QLearning Agent Report

Course code and name:	F29AI
Type of assessment:	Individual
Coursework Title:	Coursework 2 ,Tic-Tac-Toe Game
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Student ID Number:	H00383233

Declaration of authorship. By signing this form:

- I declare that the work I have submitted for individual assessment OR the work I have contributed to a group assessment, is entirely my own. I have NOT taken the ideas, writings or inventions of another person and used these as if they were my own. My submission or my contribution to a group submission is expressed in my own words. Any uses made within this work of the ideas, writings or inventions of others, or of any existing sources of information (books, journals, websites, etc.) are properly acknowledged and listed in the references and/or acknowledgements section.
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Date: 27/11/2023

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The QLearning agent requires the implementation of extractPolicy() and train() methods. The rule based agents are:

- Aggressive Agent
- Defensive Agent
- Random Agent

Wins: 50 Losses: 0 Draws: 0

```
Against Defensive Agent:
Playing move: X(1,1)
| |X| |
Playing random move
Playing move: O(2,1)
| |X| |
| |0| |
Playing move: X(1,0)
Playing defensive move
Playing move: O(1,2)
|X|X|O|
1 101 1
Playing move: X(2,0)
|X|X|O|
|X|0| |
Playing defensive move
Playing move: O(0,0)
|X|X|O|
|X|0| |
Playing move: X(0,2)
101 |X1
|X|X|0|
|X|0| |
X won!
```

Wins: 16 Losses: 0 Draws: 34

```
Against Random Agent:
Playing move: X(1,1)
I + I + I
| |X| |
Playing move: O(0,0)
101 1 1
| |X| |
Playing move: X(1,0)
101 1 1
|X|X| |
Playing move: 0(2,2)
101 1 1
|X|X| |
1 1 101
Playing move: X(1,2)
101 1 1
|X|X|X|
1 1 101
X won!
```

Wins: 50 Losses: 0 Draws: 0