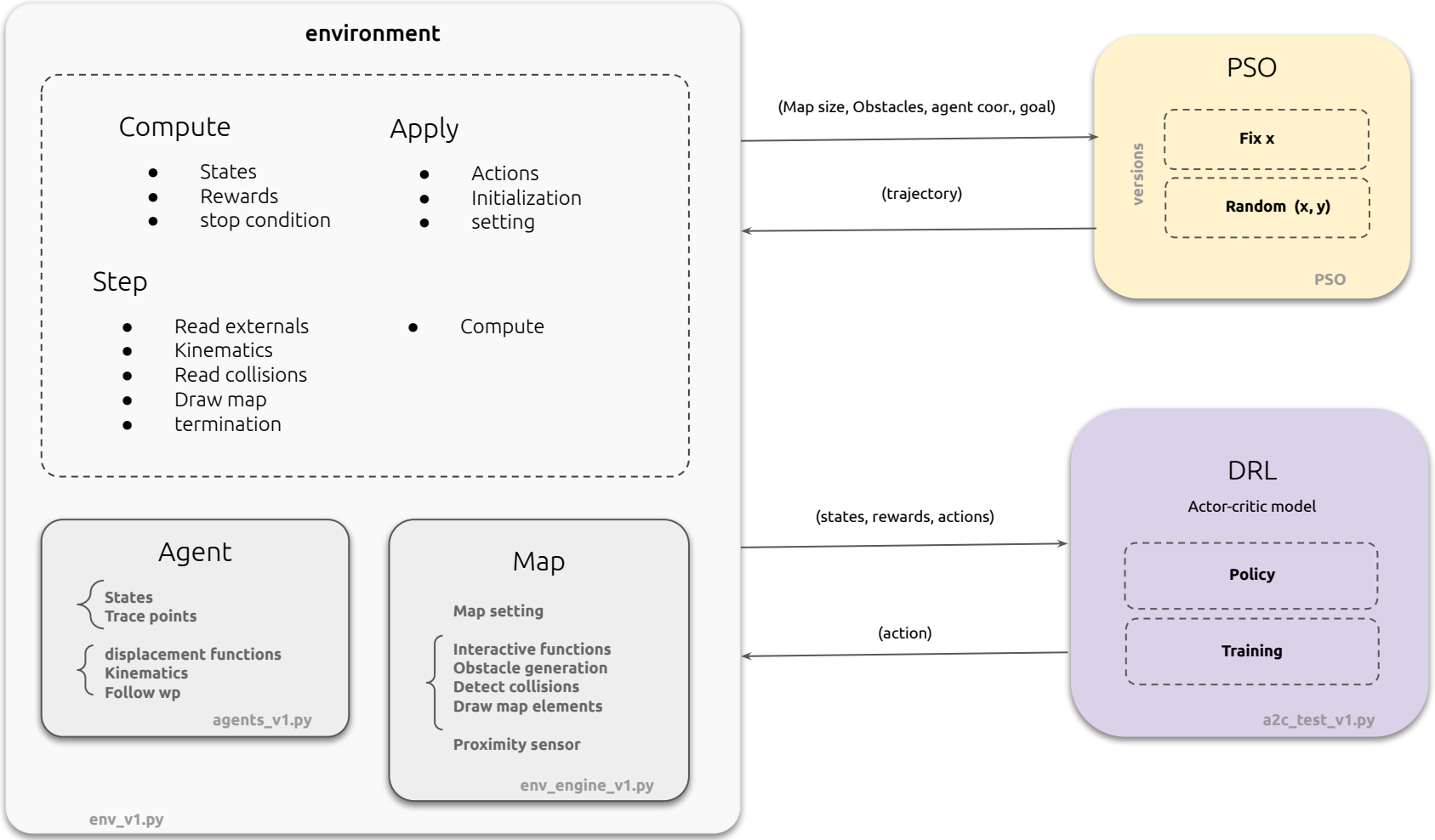
Environment

Phase 1


environment
Compute
States
Rewards
stop condition
Apply
Actions
Initialization
setting
Step
Read externals
Kinematics
Read collisions
Draw map
termination
Compute
Agent
States
Trace points
displacement functions
Kinematics
Follow wp
agents_v1.py
Map
Map setting
Interactive functions
Obstacle generation
Detect collisions
Draw map elements
Proximity sensor
env_engine_v1.py
env_v1.py
(Map size, Obstacles, agent coor., goal)
(trajectory)
PSO
versions
Fix x
Random (x, y)
PSO
(states, rewards, actions)
(action)
DRL
Actor-critic model
Policy
Training
a2c_test_v1.py