David Devore

Homework 1

Artificial Intelligence

The environment for my agents was to throw a ball off a cliff and try to make it hit a goal that was a set distance away. Since the goal was a set distance and they threw the ball straight off a cliff the only changing variable was velocity. The agent with no memory tries randomly to throw the ball at different speeds because it doesn’t remember how fast it threw the ball before. The Agent with memory throws the ball and adjust its speed accordingly each throw until it hits the goal. The agent with memory performed a lot better than the agent with no memory. The agent with no memory took around 100 throws to hit the goal where as the agent with memory took around 30 throws to hit the goal. I learned that with goal base environments that a memory can help out even it is a simple environment.