

solution_output

October 20, 2023

1 Q2 output

```
python autograder.py -q q2 --no-graphics
```

/Users/my_private_user_name/secret/Assignment 4/multiagent/autograder.py:17: Deprecation-Warning: the imp module is deprecated in favour of importlib and slated for removal in Python 3.12; see the module's documentation for alternative uses import imp Starting on 10-20 at 17:39:30

1.1 Question q2

- *** PASS: test_cases/q2/0-eval-function-lose-states-1.test – *** PASS: test_cases/q2/0-eval-function-lose-states-2.test
- *** PASS: test_cases/q2/0-eval-function-win-states-1.test
- *** PASS: test_cases/q2/0-eval-function-win-states-2.test
- *** PASS: test_cases/q2/0-lecture-6-tree.test
- *** PASS: test_cases/q2/0-small-tree.test
- *** PASS: test_cases/q2/1-1-minmax.test
- *** PASS: test_cases/q2/1-2-minmax.test
- *** PASS: test_cases/q2/1-3-minmax.test
- *** PASS: test_cases/q2/1-4-minmax.test
- *** PASS: test_cases/q2/1-5-minmax.test
- *** PASS: test_cases/q2/1-6-minmax.test
- *** PASS: test_cases/q2/1-7-minmax.test
- *** PASS: test_cases/q2/1-8-minmax.test
- *** PASS: test_cases/q2/2-1a-vary-depth.test
- *** PASS: test_cases/q2/2-1b-vary-depth.test
- *** PASS: test_cases/q2/2-2a-vary-depth.test
- *** PASS: test_cases/q2/2-2b-vary-depth.test
- *** PASS: test_cases/q2/2-3a-vary-depth.test
- *** PASS: test_cases/q2/2-3b-vary-depth.test

- *** PASS: test_cases/q2/2-4a-vary-depth.test
- *** PASS: test_cases/q2/2-4b-vary-depth.test
- *** PASS: test_cases/q2/2-one-ghost-3level.test
- *** PASS: test_cases/q2/3-one-ghost-4level.test
- *** PASS: test_cases/q2/4-two-ghosts-3level.test
- *** PASS: test_cases/q2/5-two-ghosts-4level.test
- *** PASS: test_cases/q2/6-tied-root.test
- *** PASS: test_cases/q2/7-1a-check-depth-one-ghost.test
- *** PASS: test_cases/q2/7-1b-check-depth-one-ghost.test
- *** PASS: test_cases/q2/7-1c-check-depth-one-ghost.test
- *** PASS: test_cases/q2/7-2a-check-depth-two-ghosts.test
- *** PASS: test_cases/q2/7-2b-check-depth-two-ghosts.test
- *** PASS: test_cases/q2/7-2c-check-depth-two-ghosts.test
- *** Running MinimaxAgent on smallClassic 1 time(s).
- Pacman died! Score: 84 Average Score: 84.0
Scores: 84.0
Win Rate: 0/1 (0.00)
Record: Loss
*** Finished running MinimaxAgent on smallClassic after 0 seconds.
*** Won 0 out of 1 games. Average score: 84.000000
PASS: test_cases/q2/8-pacman-game.test

1.1.1 Question q2: 5/5

Finished at 17:39:30

1.1.2 Provisional grades

Question q2: 5/5 Total: 5/5

Your grades are NOT yet registered. To register your grades, make sure to follow your instructor's guidelines to receive credit on your project.

2 Q3 output

```
python autograder.py -q q3 --no-graphics
```

```
/Users/user/secret/Assignment 4/multiagent/autograder.py:17: DeprecationWarning: the imp
module is deprecated in favour of importlib and slated for removal in Python 3.12; see the module's
documentation for alternative uses import imp Starting on 10-20 at 17:41:34
```

2.1 Question q3

- *** PASS: test_cases/q3/0-eval-function-lose-states-1.test
- *** PASS: test_cases/q3/0-eval-function-lose-states-2.test
- *** PASS: test_cases/q3/0-eval-function-win-states-1.test
- *** PASS: test_cases/q3/0-eval-function-win-states-2.test
- *** PASS: test_cases/q3/0-lecture-6-tree.test
- *** PASS: test_cases/q3/0-small-tree.test
- *** PASS: test_cases/q3/1-1-minmax.test
- *** PASS: test_cases/q3/1-2-minmax.test
- *** PASS: test_cases/q3/1-3-minmax.test
- *** PASS: test_cases/q3/1-4-minmax.test
- *** PASS: test_cases/q3/1-5-minmax.test
- *** PASS: test_cases/q3/1-6-minmax.test
- *** PASS: test_cases/q3/1-7-minmax.test
- *** PASS: test_cases/q3/1-8-minmax.test
- *** PASS: test_cases/q3/2-1a-vary-depth.test
- *** PASS: test_cases/q3/2-1b-vary-depth.test
- *** PASS: test_cases/q3/2-2a-vary-depth.test
- *** PASS: test_cases/q3/2-2b-vary-depth.test
- *** PASS: test_cases/q3/2-3a-vary-depth.test
- *** PASS: test_cases/q3/2-3b-vary-depth.test
- *** PASS: test_cases/q3/2-4a-vary-depth.test
- *** PASS: test_cases/q3/2-4b-vary-depth.test
- *** PASS: test_cases/q3/2-one-ghost-3level.test
- *** PASS: test_cases/q3/3-one-ghost-4level.test
- *** PASS: test_cases/q3/4-two-ghosts-3level.test
- *** PASS: test_cases/q3/5-two-ghosts-4level.test
- *** PASS: test_cases/q3/6-tied-root.test
- *** PASS: test_cases/q3/7-1a-check-depth-one-ghost.test
- *** PASS: test_cases/q3/7-1b-check-depth-one-ghost.test
- *** PASS: test_cases/q3/7-1c-check-depth-one-ghost.test
- *** PASS: test_cases/q3/7-2a-check-depth-two-ghosts.test
- *** PASS: test_cases/q3/7-2b-check-depth-two-ghosts.test
- *** PASS: test_cases/q3/7-2c-check-depth-two-ghosts.test
- *** Running AlphaBetaAgent on smallClassic 1 time(s). Pacman died! Score: 84
Average Score: 84.0
Scores: 84.0
Win Rate: 0/1 (0.00)
Record: Loss
*** Finished running AlphaBetaAgent on smallClassic after 0 seconds.
*** Won 0 out of 1 games. Average score: 84.000000
PASS: test_cases/q3/8-pacman-game.test

2.1.1 Question q3: 5/5

Finished at 17:41:35

2.1.2 Provisional grades

Question q3: 5/5 Total: 5/5

Your grades are NOT yet registered. To register your grades, make sure to follow your instructor's guidelines to receive credit on your project.