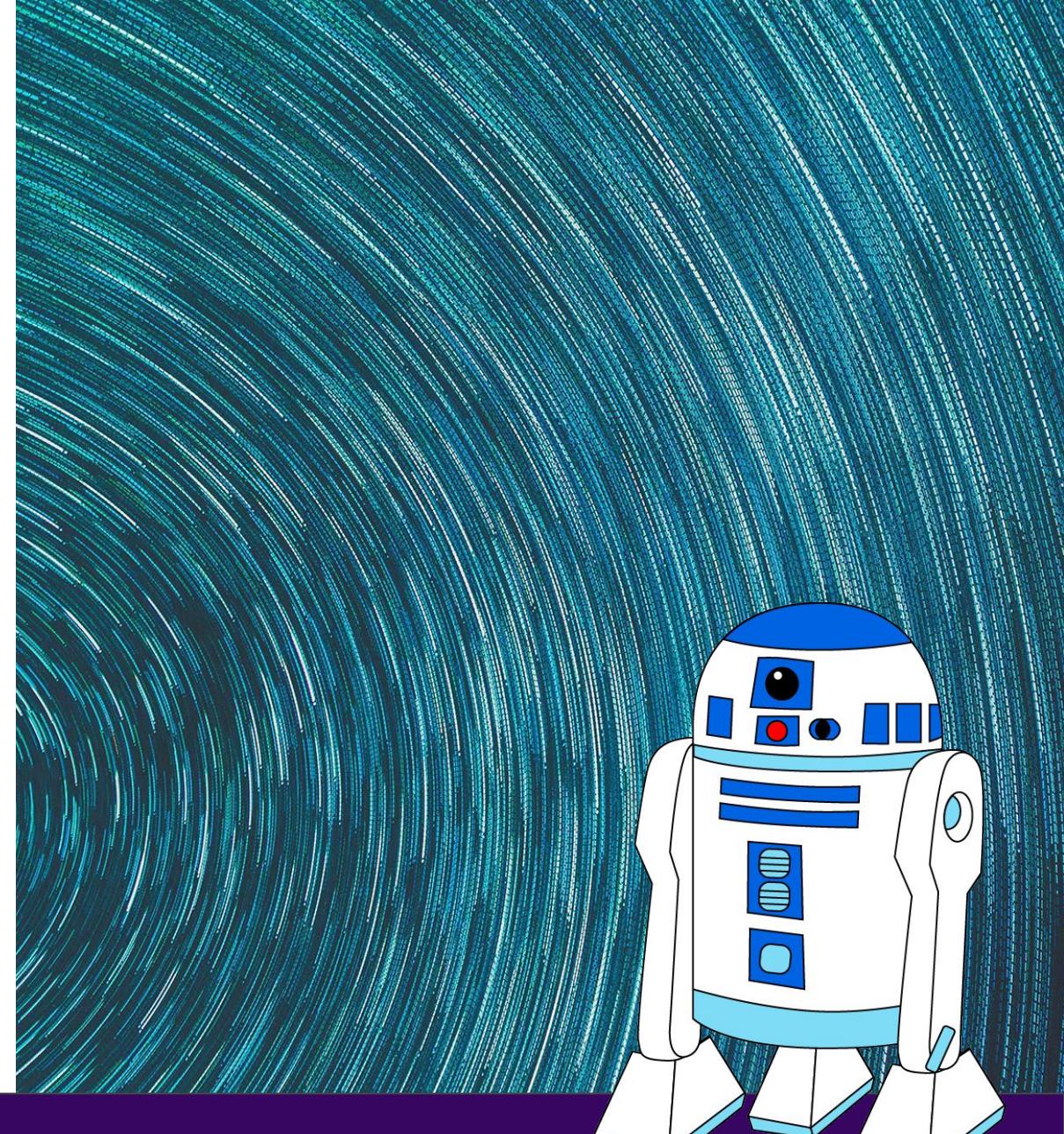


CIS 521:  
ARTIFICIAL INTELLIGENCE

# Expectimax and Utilities

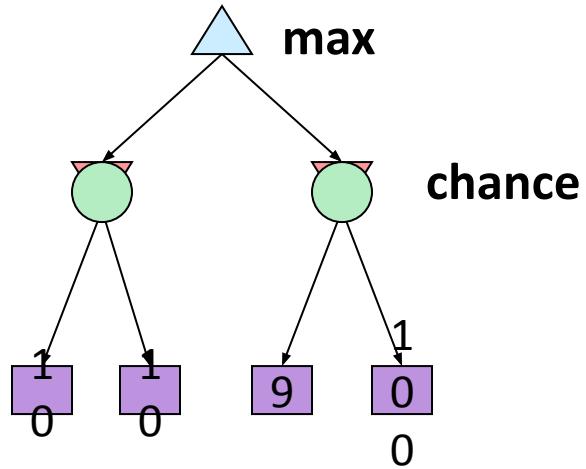
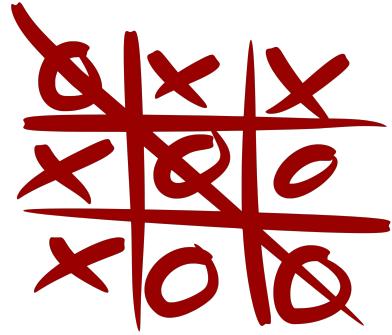
Professor Chris Callison-Burch

Many of today's slides are courtesy of Dan Klein and  
Pieter Abbeel of University of California, Berkeley



# Uncertain Outcomes

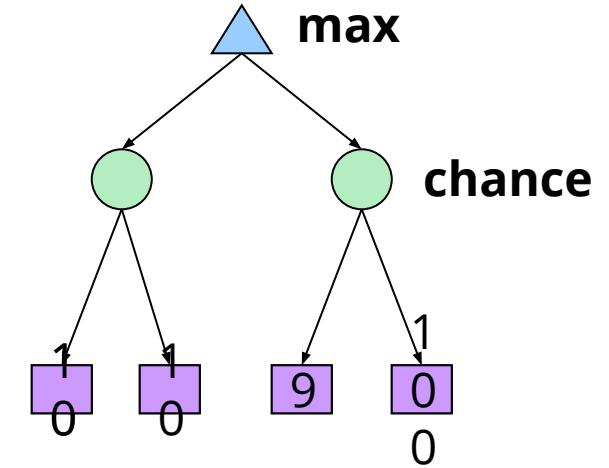




Idea: Uncertain outcomes controlled by chance, not an adversary!

# Expectimax Search

- Why wouldn't we know what the result of an action will be?
  - Explicit randomness: rolling dice
  - Unpredictable opponents: the opponent isn't optimal
  - Actions can fail: when moving a robot, wheels might slip
- Values should now reflect average-case (expectimax) outcomes, not worst-case (minimax) outcomes
- **Expectimax search:** compute the average score under optimal play
  - Max nodes as in minimax search
