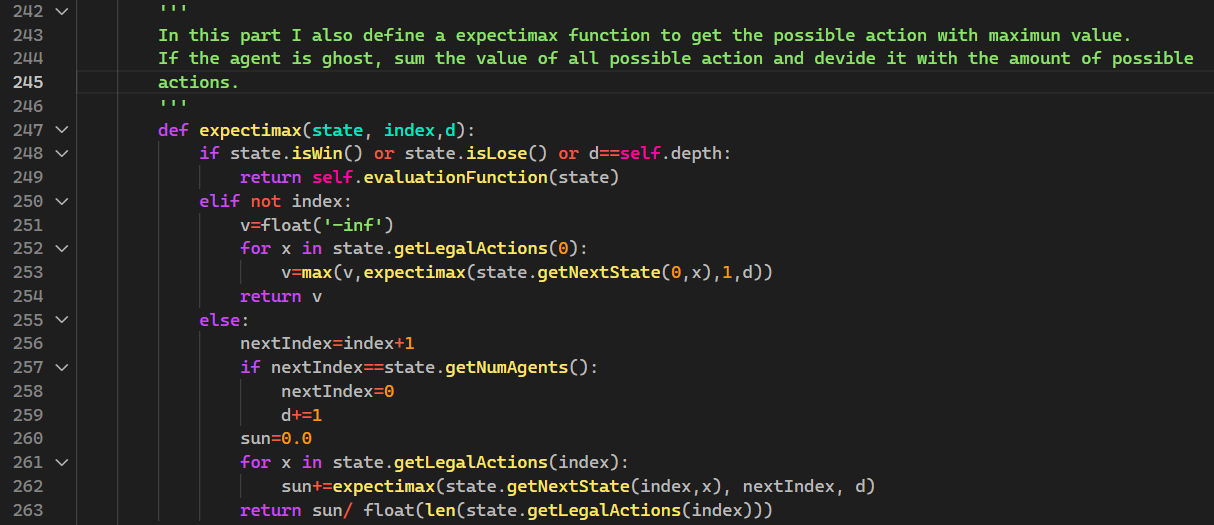
**Minimax:**

****

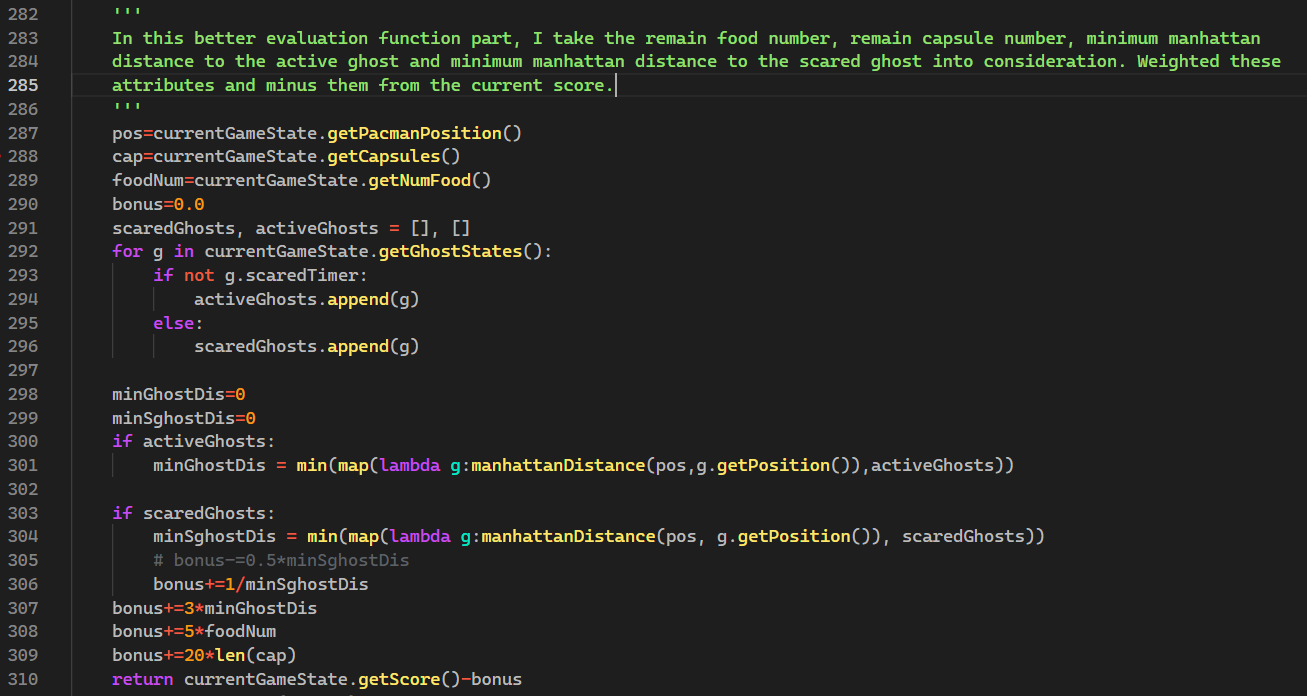
**Alphabeta pruning:**

****

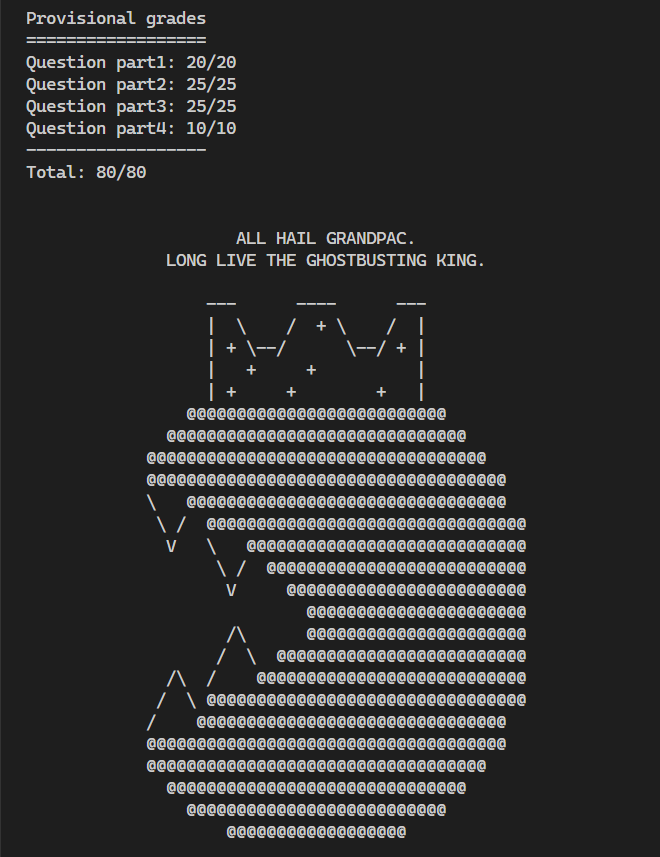
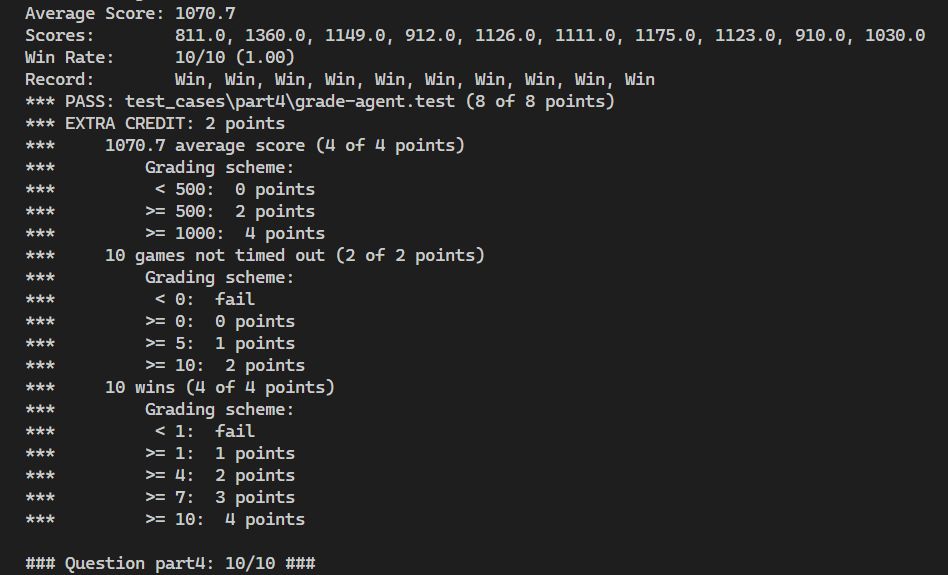
**Expectimax:**

****

**Better evaluation function:**

****

**Part II. Results & Analysis:**

****

By repeatedly testing, I finally weighted the attributes as

* Amount of remaining food: 5
* Amount of remaining capsules: 20
* Minimum Manhattan distance to the active ghost: 3
* Minimum Manhattan distance to the scared ghost: reciprocal

Initially, I also want to consider the total distance of all remaining food, and their density degree, but after implementation, I found that it’s extremely time consuming if I run through the whole map to calculate the total distance, causing nearly time out in every game.