Policy Iteration Agent Report

The second question asks us to implement a policy iteration agent. We edit four functions, initRandomPolicy(), evaluatePolicy(), improvePolicy() and train().

The below output is tested against a user

Choose location to put your O based on the following scheme.

0|1|2

3|4|5

6|7|8

Your move: 0

Playing move: O(0,0)

|O| | |

| | | |

| | | |

Playing move: X(1,1)

|O| | |

| |X| |

| | | |

Choose location to put your O based on the following scheme.

0|1|2

3|4|5

6|7|8

Your move: 2

Playing move: O(0,2)

|O| |O|

| |X| |

| | | |

Playing move: X(0,1)

|O|X|O|

| |X| |

| | | |

Choose location to put your O based on the following scheme.

0|1|2

3|4|5

6|7|8

Your move: 6

Playing move: O(2,0)

|O|X|O|

| |X| |

|O| | |

Playing move: X(2,1)

|O|X|O|

| |X| |

|O|X| |

X won!

The below output was tested against the provided test cases

Against Defensive agent:

X won!

Wins: 45 Losses: 0 Draws: 5

Against Aggressive agent:

X won!

Wins: 50 Losses: 0 Draws: 0

Against Random agent:

X won!

Wins: 49 Losses: 0 Draws: