

CIS 521:
ARTIFICIAL INTELLIGENCE

Expectimax and Utilities

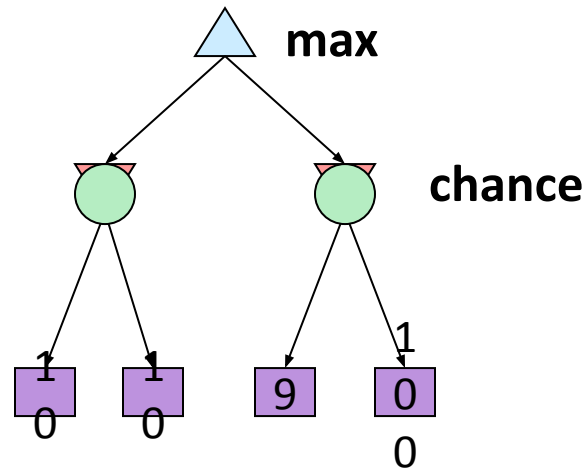
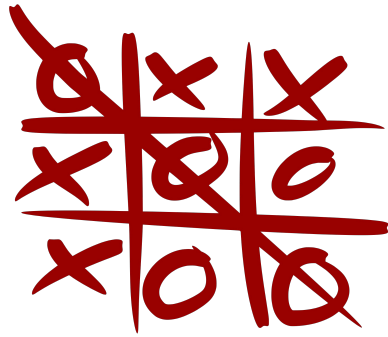
Professor Chris Callison-Burch

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



Uncertain Outcomes

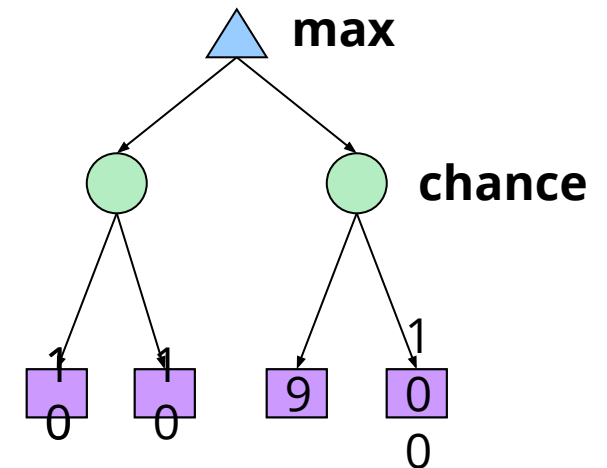




Idea: Uncertain outcomes controlled by chance, not an adversary!

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**

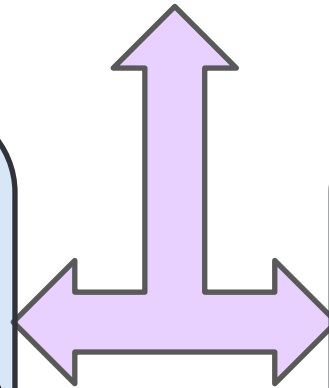


Expectimax Pseudocode

```
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)
```

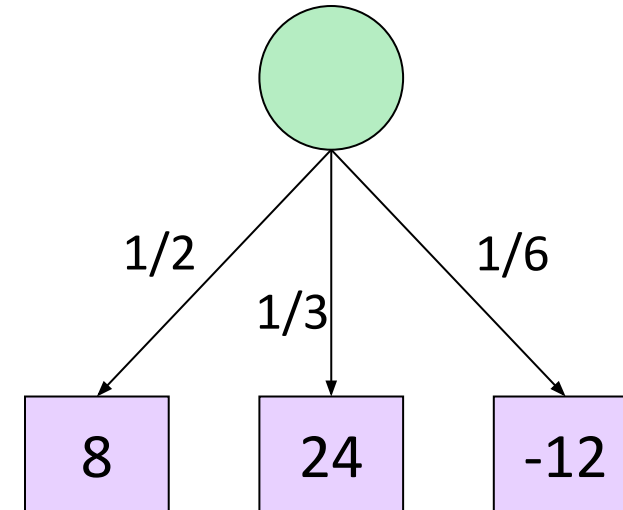
```
def max-value(state):  
    initialize v =  $-\infty$   
    for each successor of state:  
        v = max(v, value(successor))  
    return v
```

