

Title here

Names here

Date

## 1 Description

## 2 User Manual

Our approximation of aixi is written in C++ and requires g++ for compilation.

### 2.1 Setup

Extract:

```
tar -zxvf aixi.tgz
```

Compile:

```
cd aixi  
make
```

Run:

```
./aixi environment.conf
```

### 2.2 Configuration Options

Each configuration file specifies a particular environment and a set of options.

Available environments are:

- `biased_rock_paper_scissor`
- `coinflip`
- `kuhn_poker`
- `pacman`
- `tiger`

Other options specify parameters for the environment and the aixi agent's learning. TODO: so far I've only included options not explained in the assignment specification.

- mc-timelimit: The number of MC simulations per cycle.
- load-ct: Specifies a (trained) CTW for the agent to load at initialisation.
- write-ct: Write CTW to file before agent termination.

## 3 Experimental Results

### 3.1 Experimental setup

TODO:

- List configurations used for each environment.
- List hardware (cpu/clock speed/cache/ram)

Include figures.