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# Project 3 Answers

## 4 Self Analysis

### **1. What was the hardest part of the assignment for you?**

The value iteration of Question 1 was probably the hardest part for us. This is mostly because it was the largest chunk of code for a single question, and we had to make the adjustment of switching over to the grid world environment rather than Pacman. Though after a bit of time, we realized that the API for interacting with both environments is basically the same.

### **2. What was the easiest part of the assignment for you?**

Question 2 was definitely the easiest part. We had to experiment with a view different values for the parameters, but it didn't take too long to find something that works.

### **3. What problem(s) helped further your understanding of the course material?**

We think all of the problems helped us understand the course material better. Implementing things like value iteration and Q-learning gave us a much more thorough grasp on how they work. And thinking logically about the noise, discount, and reward parameters helped us realize what effect they can have.

### **4. Did you feel any problems were tedious and not helpful to your understanding of the Material?**

We think every part of this assignment was pretty helpful to our understanding. Though when changing the discount, noise, and reward parameters, at times we were just blindly trying values without too much thought. Though it of course became easier when we thought about it logically.

### **5. What other feedback do you have about this homework?**

We liked the variation in problem types on this one. The previous projects had a lot of questions that built on previous questions. While that can be good, we liked how each of these questions for the most part had us doing something unique. It was also interesting to work with the grid world rather than Pacman, and to see how the same reinforcement methods can apply well to both.