Coursework 2 – Tic-Tac-To: Markov Decision Processes & Reinforcement Learning (worth 25% of your final mark)

VALUE ITERATION

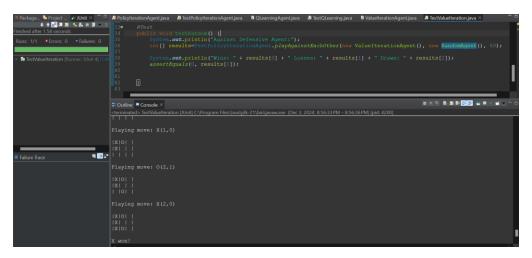
Question 2 (1 point): Test your Value Iteration Agent against each of the provided agents 50 times and report on the results – how many games they won, lost & drew against each of the other rule based agents. The rule based agents are: *random*, *aggressive*, *defensive*.

Ans:

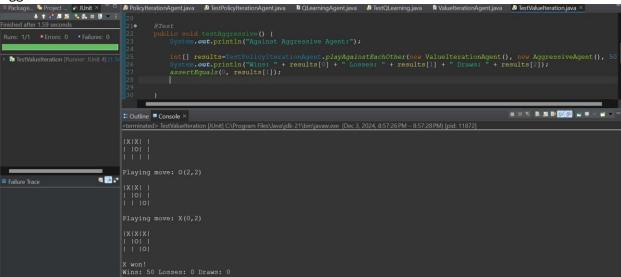
- Iterate(): Performs k iterations of value iteration and calculates the optimal value for each game state using the Bellman equation.
- extractPolicy(): identifies the best move by calculating the expected value of all possible moves and updates the policy.

	WINS	LOSS	DRAWS
RANDOM	50	0	0
AGRESSIVE	50	0	0
DEFENSIVE	46	0	4

Random:



Aggressive:



Defensive:

