*In your report, mention what you see in the agent’s behavior. Does it eventually make it to the target location?*

**Implementing a basic driving agent.**

When implementing the basic driving agent by initially defining action as:

action = random.choice((None, 'forward', 'left', 'right'))

The agent would sometimes find its destination and occasionally not (within an extended period of time before terminating the program) find its destination. Furthermore, using simple random choices, the agent would not find its destination within the deadline. The action definition was updated as suggested in a number of forum posts:

action = self.next\_waypoint

With this definition, the agent always finds its destination. The agent seems to find the destination within the deadline and almost always with a positive reward at the end of each trial (this is based on observations of 30 trials.)

**Definition of state**

The state is defined as the inputs. The state consists of ‘light’, ‘oncoming’, ‘right’, and ‘left’. These are the necessary inputs for the agent to make a decision on what action to take. Location was not included as the actual location is not relevant to what action to take since the actions are solely governed by what color the light is, whether there is oncoming traffic, and if it is clear to turn left or right. Finally, deadline is not included in state since the deadline is not *necessarily* required for the agent to take an action.

**Implement Q-Learning**

When q-learning was initially implemented, the agent took an extremely long time to reach its destination.

*What changes do you notice in the agent’s behavior?*

*Report what changes you made to your basic implementation of Q-Learning to achieve the final version of the agent. How well does it perform?*

*Does your agent get close to finding an optimal policy, i.e. reach the destination in the minimum possible time, and not incur any penalties?*