

Read Me

- Run the python notebook “Dots and Lines - Game” to play the game between two human players.

For 2*2 Grid Game see ‘Dots and Lines-2Grid’

- `Train(no_ofEpisodes, alpha, gamma, expFac, player)` - helps you to train and update the Q-Table.
- `Q_RandomPlayer(no_ofGames,Q)` - allows you to test the Q-Table against the random player.
- `Train_NN(Q)` - allows you to train the neural network. While training you need to wait until you see a ‘0’ in the output box, which means the training is complete. I have used a CMAC neural network as function approximate.
- `NN_RandomPlayer(no_ofGames,NN)` - helps you to test the trained neural network against a random player.

`expFac = epsilon`

For 3*3 Grid Game see ‘Dots and Lines-3Grid’

- Same as 2*2 Grid

Just run the python notebook to see the results already being run for.