Reinforcement Learning

Source Code

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Source Code

Click [here](#) to view the directory containing all the source code, or choose an individual class from one of the categories below.

Generic Reinforcement Learning algorithm modules:

[RLearner.java](#) - the reinforcement learning algorithms.
[RLPolicy.java](#) - uses the Q-values table to determine the best action.
[RLWorld.java](#) - interface for an RL world.
[CatAndMouseWorld.java](#) - the implementation of the Cat and Mouse world.

Applet specific modules:

[CatAndMouseGame.java](#) - runs the Cat and Mouse game.
[RLController.java](#) - controls the reinforcement learner, RLearner.
[sampleWorlds.java](#) - fixed obstacle layouts which can be selected at startup.
[boardObject.java](#) - draws an object used in the applet.
[boardPanel.java](#) - handles drawing of all objects for the applet.
[SwingApplet.java](#) - main applet class that combines the above classes.

Archived versions of the final source code can also be downloaded in two differerent formats:

Unix tarball - [catandmouse.tar.gz](#) (45 K)
or
Zip file - [catandmouse.zip](#) (56 K)

If you are using appletviewer to run the applet, you should use the command appletviewer SwingApplet.java in the directory where you have extracted the source code to.

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