  - Chance nodes are like min nodes but the outcome is uncertain
  - Calculate their **expected utilities**
  - I.e. take weighted average (expectation) of children
- Later, we'll learn how to formalize the underlying uncertain-result problems as **Markov Decision Processes**

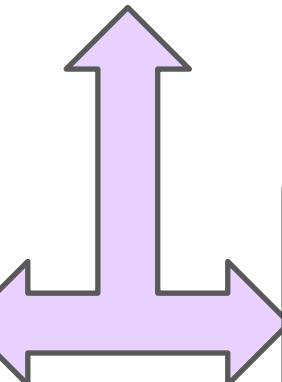


# Expectimax Pseudocode

```
def value(state):
    if the state is a terminal state: return the state's
        utility
    if the next agent is MAX: return max-value(state)
    if the next agent is EXP: return exp-value(state)
```

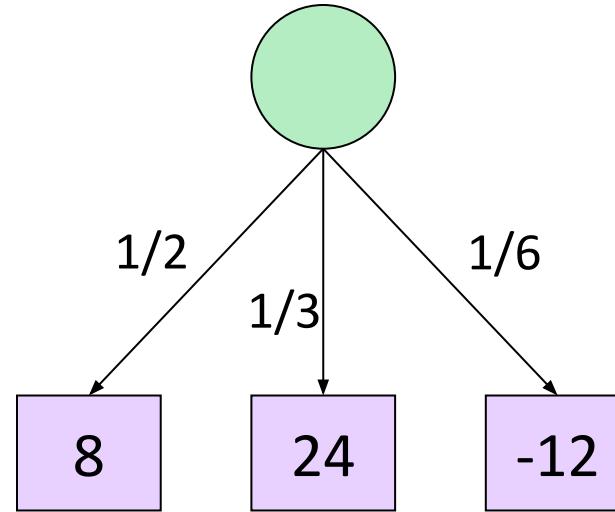
```
def max-value(state):
    initialize v = -∞
    for each successor of state:
        v = max(v, value(successor))
    return v
```

```
def exp-value(state):
    initialize v = 0
    for each successor of state:
        p = probability(successor)
        v += p *
            value(successor)
    return v
```

