Due: Tuesday 9/24 at 11:59pm.

Policy: Can be solved in groups (acknowledge collaborators) but must be submitted individually.

Make sure to show all your work and justify your answers.

Note: This is a typical exam-level question. On the exam, you would be under time pressure, and have to complete this question on your own. We strongly encourage you to first try this on your own to help you understand where you currently stand. Then feel free to have some discussion about the question with other students and/or staff, before independently writing up your solution.

Note: Leave the self-assessment sections blank for the original submission of your homework. After the homework deadline passes, we will release the solutions. At that time, you will review the solutions, self-assess your initial response, and complete the self-assessment sections below. The deadline for the self-assessment is 1 week after the original submission deadline.

Your submission on Gradescope should be a PDF that matches this template. Each page of the PDF should align with the corresponding page of the template (page 1 has name/collaborators, question begins on page 2.). **Do not reorder, split, combine, or add extra pages**. The intention is that you print out the template, write on the page in pen/pencil, and then scan or take pictures of the pages to make your submission. You may also fill out this template digitally (e.g. using a tablet.)

First name	
Last name	
SID	
Collaborators	

Q1. [19 pts] Games

Alice, Eve, and Bob are playing a multiplayer game. Each game state consists of three numbers where the left value represents Alice's score, the middle value represents Eve's score, and the right value represents Bob's score. Alice makes the first move, followed by Eve, and finally Bob. All scores for a single player are **between 1 and 9 inclusive**. In all pruning scenarios, **remember that we do not prune on equality.**

Rather than trying to maximize their individual scores, Alice and Bob decide to work together to maximize their combined score, hoping that this will allow them to score higher. At each of Alice's and Bob's nodes, they will choose the option that maximizes **left value** + **right value**.

(a) Eve overhears their plan and decides that instead of maximizing her own score, she will try to minimize Alice and Bob's combined score. Alice and Bob are aware of Eve's strategy. Let the value of a node be the sum of the left and right scores of the node. Answer the following questions based on the game tree shown below.

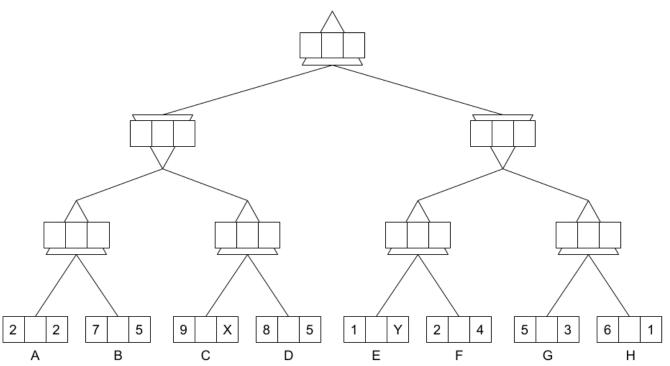


Figure 1: Game tree where Alice is the root maximizer, Eve is the minimizer, and Bob is the bottom maximizer. Eve's score at each node (center cell) is not shown for simplicity.

(i) [1 pt] Solve the game tree shown in figure 1. What is the value of the root node?

- O 6
- O 12
- \bigcirc 13
- O Depends on the value of X only.
- O Depends on the value of Y only.
- O Depends on the values of both X and Y.
- O None of the above.

(ii)	[2 pts] Without prur	ing, which of the follow	wing are possible va	lues for the right minim	nizer?
	< 6	<u> </u>	7	□ 8	
(iii)					ha beta pruning on the game es of X and Y , do not select
	☐ A ☐ B ☐ C	☐ D ☐ E ☐ F	[[(G H None of the above.	
(iv)				d depending on the value runed regardless of the	es of X and Y ? Do not select values for X and Y .
	☐ A ☐ B ☐ C	☐ D ☐ E ☐ F	[G H None of the above.	
after the c		gnment has passed. Af			he solutions to this problem a, assess your initial response
\bigcirc	I fully solved the pro	blem correctly, includi	ng fully correct logi	c and sufficient work (i	f applicable).
\circ	I got part or all of th	e question incorrect.			
	solution. Instead, refl				ng was incorrect (do not resentences for <i>each</i> incorrect

