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Submission

Project Overview

In this project you will apply reinforcement learning techniq
simplified world to aid it in effectively reaching its destinatic
investigate the environment the agent operates in by constr
implementation. Once your agent is successful at operating
then identify each possible state the agent can be in when c
lights and oncoming traffic at each intersection. With states
Q-Learning algorithm for the self-driving agent to guide the
the allotted time. Finally, you will improve upon the Q-Learn
configuration of learning and exploration factors to ensure
destinations with consistently positive results.