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1 C:\Python27\python.exe D:/project/CSE537-project/project_2/multiagent/pacman.py -p MinimaxAgent -l
  minimaxClassic -n 100 -q -a depth=4
2 Pacman emerges victorious! Score: 516
3 Pacman emerges victorious! Score: 516
4 Pacman died! Score: -492
5 Pacman emerges victorious! Score: 516
6 Pacman died! Score: -496
7 Pacman emerges victorious! Score: 516
8 Pacman emerges victorious! Score: 516
9 Pacman emerges victorious! Score: 516
10 Pacman emerges victorious! Score: 516
11 Pacman died! Score: -498
12 Pacman emerges victorious! Score: 516
13 Pacman emerges victorious! Score: 516
14 Pacman emerges victorious! Score: 510
15 Pacman died! Score: -498
16 Pacman emerges victorious! Score: 516
17 Pacman emerges victorious! Score: 516
18 Pacman emerges victorious! Score: 516
19 Pacman emerges victorious! Score: 516
20 Pacman emerges victorious! Score: 516
21 Pacman emerges victorious! Score: 516
22 Pacman died! Score: -492
23 Pacman emerges victorious! Score: 511
24 Pacman emerges victorious! Score: 514
25 Pacman emerges victorious! Score: 512
26 Pacman emerges victorious! Score: 516
27 Pacman emerges victorious! Score: 516
28 Pacman emerges victorious! Score: 516
29 Pacman emerges victorious! Score: 516
30 Pacman emerges victorious! Score: 516
31 Pacman died! Score: -492
32 Pacman died! Score: -497
33 Pacman emerges victorious! Score: 516
34 Pacman emerges victorious! Score: 516
35 Pacman emerges victorious! Score: 516
36 Pacman emerges victorious! Score: 516
37 Pacman emerges victorious! Score: 516
38 Pacman died! Score: -492
39 Pacman emerges victorious! Score: 516
40 Pacman emerges victorious! Score: 516
41 Pacman died! Score: -492
42 Pacman emerges victorious! Score: 516
43 Pacman died! Score: -492
44 Pacman emerges victorious! Score: 516
45 Pacman emerges victorious! Score: 511
46 Pacman emerges victorious! Score: 516
47 Pacman died! Score: -492
48 Pacman died! Score: -492
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49 Pacman died! Score: -492  
50 Pacman died! Score: -492  
51 Pacman died! Score: -496  
52 Pacman emerges victorious! Score: 516  
53 Pacman emerges victorious! Score: 512  
54 Pacman died! Score: -492  
55 Pacman emerges victorious! Score: 516  
56 Pacman died! Score: -492  
57 Pacman emerges victorious! Score: 516  
58 Pacman emerges victorious! Score: 516  
59 Pacman died! Score: -492  
60 Pacman emerges victorious! Score: 516  
61 Pacman emerges victorious! Score: 516  
62 Pacman emerges victorious! Score: 516  
63 Pacman emerges victorious! Score: 516  
64 Pacman died! Score: -492  
65 Pacman died! Score: -492  
66 Pacman emerges victorious! Score: 516  
67 Pacman emerges victorious! Score: 516  
68 Pacman emerges victorious! Score: 516  
69 Pacman emerges victorious! Score: 512  
70 Pacman emerges victorious! Score: 516  
71 Pacman emerges victorious! Score: 516  
72 Pacman emerges victorious! Score: 516  
73 Pacman died! Score: -498  
74 Pacman emerges victorious! Score: 516  
75 Pacman died! Score: -492  
76 Pacman emerges victorious! Score: 513  
77 Pacman emerges victorious! Score: 511  
78 Pacman emerges victorious! Score: 516  
79 Pacman died! Score: -498  
80 Pacman died! Score: -492  
81 Pacman emerges victorious! Score: 516  
82 Pacman emerges victorious! Score: 516  
83 Pacman emerges victorious! Score: 516  
84 Pacman emerges victorious! Score: 516  
85 Pacman died! Score: -492  
86 Pacman emerges victorious! Score: 516  
87 Pacman died! Score: -492  
88 Pacman emerges victorious! Score: 516  
89 Pacman died! Score: -492  
90 Pacman died! Score: -492  
91 Pacman emerges victorious! Score: 516  
92 Pacman emerges victorious! Score: 516  
93 Pacman emerges victorious! Score: 516  
94 Pacman died! Score: -500  
95 Pacman died! Score: -497  
96 Pacman emerges victorious! Score: 514  
97 Pacman died! Score: -496

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98 Pacman emerges victorious! Score: 516
