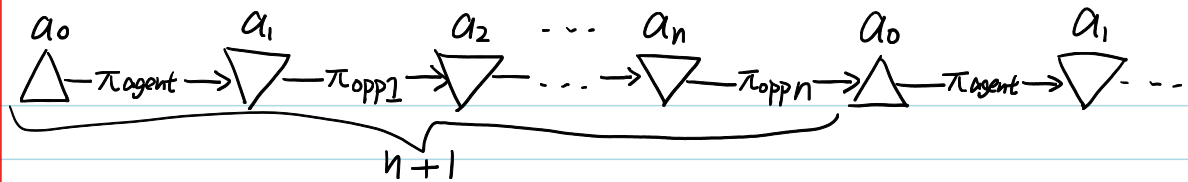


Jing(Thomas) Zhang



Problem 1 Minimax

$$V_{\text{minimax}}(s, d) =$$

$$\begin{cases} \text{Utility}(s) & \text{IsEnd}(s) \\ \text{Eval}(s) & d=0 \\ \max_{a \in \text{Action}(s)} V_{\text{minimax}}(\text{Succ}(s, a), d) & \text{Player}(s) = a_0 \\ \max_{a \in \text{Action}(s)} V_{\text{minimax}}(\text{Succ}(s, a), d) & \text{Player}(s) \in \{a_i \mid 1 \leq i \leq n-1\} \\ \max_{a \in \text{Action}(s)} V_{\text{minimax}}(\text{Succ}(s, a), d-1) & \text{Player}(s) = a_n \end{cases}$$

where a_n is the last player (ghost) since in depth-limited search we decrement depth @ last player's turn.

Problem 3

$$V_{\text{expectimax}}(s, d) =$$

$$\begin{cases} \text{Utility}(s) & \text{IsEnd}(s) \\ \text{Eval}(s) & d=0 \\ \max_{a \in \text{Action}(s)} V_{\text{expectimax}}(\text{Succ}(s, a), d) & \text{Player}(s) = a_0 \\ \sum_{a \in \text{Action}(s)} \frac{1}{|\text{Action}(s)|} V_{\text{expectimax}}(\text{Succ}(s, a), d) & \text{Player}(s) \in \{a_i \mid 1 \leq i \leq n-1\} \\ \sum_{a \in \text{Action}(s)} \frac{1}{|\text{Action}(s)|} V_{\text{expectimax}}(\text{Succ}(s, a), d-1) & \text{Player}(s) = a_n \end{cases}$$

\uparrow
 π_{ghost} for a_1 to a_n