

Tic Tac Toe using Reinforcement Learning

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Sanjana Chakravarty, Mahjabeen Azad, Shobhitaa Barik

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- Its goal is to maximize the total reward.

- Python and Python libraries

Description

We are training a tic tac toe game with reinforcement learning to improve the AI's success rate with experience.

Rules of Tic Tac Toe:

1. The game is played on a grid that's 3 squares by 3 squares.
2. Two people are required to play this game (in this case, a HUMAN and a COMPUTER). You are X, your friend (or the computer) is O. Players take turns putting their marks in empty squares.
3. The first player to get 3 of her marks in a row (up, down, across, or diagonally) is the winner.
4. When all 9 squares are full, the game is over. If no player has 3 marks in a row, the game ends in a tie.

Learning/Difficulties Faced