99 Pacman emerges victorious! Score: 516
100 Pacman emerges victorious! Score: 516
101 Pacman died! Score: -492
102 Average Score: 192.5
103 Scores: 516.0, 516.0, -492.0, 516.0, -496.0, 516.0, 516.0, 516.0, 516.0, -498.0, 516.0, 516.0, 510.0, -498.0, 516.
0, 516.0, 516.0, 516.0, 516.0, -492.0, 511.0, 514.0, 512.0, 516.0, 516.0, 516.0, 516.0, 516.0, -492.0, -497.0, 516.
0, 516.0, 516.0, 516.0, -492.0, 516.0, 516.0, -492.0, 516.0, -492.0, 516.0, 511.0, 516.0, -492.0, -492.0, -492.0
, -492.0, -496.0, 516.0, 512.0, -492.0, 516.0, -492.0, 516.0, 516.0, -492.0, 516.0, 516.0, 516.0, -492.0, -492.
0, 516.0, 516.0, 516.0, 512.0, 516.0, 516.0, 516.0, -498.0, 516.0, -492.0, 513.0, 511.0, 516.0, -498.0, -492.0, 516.0,
516.0, 516.0, 516.0, -492.0, 516.0, -492.0, 516.0, -492.0, -492.0, 516.0, 516.0, 516.0, -500.0, -497.0, 514.0, -496.0
, 516.0, 516.0, 516.0, -492.0
104 Win Rate: 68/100 (0.68)
105 Record: Win, Win, Loss, Win, Loss, Win, Win, Win, Win, Win, Loss, Win, Win, Win, Loss, Win, Win, Win, Win, Win, Win,
Loss, Win, Win, Win, Win, Win, Win, Win, Win, Loss, Loss, Win, Win, Win, Win, Win, Loss, Win, Win, Loss, Win, Loss,
Win, Win, Win, Loss, Loss, Loss, Loss, Loss, Win, Win, Loss, Win, Loss, Win, Win, Loss, Win, Win, Win, Win, Loss, Loss
, Win, Win, Win, Win, Win, Win, Win, Win, Loss, Win, Loss, Win, Win, Win, Loss, Loss, Win, Win, Win, Win, Loss, Win, Loss,
Win, Loss, Loss, Win, Win, Win, Loss, Loss, Win, Loss, Win, Win, Win, Loss, Win, Loss,
106
107 Running time: 8.37299990654
108
109 Memory usage below:
110
111 Partition of a set of 150422 objects. Total size = 12904468 bytes.
112 Index Count % Size % Cumulative % Kind (class / dict of class)
113 0 18512 12 2591680 20 2591680 20 dict of game.AgentState
114 1 4628 3 2425072 19 5016752 39 dict of game.GameStateData
115 2 17334 12 1049944 8 6066696 47 list
116 3 16804 11 1021896 8 7088592 55 str
117 4 6512 4 911680 7 8000272 62 dict of game.Configuration
118 5 4802 3 672280 5 8672552 67 dict of game.Grid
119 6 18512 12 666432 5 9338984 72 game.AgentState
120 7 16822 11 653912 5 9992896 77 tuple
121 8 4628 3 647920 5 10640816 82 dict of __main__.GameState
122 9 6512 4 234432 2 10875248 84 game.Configuration
123 <119 more rows. Type e.g. '_more' to view.>
124
125 Process finished with exit code 0
126

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