

##### Pacman Instructions #####

*Assignment:*

Implement

1. Hill Climber Algorithm in the class **HillClimberAgent**,
2. Genetic Algorithm in the class **GeneticAgent**,
3. Monte Carlo Tree Search (MCTS) in the class **MCTSAgent**,

within the in **pacmanAgents.py** file, using **gameEvaluation** as a heuristic/fitness function.

*Notes:*

- Python 2.7 is required to run the Framework.
- All your code must be inside the **pacmanAgents.py** file.
- **RandomAgent** and **RandomSequenceAgent** are implemented as example agents.
- External libraries are not allowed (as you won't submit them).
- Ways to **fail** the assignment if:
  - You try to change any of the system params.
  - Your code didn't run (has errors).
  - You didn't write the code yourself.
  - You submit anything beside **pacmanAgents.py** file.
  - You changed the name of the agent classes.
  - You implemented your own heuristic/fitness function.
- **Hill Climber** and **Genetic Algorithm** plans a sequence of actions to execute instead of building a tree. Check **RandomSequenceAgent** as an example of sequence planning.

- You are only allowed to use these system functions (accessing/ changing any other functions or variables is considered cheating):
  - **state.getAllPossibleActions()**: return all the possible actions (Directions.North, Directions.South, Directions.East, Directions.West)
  - **state.generatePacmanSuccessor(action)**: return the next state if pacman take a certain action (return a new copy, doesn't modify the current state)
  - **gameEvaluation(startState, currentState)**: evaluate the current state with respect to the beginning state
  - **state.isWin()**: check if this state is win state
  - **state.isLose()**: check if this state is lose state
- The forward model (**generatePacmanSuccessor**) is limited to a certain amount of calls, don't waste them. If you exceed the limit, **None** will be returned.
- For **Hill Climber** and **Genetic Algorithm**:
  - Use **getAllPossibleActions** to assign your action sequence. Don't worry applying illegal action. The forward model ignore illegal actions and apply Directions.STOP instead.
  - Make sure to check if you reach the terminal state while executing your action sequence as the remaining actions can't be executed.
  - Always return the first action from the sequence with the highest **gameEvaluation**.
- For **Hill Climber**:
  - Action Sequence are of length 5
  - Each action in the sequence has 50% chance to be changed into random action.
- For **Genetic Algorithm**:

- Each chromosome is an action sequence of length 5.
- Use a population of size 8.
- Use rank selection to select chromosomes
  - Sort all chromosomes based on fitness.
  - Give each chromosome a rank (from 1 (worst) to length of chromosomes (best)).
  - Select chromosomes proportionally to their ranking
  - For example:
    - Assume we have 4 chromosomes (they have ranks 4,3,2,1 where 4 is better than 1)
    - The total of the rankings is  $10 = 4 + 3 + 2 + 1$ .
    - Based on that, the probability to pick each chromosome are  $4/10$ ,  $3/10$ ,  $2/10$ ,  $1/10$ .
    - This is the probability that each chromosome is selected.
  - Extra reading:
    - You can have a description of the Rank Selection process here (<http://www.obitko.com/tutorials/genetic-algorithms/selection.php>).
    - For more details check the roulette wheel selection and use the rank instead of fitness ([https://en.wikipedia.org/wiki/Fitness\\_proportionate\\_selection](https://en.wikipedia.org/wiki/Fitness_proportionate_selection)).
- For generating the next population:
  - Use Rank Selection for picking each pair
  - Apply a random test, If the test result is less (or equal) to 70%, the pair will generate two children by crossing-over.
  - The crossover process is:
    - Let's suppose we have a chromosome X and a

chromosome Y.

- Let's call by XY' the new chromosome.
  - For each gene (action) in the XY' sequence, we do a random test.
  - If the result of the test is below 50%, the gene will be donated by X. Otherwise by Y
  - Otherwise (test result bigger than 70%), keep the pair in the next generation.
  - After you get all the new chromosomes of the new population, apply a random test for each chromosome:
    - if the test result is less (or equal) to 10%, mutate the chromosome by random choice. Choose a random action in the chromosome sequence and replace it by another action, chose it randomly.
  - The whole population is replaced using crossover and mutated chromosomes, and some of them have a chance to survive
- For **MCTS**:
- Use **gameEvaluation** to evaluate the game states at the end of the rollout phase.
  - Use **getLegalPacmanActions** to build the tree.
  - Use 1 as the constant between exploitation and exploration.
  - Fix the number of rollouts to 5 as its hard to reach a terminal state in small amount of time.
  - Don't save the state in the tree nodes as the game is stochastic. Always apply the actions from the root state. every time you go over the tree.
  - Final Action Selection: return the action associated with the most visited node (Break ties randomly).

*How to run:*

- To play pacman:

**python pacman.py**

- To run a certain agent using graphics use the following command:

**python pacman.py -p AgentName**

**Note:** You are implementing a vanilla version of these AIs, being slow or going back and forth might be part of the algorithm behavior in the amount of time given for each move.