A James Clark School of Engineering

University of Maryland, College Park



**BALL CATCHING ALGORITHM IN 2-D GRIDWORLD USING TEMPORAL DIFFERENCE METHODS**

PROJECT REPORT

**Course**: ENPM 808F  
Robot Learning, Summer 2017

**Instructor**: Prof Donald Sofge

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**Project Title:** Developing a ball catching algorithm in a 5 x 5 two dimensional grid-world using temporal difference methods of reinforcement learning

**Baseline Control Information:**

Author : Amar Vamsi Krishna

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# Section 1: Abstract

# Section 2: Problem Introduction

The problem can be described as a moving target finding

# Section 3: Background/Related work

# Section 4: Approach

# Section 5: Implementation

# Section 6: Results

# Section 7: Future work

There is a huge potential for future improvement for this project. This current version considers the state-space of the problem to be confined to a 5x5 two-dimensional grid.

# Section 8: Bibliography