

AIPProject v2.0 Development

11/18/2014

Todo

- 11/19/2014 Ammending the Environment Module.
 - Modify the Sensor modules. There are some problems such as unused methods in base class for right reasons.
 - Make SensorBase more agnostic, e.g. shed isState function, since this is of no use when the domain of the state is undetermined.
- ActuatorBase should also be ammended to capture the problem.
- As to the tests. Fuck them all. Rewrite the tests so it can be used as an example to the API users.
- Change template for both actuator and Sensor to $\langle S, A \rangle$.

Tests

- RandomWalk ☐
- MountainCar ☐
- Poker ☐
- Pole Balancing ☐

Log

- 11/18/2014
 - Prefected (for now) Graph modules.
 - Removed DP from design. It seems that DP is not very general as opposed to LP.
 - Create Environment class.
 - After doing so, introduce formal game test.