

# AI

## Coursework 2, Part 1

### Tic-Tac-Toe: Markov Decision Processes and Reinforcement Learning

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#### 1 Value Iteration Agent

Results from 50 games played against Random, Aggressive, and Defensive agents. Using the Value iteration agent. This Agent had the default local reward and living reward, but performed  $k = 20$  step expectimax.

Agent	Wins	Losses	Draws
Random	50	0	0
Aggressive	50	0	0
Defensive	45	0	5