(b)	new Eve' of th	strategy is to s turn, she wi nis new strate	choose the opt ill choose the opt gy. Using the sa	ion that maximizion that maximiz	zes her own s zes middle va hown above, s	core minus A lue – (left val	lice and Bob's o ue + right valu	eximize her own combined score. e). Alice and Bol ay number between	That is, at b are aware
		[1 pt] <i>True/I</i>	False: Compared		gy in part (a),	Eve's new str	rategy will resul	t in an equal or h	nigher final
		O True	O False						
	(ii)			d to Eve's strates nd Bob in any le			rategy will resul	t in an equal or h	nigher final
		O True	O False						
	(iii)	[3 pts] Which to their strat		ng leaf nodes cou	ıld possibly be	the game out	come if all playe	ers play optimally	according
		\square A		□ C		E E		G	
		В		\square D		F		ПН	
	(:)	[0 =4=] [= :4 :			9				
	(1V)			e in this scenaric each cell are bou		1 and 0			
		_	it not for the reas		nueu between	1 aliu 9.			
		_		o, and Eve are all	acting as ma	vimizere			
			t not for the reas		acting as ma	AIIIIZEIS.			
		O NO but	l not for the reas	on above.					
after	the d	leadline for t g one of the	this assignment following option	has passed. Aft	er reviewing t	he solutions f	or this problem,	e solutions to thi assess your initia applicable).	_
	\bigcirc	I got part or	all of the question	on incorrect.					
	e the	solution. Inst						g was incorrect sentences for <i>eac</i>	

(c) Eve is fed up with Alice and Bob teaming up and quits the game. Alice and Bob continue playing and decide to use brand new strategies that incorporate Eve's score for fun. This new game setup can be represented in the diagram below. In each of the following scenarios, Alice and Bob are aware of each other's strategies.

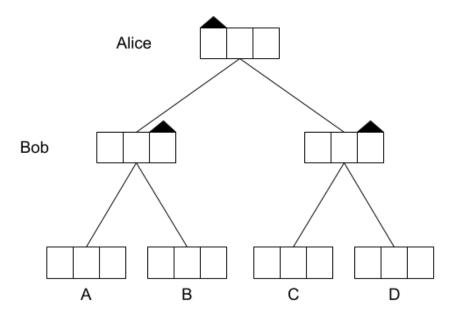


Figure 2: Game tree where Alice is the root and Bob controls the nodes in the middle level. Black triangles above a cell indicate that the cell's value contains the current player's score. (As a reminder, Bob's score is the right value and Alice's score is the left value.)

(i) [2 pts] Alice and Bob agree to use the following strategy: each player maximizes their own score plus the average of the remaining two scores at each node. Assume that you can assign any value between 1 to 9 (inclusive) to all the leaf node scores. Is it possible to prune in this scenario?
○ Yes.
 No because Alice and Bob are both acting as maximizers.
 No because Alice and Bob are both acting as expectimax nodes.
No but not for the above reasons.
(ii) [2 pts] Alice and Bob decide to follow a new strategy: each player maximizes their own score minus the average of the remaining two scores at each node. Assume that you can assign any value between 1 to 9 (inclusive) to all the leaf node scores. Is it possible to prune in this scenario?
○ Yes.
 No because Alice and Bob are both acting as maximizers.
 No because Alice and Bob are both acting as expectimax nodes.
O No because Alice and Bob are maximizing different values which are not directly adversarial.
No but not for the above reasons.

Q1(c) Self-Assessment - leave this section blank for your original submission. We will release the solutions to this problem after the deadline for this assignment has passed. After reviewing the solutions for this problem, assess your initial response by checking one of the following options:
I fully solved the problem correctly, including fully correct logic and sufficient work (if applicable).
I got part or all of the question incorrect.
If you selected the second option, explain the mistake(s) you made and why your initial reasoning was incorrect (do not reiterate the solution. Instead, reflect on the errors in your original submission). Approximately 2-3 sentences for <i>each</i> incorrect sub-question.