



SAPIENZA UNIVERSITY OF ROME

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ARTIFICIAL INTELLIGENCE

Resolving MDP domain problem using Q-learning algorithm with linear function approximation

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1 Reinforcement learning

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1.1 Overview

1.2 Marcov Decision Process

2 Project domain

3 Implementation

3.1 Project code structure

3.2 Agents

3.2.1 Random Agent

3.2.2 State-action table agent

3.2.3 Linear function approximation

4 Results

5 Conclusions

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