UDACITY

Logout

Back to Machine Learning Engineer Nanodegree

Teach a Quadcopter How to Fly

REVIEW | CODE REVIEW | HISTORY

Meets Specifications

Dear student,

Awesome work on this project! Whilst it was challenging, you've met all the requirements on your first attempt 👏🏼

I hope you gained something from implementing reinforcement learning. Keep up the great work 😀

Define the Task, Define the Agent, and Train Your Agent!

The `agent.py` file contains a functional implementation of a reinforcement learning algorithm.

`agent.py` implements a DDPG agent - Good job!

The `Quadcopter_Project.ipynb` notebook includes code to train the agent.

Notebook code successfully instantiates and trains an agent. Excellent!

Plot the Rewards

A plot of rewards per episode is used to illustrate how the agent learns over time.

Rewards plot is presented in the notebook.

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