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

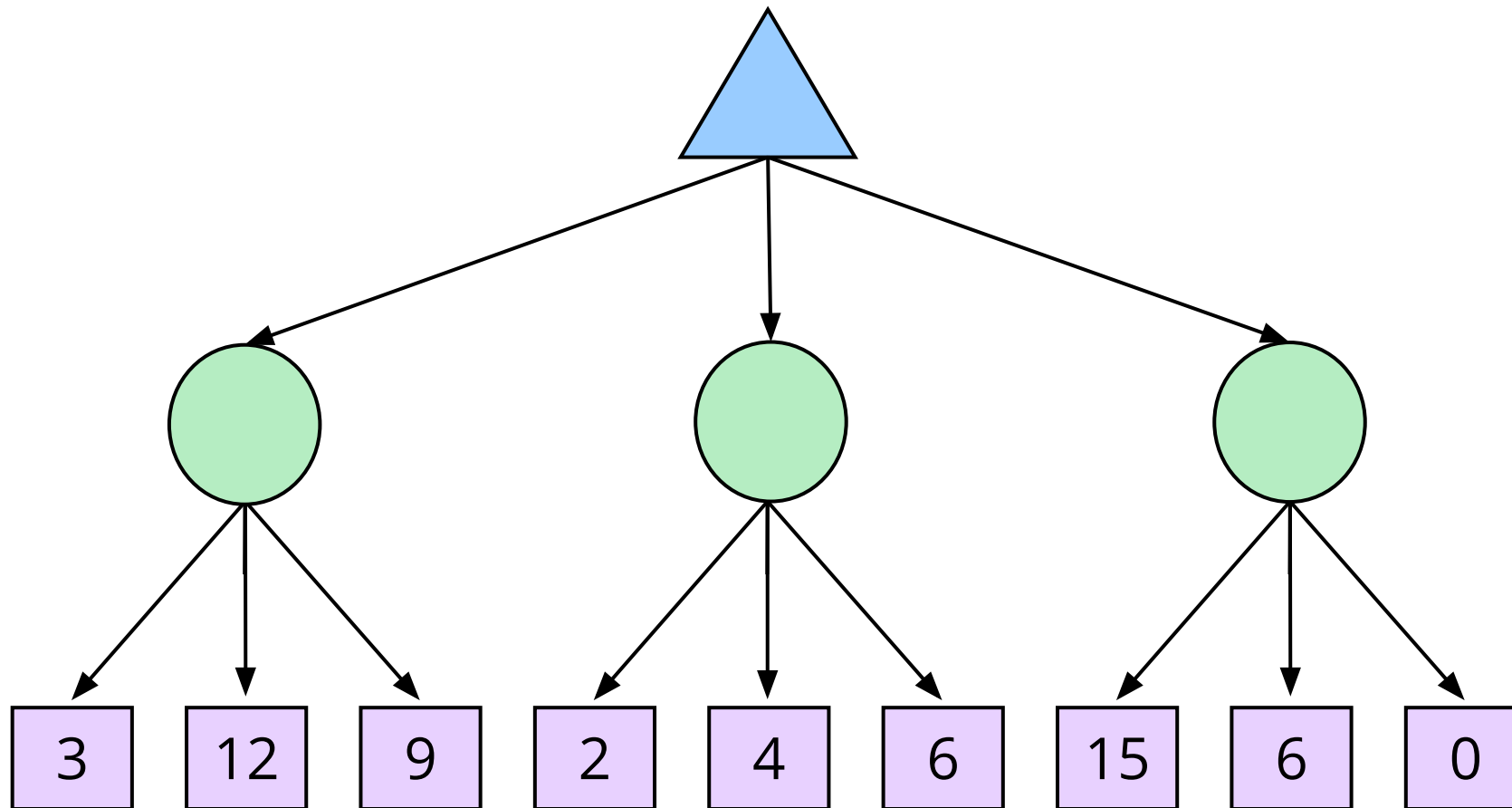


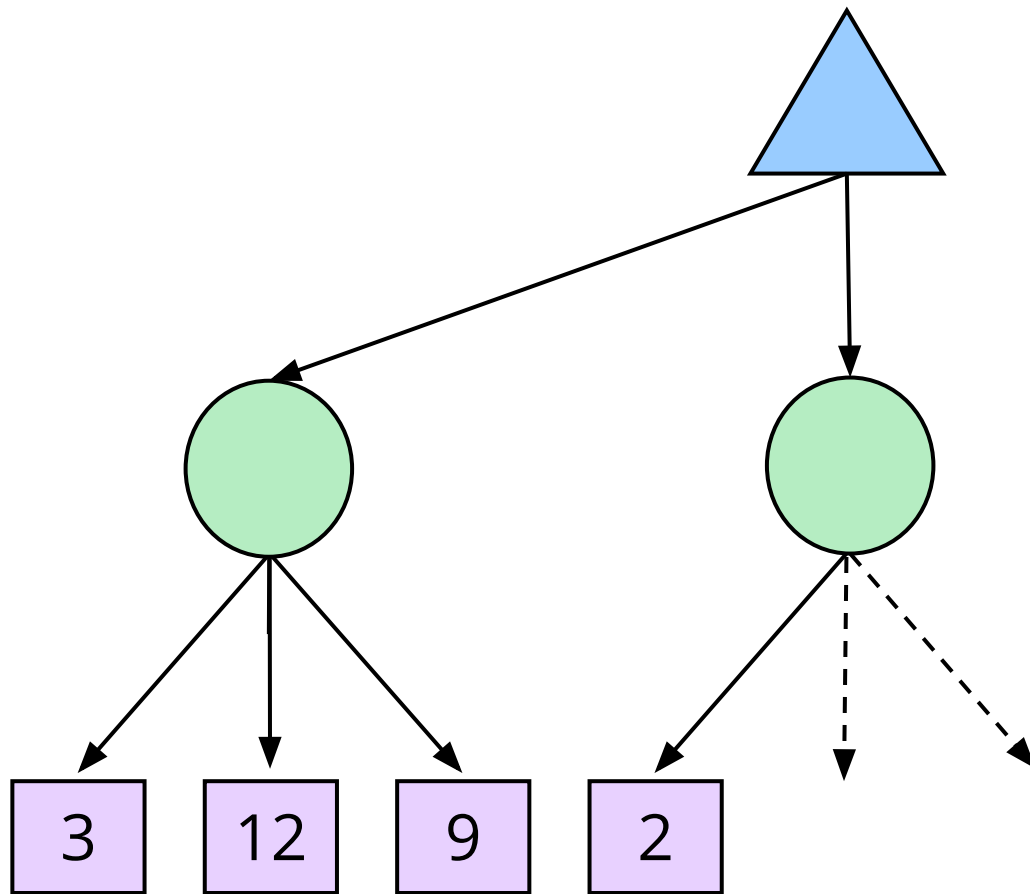
Expectimax Pseudocode

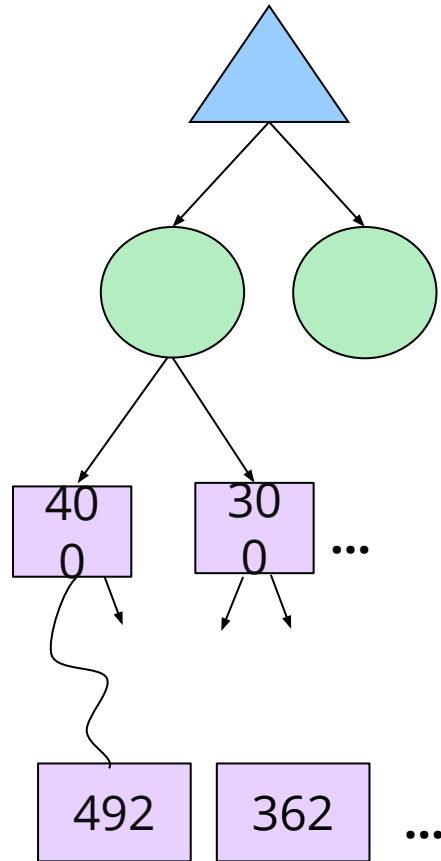
```
def exp-value(state):  
    initialize v = 0  
    for each successor of state:  
        p =  
            probability(successor)  
        v += p *  
            value(successor)  
    return v
```



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







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