Lab1

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Task 1

In the first task I worked to get the pioneer robot to walk and run around and I studied the world and pioneer files to make a grasp of how it worked so i changed the parameters and play around with the code we were given. The task was to make random, fixed, sensor and memory. the random as is it says random motor speeds in each wheel. but the fixed go in exactly in same way in seconds. sensor and memory go with the sensors and go left and right depends on the sensors. but with the memory agent i used the time to remember. The thing i learned is that i could use more sensors absolute in the middle because i have a problem right now when i go in a corner and cant see left or right.

Task 2

In the second task I worked to get the poker game to work like the lab wanted the game to be. i learned in this task is important to make the game and game flow before programming the agents because this depends on each other so like the lab said was to program the agent and then game flow make it harder because now you have to figure out how every thing need to be connected. but with all that it make sense it was not much to learn here like in the first task for me. this task was more to program the game then the agents it self. the agents fixed and the random was random more successful because he could win more money because he bet random but he could loss more but he had lucky.

Note:

I have worked together with Rohullah Khormai in group 16 and we write separate documents.