

CS 511 AI 2 - Final Project

In this project, an agent has been implemented which does learning over various timesteps and learns from it. The track of previous movements is kept with a class called `previousMove`.

Also, we are keeping track of the previous result. It can be a right move or a wrong move. A wrong move is the one where the agent gets -100, while a right move is the one where the agent gets a positive reward. We are also keeping track of this using another class called `prev`. It has three fields:

- **RIGHT**
- **WRONG**, and
- **ONELESS**

We have another one with states and we are categorizing them as `Listen`, `OpenRight`, `OpenLeft`, `MayBeLeft`, and `MayBeRight`. Based on this, a code has been written and we are making sure that the agent does more right moves than the wrong moves.

Sample Outputs:

The project was run and the following results were received:

Ran for - No. of trials: 10000 and 100 steps

Total Score: 5439662

Average Score: 543.9662

Total Score: 5502767

Average Score: 550.2767