

##### 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 **scoreEvaluation** as a heuristic function.

*Notes:*

- Python 2.7 is required to run the Framework.
- All your code must be inside the **pacmanAgents.py** file.
- Only submit **pacmanAgents.py** file. If you submit anything else you will fail the assignment.
- Only use the heuristic function in the **heuristics.py** file (do not implement your own heuristic).
- **RandomAgent**, **GreedyAgent**, and **RandomSequenceAgent** are implemented example agents.
- **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.
- External libraries are not allowed (as you won't submit them)
- You will fail the assignment if you try to change any of the system params.
- You are only allowed to use these system functions (accessing/ changing any other functions or variables is considered cheating):
  - **state.getLegalPacmanActions()**: return all the legal actions in this state

- **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)
- **scoreEvaluation(state):** evaluate the current state
- **normalizedScoreEvaluation(rootState, currentState):** evaluate the current state with respect to rootState then scale it down.
- **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 implementing your action sequence as the remaining actions can't be executed.
  - Always return the first action from the sequence with the highest **scoreEvaluation**.
- 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 to length of chromosomes).
  - Select chromosomes proportionally to their ranking
- For generating the next population:
  - Use Rank Selection for picking each pair:
    - You can have a description of the Rank Selection process here (<http://www.obitko.com/tutorials/genetic-algorithms/selection.php>)
    - Apply a random test:
      - If the test result is less (or equal) to 70%, the pair will generate two children by crossing-over.
      - 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**:
  - Exploitation should use **normalizedScoreEvaluation** function instead of **scoreEvaluation** to balance it with respect to the Exploration term.
  - 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).
- You can't change name of the agent classes.
- For array sorting, you can use python internal sorting function. example: **`array.sort(key=lambda x: scoreEvaluation(x))`**

*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