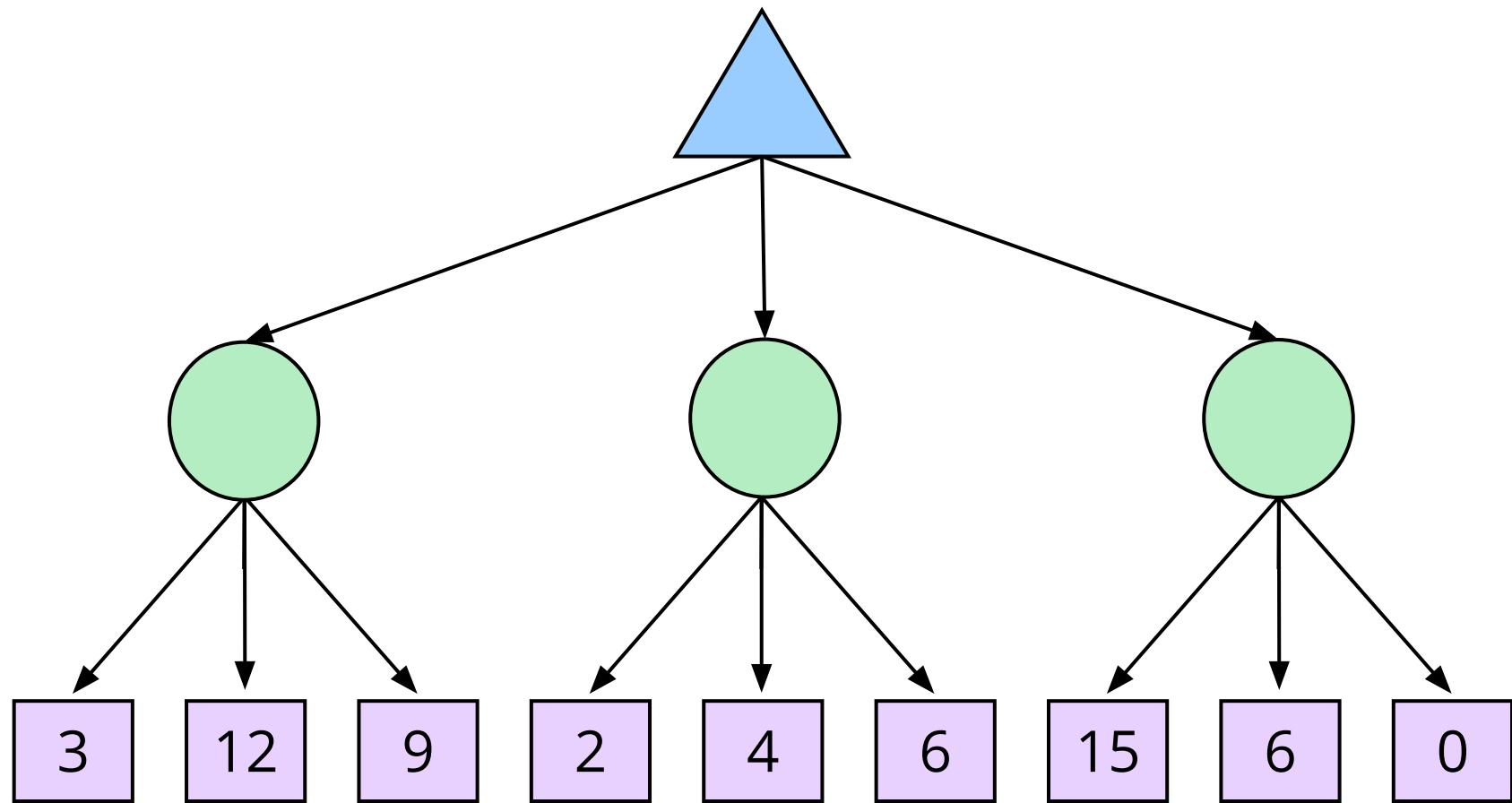


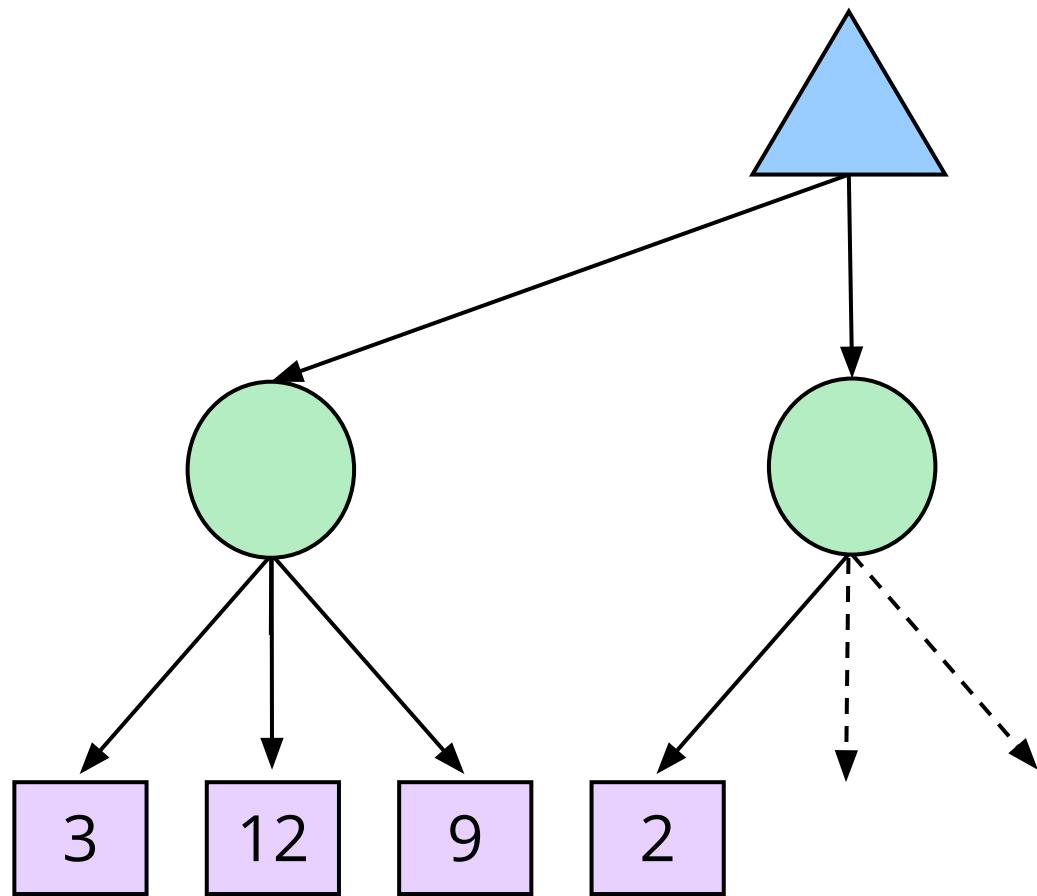
# Expectimax Pseudocode

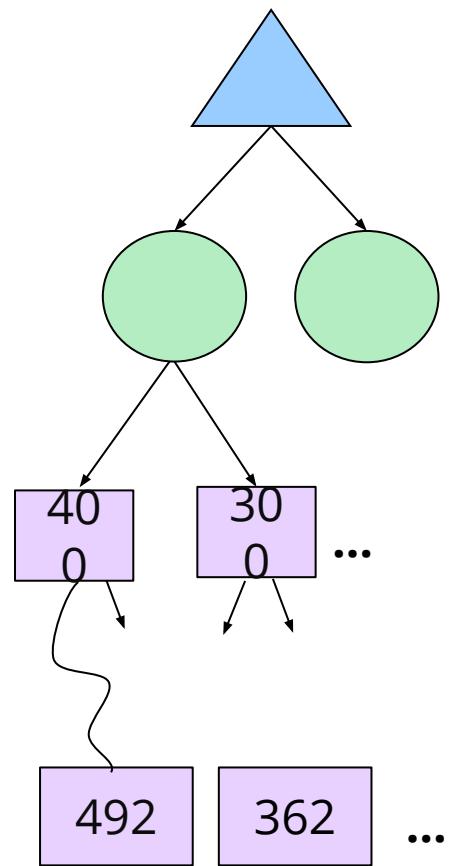
```
def exp-value(state):
    initialize v = 0
    for each successor of state:
        p =
            probability(successor)
        v += p *
            value(successor)
    return v
```



$$v = \frac{1}{2} \cdot (8) + \frac{1}{3} \cdot (24) + \frac{1}{6} \cdot (-12)$$







Estimate of true expectimax value (which would require a lot of work to compute)