



## Computer Vision

(Reinforcement Learning)

- ↳ differentiate between wall and path
- ↳ Notices symbols on the wall
- ↳ IA

## Maze algorithm

- ↳ optimize for shortest path
- for each round for any
- data point it found on the way.

## Task

- learn

↳ make simple town

↳ make robot

↳ navigate town.

