

Assignment # 2 - Building an ANN based pacman controller
CSE659 – Computational Intelligence (Fall' 2014)
Submission On: 2nd Nov' 2014

You have to build a neural network based pacman controller. The weights of the neural network will be optimized using Particle Swarm Optimization (PSO).

- You need to decide the input parameters to the neural network. This can include pacman index, ghost indices, power pills indices etc.
- The weights should lie between -1 and +1.
- The sigmoid function will be used as the activation function for neural networks.
- During optimization, the fitness will be calculated as the average score of 10 matches against StarterGhost(....). These matches will be played in offline mode using runExperiment(....).

The pacman controller can be downloaded from <http://www.pacman-vs-ghosts.net/software>.