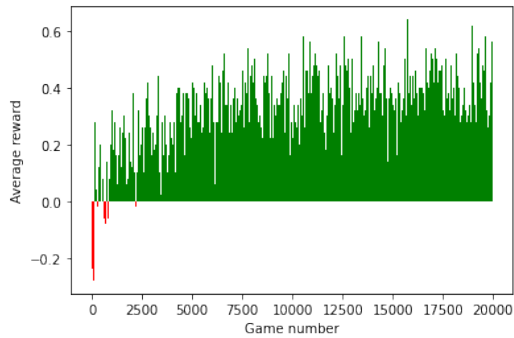# CS-456 – Project
Q-Learning for Tic Tac Toe

Etienne Objois, Niels Vadot

EPFL, Switzerland

FIGURE 1: Average reward of Q-learning player for every 50 games. $\epsilon = 0.1$

REFERENCES

[1] V. N. Objois E., "CS-456 project source code," 2022. [Online]. Available: https://github.com/ninivert/CS456-tiqtaqtoe

Abstract—**proute proute proute**

I. CAT KITTY CAT CAT KITTY CAT CAT

meow meow meow meow meow meow meow meow meow meow meow meow meow [1]

II. INTRODUCTION

III. Q-LEARNING

Question 1

As seen in 1, the agent is learning how to play Tic Tac Toe.

APPENDIX

moar uwu