Optimizing paths in figure-8 task using reinforcement learning

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Learn path of figure-8 challenge using reinforcement learning for aerial robot. TODO: plaatje imav

Why?

- Frequently used for testing (real) robots

- Figure-8 mostly used for ground robots
- Often using SLAM

TODO: aparte slides met plaatjes

- Train in simulation, use in real life
  - Unreal Tournament 2004 + USARSim
  - AR.Drone ported to Unreal by Nick Dijkshoorn
- Set initial force field
- Use different stages (crossed path)

- localisatie: features of kaart? - imav

Questions?

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