

Ex10.1

## Overview

grp3	Duration estimation nice (uses path est.) Only computes Seq for one coalition. Coalition assgn. look good, but coalition computation only greedy computes one set of coalitions (0.5/0.5)
grp5	We couldn't identify the code with the coalition assignment algorithm. (0/0)
grp4	Last weeks submission
grp6	Duration Estimate OK, coalition assignment OK, but computes $2^n$ coalition structure and evaluates only by number of agents (n/2 would be enough) (1/0.5)
grp8	Different Seq assgn algorithm (smallest coalition that can rescue the least buried agent). Coalition assignment evaluation wrong, but evaluate all possible coalitions! (0/0.5)

# Ex 11

- String game: „xoxox\_ x\_ x“  
xox  
ox\_  
x\_x
- Action 2,3 places mark at \_ (deterministic)
- Placements might be stochastic
- New state+reward will be given by the „Game“ definition
- You implement only a Player