Question 6 – Q-Learning Agent

The value iteration agent implemented in Question 5 was tested against each of the rule-based agents provided (i.e., random, aggressive, and defensive) for 50 times. The results of these tests were as follows:

Against random agent:

Total: 50 Won: 21 Lost: Draw: 19

Against aggressive agent:

Total: 50 Won: 0 Lost: 0 Draw: 0

Against defensive agent:

Total: 50 Won: 0 Lost: 0 Draw: 0