

Using RL to beat the CartPole game

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- Proposed domain:
 - CartPole is one of the environments in OpenAI Gym
 - The goal is to keep the pole upright in the cart. It fails when the pole angle is more than 15 degrees from the vertical
 - Maximum score is 200
- Hypothesis: RL can create an agent to play the game and get the max score in the least number of episodes.
- ML that matters: This is a good introduction to reinforcement learning.
- Existing software: [OpenAI Gym documentation](#) and plenty of [online tutorials](#)
- Proposed contributions:
 - Airi will implement Q learning
 - Khoi will implement TD learning
- Project level: Both are 5033

