Wireless team

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Progress in October

- Baselines protocol comparison: DSDV with TDMA
- Multiagent reinforcement learning environment:
  - Libraries : Ray(Rlib)
- Testing for different parameters with different agents
- Working on reward system for zero packet loss

Discussion for improving reward system

- Adding intermediate rewards and final reward (which I am already working from yesterday)

- Curriculum learning technique to train model for smaller tasks and then increase the difficulty of task (need to check how feasible it is.