EE 399 SPRING QUATER 2023
Instructor: **J. Nathan Kutz**

MIDTERM #2:
DUE: 1:30pm June 2 on Canvas

SNAKES and APPLES

Consider what you did for homework #7. Pick a values for getting the apple and dying that allow you to train the system to win the game fairly consistently. (NOTE: you can just look at your homework #7 for such values).

Your job in this midterm is to analyze the balance between the exploration/exploitation (risk) parameter and the discount factor for future rewards. How fast and consistently can you learn to win?

Turn in a 1-paragraph PDF file summary of which parameter you think is better for learning game play based upon your observations (which will be limited, but you should still be able to reach some conclusions). Justify your summary with results of your training (You can just give values in the writeup and you don't need to put in any plot)