

Social Navigation Using Inverse Reinforcement Learning

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Abstract

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Abrégé

Contributions

Acknowledgements

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Introduction

Part I

You can have parts if you want:

Part 1

2

Chapter 1

Chapters can have sections Part -> Chapter -> Section [[Che07](#)]

Part II

Final Conclusion & Future Work

3

Final Conclusion & Future Work

3.0.1 Final Conclusion

My Conclusions.

List of Publications

Published:

- My Papers

Bibliography

- [Che07] Jenova Chen. Flow in Games (and Everything Else). *ACM Communication*, 50(4):31–34, April 2007.

Acronyms

MOG Multiplayer Online Games
NAT Network Address Translation