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## **TDDC17 Lab5**

Högskoleingenjörsutbildning i datateknik, 180 hp

Laboration report - October 4, 2016  
**Artificial Intelligence**  
TDDC17, Linköpings universitet

Assistant:  
Josef Fagerström  
IDA

## Part II

*In the report describe your choices of state and reward functions, and describe in your own words the purpose of the different components in the Q-learning update that you implemented.*

*Try turning off exploration from the start before learning. What tends to happen? Explain why this happens in your report.*

## Part III

*Demonstrate your solution to the lab assistant and hand in a report describing your solutions to part II and III, including the two questions in part II. As it can be difficult and time consuming to get perfect hover behavior we are fairly lenient as long as it can be seen that it is at least trying.*