















**Project Overview (ongoing):**



Part of SSC Project, which includes a Dengha Playing

Worked on AI for robot

Attempt at improving simulator

Generalizing Jerng's Tower in a way that traditional ML can

robot

be run on stability data

(Not Started Yet) Using Reinforcement Learning to have it

strategize against people



Machine Learning, make points and determine

overlaid stability

**Challenges/Let-downs:**

- Requires creativity and an in-depth understanding of the

- Climbing up with a way to represent a Tower that, through

me to educate myself that problem space before thinking

of any of the AI components

subject matter (physics in this case)



- Simulations and Training with Simulink very long to

- Similar to design projects in any problem space, require

computes

to be able to get results in time

-Running them overnight on laptop

-Figuring out ways to make processes as possible

-Most of the representations Prof and I came up with fell

short of what we were hoping for



possible (after finding them to late a few times)

- Learned to catch possible bugs during training as early

- Finding value from failed models (what features were

right, what type of model served to work)