

Performance Evaluation project:  
Optimizing cars' trajectory with AI

Ottavy Macéo, Longatte Mathieu, Louison Mocq

## Part I

# Introduction

## Part II

# Deep Q-learning

- 1 Markovian decision process
- 2 What is Q value?
- 3 What is Q learning

## Part III

# Genetic algorithms

- 4 What are genetic algorithms
- 5 Markov Chain modelisation
- 6 NEAT

## Part IV

# Car Racing environment

- 7 Cars' physics
- 8 Technical aspects of the environment
- 9 Rewards

## Part V

# Performance Evaluation

- 10 Algorithms
- 11 Best car