T10 - Artificial Intelligence

T-AIA-902

Taxi Driver

README

{EPITECH.}

T-AIA-902: Description

Characteristic	Value
Project's name	Taxi Driver
Suggested Team size	3-5 students
Theme	Reinforcment learning
Suggested languages	Python or R
Specific hardware needed	no
Specific resources needed	no

- Pitch

  - **Short edit**:
    Solving a game using a reinforcment learning algorithm.

  - **Long edit**:
    Students must deliver a program able to solve a game, with an **optimized** model-free episodic learning algorithm. The agent is a taxi that must pick up a passenger present in a random location on the map, and drop them off in one of four possible locations. The program contains at least 2 algorithms (1 basic + 1 advanced) and have at least 2 modes (test/perform).

- Tags

  - AI
  - ML
  - RL
  - algorithm
  - benchmark
  - optimization
  - Deep Q-Learning
  - Monte Carlo