Q-Learning

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Chapter 1

Introduction

Chapter 2

Background

2.1 Tic-Tac-Toe

Tic-Tac-Toe is a simple two-player game on a 3 by 3 grid. The game originated in ancient Egypt atleast 1300 BC. Players take turns placing X's and O's in the grid with the goal of getting 3 in a row. The game is drawn with perfect play from both sides, but O's have to be precise to garantee a draw.

2.2 Q-Learning

Chapter 3

Tic Tac Toe Q-Learning

Chapter 4

Deep Q-Learning

Chapter 5

Conclusion

Chapter 6

Bibliography