Assignment A4: Monte Carlo Probabilistic Agent

CS 4300 Fall 2015

Assigned: 20 October 2015

Due: 5 November 2014

For this problem, handin a lab report pdf (include name, date, assignment and class number in pdf) which studies the performance statistics of an agent using Monte Carlo methods to solve for likelihhoods of pits and Wumpus in the Wumpus world. Create an agent which uses rules (as in my hybrid agent) to search for the gold while using the Monte Carlo method to estimate the liklihood in unexplored cells and then to priortized them based on their likely safety. Specifically, the agent should:

- 1. Include attempt to locate Wumpus and shoot it.
- 2. Never give up (i.e., die trying).
- 3. Use MC to update pit and Wumpus likelihoods given new percepts.
- 4. Compute score for each scenario (as described in the text).
- 5. Use 1000, 5000 and 10000 MC samples, and determine a mean score for each on each of the given set of test boards numbered 1:250 (see class data/A4 subdir) in terms of a mean, variance and confidence interval. Compare these to the same agent without MC estimates to determine what impact MC has on scores. Report your results in a manner similar to that shown in Table 1.

	Mean Score	Number Successes	Number Failures
No MC			
1000 Samples			
5000 Samples			
10000 Samples			

Table 1. Table for Results Reporting.

Name the MC agent: CS4300_MC_agent.

You should handin the report pdf as well as the source code used in the study. The code should conform to the style requested in the class materials (no matter what the language).

In addition, please turn in a hardcopy of the report in class before the start of class on November 5, 2014.

Write a lab report in the format (please do not deviate from this format!) described in the course materials.

Discuss the statistical framework to establish a confidence interval on the means, and the hypothesis test.

Create a function to estimate pit and Wumpus likelihoods:

```
function [pits,Wumpus] =
CS4300_WP_estimates (breezes, stench, num_trials)
% CS4300_WP_estimates - estimate pit and Wumpus likelihoods
% On input:
00
      breezes (4x4 Boolean array): presence of breeze percept at cell
%
        -1: no knowledge
         0: no breeze detected
00
00
         1: breeze detected
00
      stench (4x4 Boolean array): presence of stench in cell
00
         -1: no knowledge
8
          0: no stench detected
%
          1: stench detected
      num_trials (int): number of trials to run (subset will be OK)
00
% On output:
%
      pits (4x4 [0,1] array): likelihood of pit in cell
00
      Wumpus (4x4 [0 to 1] array): likelihood of Wumpus in cell
% Call:
%
      breezes = -ones(4, 4);
      breezes(4, 1) = 1;
00
9
      stench = -ones(4, 4);
00
      stench(4, 1) = 0;
%
      [pts,Wumpus] = CS4300_WP_estimates(breezes, stench, 10000)
% pts =
00
     0.2021
                0.1967
                          0.1956
                                     0.1953
     0.1972
%
                0.1999
                          0.2016
                                     0.1980
     0.5527
               0.1969
                          0.1989
%
                                     0.2119
%
          0
                0.5552
                          0.1948
                                     0.1839
%
% Wumpus =
%
     0.0806
                0.0800
                          0.0827
                                     0.0720
     0.0780
                0.0738
                          0.0723
                                     0.0717
%
00
          0
                0.0845
                          0.0685
                                     0.0803
          0
%
                     0
                          0.0741
                                     0.0812
% Author:
      T. Henderson
%
%
      UU
%
      Fall 2015
00
```