

# AIPProject v2.0 Development

11/18/2014

## Tests

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

## 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  $\langle S, A \rangle$ .
- Actuators don't need to be overridden for most cases due to Environment, so delete all of them if needed.
  - ActuatorRandomWalk
- 11/22/2014
  - I'm on the  $2^{nd}$  chapter of Linear Programming book. I have an inefficient idea on how to find all extreme points (basically, its a disgusting  $\binom{n}{m}$ ,  $n$  is the number of columns and  $m$  is the number of rows). I'm sure the second chapter will have a better approach to this.
  - I'm also currently working on my own graphics library for a lot of reason. (opengl game, windowing system, testbed). This will also serve as a testbed for the tests here.

## Pre-Requisite

- boost-1-55
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## 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.