Reinforcement Learning
Artificial Neural Network: Valet Parking Lot

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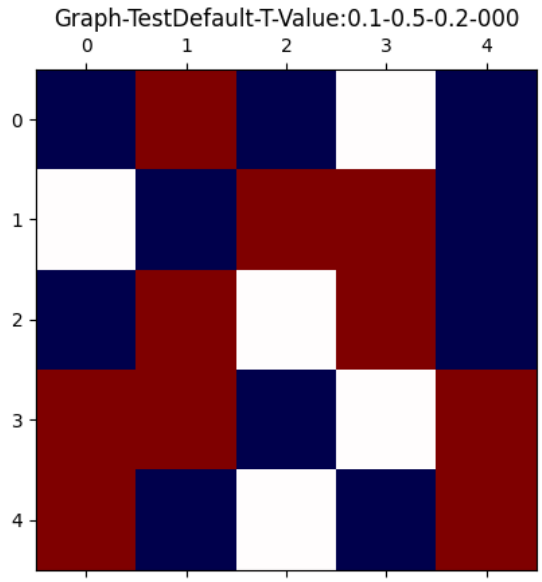
Abstract

In society when considering segregation amongst several different groups there seems to be just as many physiological phenomenons as there are seemingly counter intuitive revelations.Through coded implementation, an instance of a randomly generated graph can be generated to run *contentedness*. With varying parameter values, we analyse dynamic graph interactions amongst agents in a society with spatial awareness of neighbours within a set distance of direct neighbours.

Introduction



Implementation

Book for the class (David and Jon (2010))
web site for python (Moujahid (2020))
paper for segregation with graphs (Elkind et al. (2019))

Execution

Analyisis

Conclusion

References

David, E., and Jon, K. 2010. *Networks, Crowds, and Markets: Reasoning About a Highly Connected World*. USA: Cambridge University Press.

Elkind, E.; Gan, J.; Igarashi, A.; Suksompong, W.; and Voudouris, A. A. 2019. Schelling games on graphs. In *Proceedings of the Twenty-Eighth International Joint Conference on Artificial Intelligence, IJCAI-19*, 266–272. International Joint Conferences on Artificial Intelligence Organization.

Moujahid, A. 2020. An implementation of schelling segregation model using python and streamlit.