Kevin Charles Hostler

I met with Dr Yonatan and Dr Alikhani today to discuss the projects current and future state. Currently I have not implemented RL learning or even supervised learning. Because of this I have renamed the original “supervised” learning python code to “Optimal agent moves” as this better represents what that code does. “Optimal agent moves” Runs through randomly initialized games and has the agents complete them with hardcoded decisions that make sure they take the shortest time to completion.

Dr Yonatan mentioned that what I have done for the past month is considered “table or tabular learning” Which would be nice to possible write a short comparison paper on, but I think Dr Alikhani was correct in that neither has been any amount of learning. So, with that in mind I talked about a plan to complete the project as best I can by the august 26th. In which the following must be reached,

* Actual reinforcement learning with vector states and a reward heuristic function
* The agent knows nothing but based upon the total “score” at the end of each game the stable baseline’s can adjust weights.

I will report on and update as I go through the github page with a report on major changes to be emailed.