# Examples of Environment and Agents

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# **Examples:**

- 1. Motivational example from Biology
- 2. Example from a "Unity" set-up
- 3. A Fascinating Example from Fluid Mechanics
- 4. Grid World: The basic example of RL

### **Eagle landing on a rock**

#### Agent:

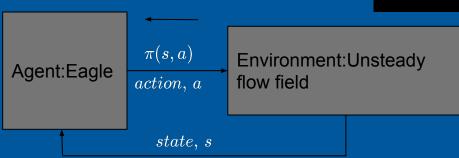
The eagle

#### **Environment:**

The nonlinear flow field around the eagle (Unsteady, Turbulent gust/wind)

reward, r



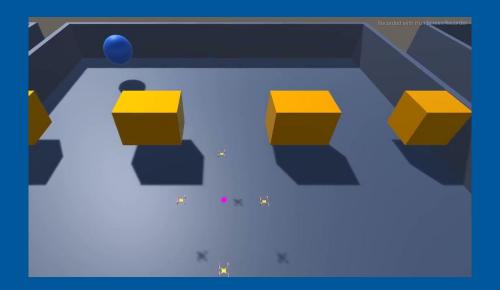


The End Goal, maybe

Similar biological examples, school of fish

# RL-based impedance control of heterogeneous swarm (mobile robot + virtually linked swarm of drones) in Unity

ML-agent Toolkit for Unity



https://github.com/Unity-Technologies/ml-agents/blob/main/docs/Learning-Environment-Examples.md

## **Environment**

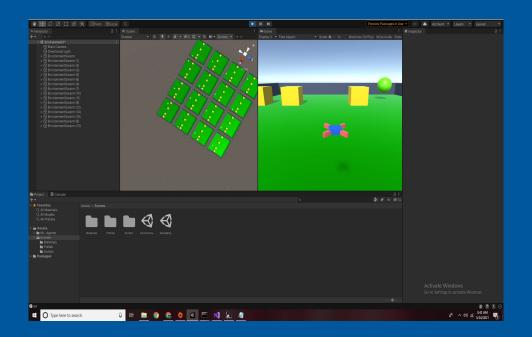
6m

Target position

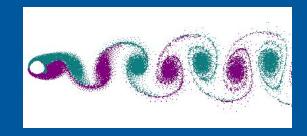


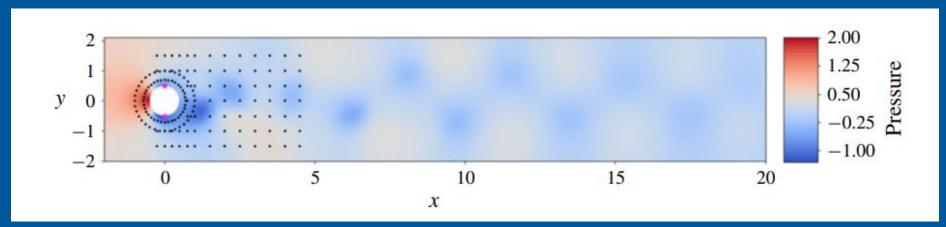
**Drone agent** 



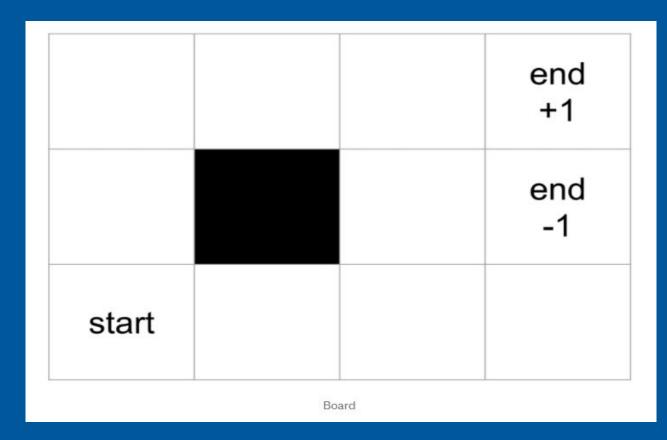


# Artificial neural networks trained through deep reinforcement learning discover control strategies for active flow control





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## **Thank You!**