

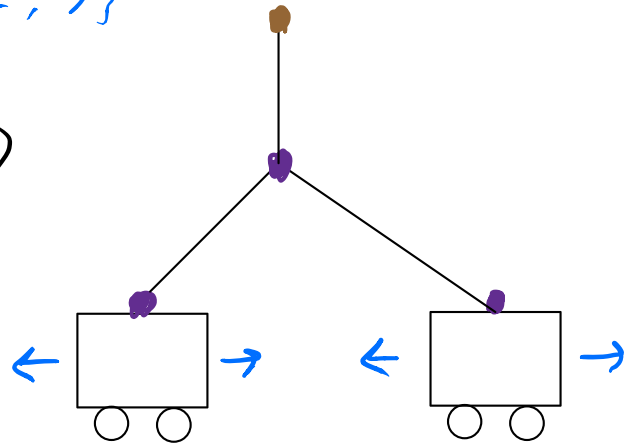
# Two-Cart Pendulum

## RL Problem:

- Two Agents - Two actions each  $\{\leftarrow, \rightarrow\}$ 
  - Or 1 Agent,  $2 \times 2$  actions
- 3 Pivots given full motion (●)
- No Friction

### • Goal:

Balance pendulum for extended time (5 mins)



### • Possible Extensions:

- Play with reward, competing reward (off angle each way)
- More agents
- System Shock (Earthquake)