Notes for Malmo project

Environment – obstacles, intermediate rewards, final goal.

Performance measure is avg cumulative reward collected combined with the average time req to reach goal across repetitions of the same mission type.

Agents –

Senseless/random agent - You should provide a solution for an agent without sensory input which takes random actions. Already provided for the first mission in myagents.py outlining the interface the solution should preferably support

Simple agent - agent based on a tree/graph-search or hill-climbing strategy of your choice. You should justify its use for solving the particular the mission (e.g. using A\* search with a suitable heuristic or simulated annealing) assuming that the task environment fully known and observable.

Realistic agent - agent making minimal assumptions about the state-space. online agent capable of learning the required properties as it explores and exploits the environment (see e.g. AIMA Chapter 4.5 or 21). A critical element in the design of this agent is the way the agent explores the state-space (possibly based on experience).

