Jordan Choi

I co developed the pipeline of the data being fed into and out of each module. I connected all the modules together to obtain a coherent basic maze runner. As the project progressed, I developed some of the strategies involved in q-learning specifically the distance from goal and jumping commands. I also helped tune hyperparameters to further tune the model. I completed many of the paperwork items such as read me, proposal, progress report, and final report as well as led our team in specific directions on where the project should be at and how we should get to our goals. These directions included how to explicitly test our library and how to measure how well the model was doing as well as many other small items.

Yixuan Li

I helped come up with ideas during the brainstorming phase of the project before we all decided on the final idea. During the beginning of the project, I worked mostly on setting up the environment and figuring out how to configure our maps to work with the q-learning algorithm library. I also helped design some of the maps used for testing. I ran many experimentation tests and fine tuning parameters to get graphs to show our results. I also designed and updated our project website and contributed to the presentation slides.

Joshua Lu

I took part in the brainstorming phase of our project as we decided on our overall plan for the project and the different intricacies that we would explore in terms of our algorithm. Spent a lot of time on research and understanding the way tabular q learning works, as well as reading and debugging code. I also helped configure our q-learning algorithm and epsilon greedy approach to further enhance our algorithm. Took part in the rigorous testing of our different mazes and adjustment of hyperparameters in order to optimize our algorithm and fix whatever bugs we had within our system.