

CS221 Homework 5 - Pacman

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1a) Let  $a_0, a_1, \dots, a_n$  be the agents in the game.

Let  $a_0$  be the pacman

Let  $a_1, \dots, a_n$  be the  $n$  opponents

$$V_{opt}(s, d) = \begin{cases} \text{Utility}(s) & , \text{ if } \text{IsEnd}(s) \\ \text{Eval}(s) & , \text{ if } d = 0 \\ \max_{a \in \text{actions}(s)} V_{opt}(\text{Succ}(s, a), d) & , \text{ if } \text{Player}(s) \\ & = \text{Pacman} \\ & \text{(i.e. } a_0) \\ \min_{a \in \text{actions}(s)} V_{opt}(\text{Succ}(s, a), d-1) & , \text{ if } \text{Player}(s) \\ & = n^{\text{th}} \text{ opponent} \\ & \text{(i.e. } a_n) \\ \min_{a \in \text{actions}(s)} V_{opt}(\text{succ}(s, a), d) & . \text{ if otherwise} \end{cases}$$

3a) Let  $a_0, a_1, \dots, a_n$  be the agents in the game.  
 Let  $a_0$  be the pacman  
 Let  $a_1, \dots, a_n$  be the  $n$  opponents

$$V_{opt, \pi}(s, d) = \begin{cases} \text{Utility}(s) & , \text{if } \text{IsEnd}(s) \\ \text{Eval}(s) & , \text{if } d=0 \\ \max_{a \in \text{actions}(s)} V_{opt, \pi}(\text{Succ}(s, a), d), & \text{if } \text{player}(s) = \text{pacman (i.e. } a_0) \\ \sum_{a \in \text{actions}(s)} \pi_{opp}(s, a) V_{opt, \pi}(\text{Succ}(s, a), d-1), & \text{if } \text{player}(s) = n^{\text{th}} \text{ opponent (i.e. } a_n) \\ \sum_{a \in \text{actions}(s)} \pi_{opp}(s, a) V_{opt, \pi}(\text{Succ}(s, a), d), & \text{if } \text{player}(s) \neq \text{pacman} \\ & \text{if otherwise} \end{cases}$$