The Report

Your report should describe fully the design process for the application, giving specific details of the AI techniques implemented. You should give some general background to AI and its uses in the domain which you have chosen and you should give full rationale for your choice of AI techniques. I.e. why you chose them and why they are suited for your particular application. If comparing two techniques, the report should include the properly tabulated results of testing the two approaches using graphs or other illustrations to make them clear, and explain what differences there were between them. If focusing on a single AI technique, testing should focus on performance of the algorithm, using graphs and other illustrations to explain how effective the approach is. You should also compare the techniques in terms of computational efficiency and ease of coding

Reinforcement Learning

Self-driving car which drives to a destination while avoiding obstacles using unity’s ml-agents.

Unity Machine Learning Agents (ML-Agents) is an open-source Unity plugin that enables games and simulations to serve as environments for training intelligent agents. It provides a variety of training models to choose from such as reinforcement learning, imitation learning, neuro-evolution, curriculum learning and even external custom models. [1]

I started by developing a car that was controllable by a player in the unity environment

References

[1] [unity-ml-agents/docs/Training-ML-Agents.md at master · miyamotok0105/unity-ml-agents · GitHub](https://github.com/miyamotok0105/unity-ml-agents/blob/master/docs/Training-ML-Agents.md)

[Proximal Policy Optimization (openai.com)](https://openai.com/research/openai-baselines-ppo)

[1707.06347.pdf (arxiv.org)](https://arxiv.org/pdf/1707.06347.pdf)

[unity-ml-agents/docs/Training-PPO.md at master · miyamotok0105/unity-ml-agents · GitHub](https://github.com/miyamotok0105/unity-ml-agents/blob/master/docs/Training-PPO.md)

[GitHub - openai/baselines: OpenAI Baselines: high-quality implementations of reinforcement learning algorithms](https://github.com/openai/baselines)