CS181 Spring 2016 Practical 4: Reinforcement Learning — Team EXT3

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Abstract

Swingy Monkey is a very basic game written in Python. Our project focused on using this game as a simplified context to develop and gain exposure to reinforcement learning algorithms.

1 Technical Approach

2 Results

3 Discussion

All code for this project can be found at:

$$https://github.com/HarvardCS181Practical2016$$

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