Torre Viola

Assignment 4

Problem 1:

1. Chess -

environment: the chess board

agent: the chess “player” being trained

action: moving the chess pieces

observation: the state of the board

rewards: taking the opponent’s pieces, winning the game

1. Dog training -

environment: the world

agent: the dog being trained

action: anything the dog does

observation: what happens when you follow commands

rewards: treats or praise for doing the right thing

1. A computer game -

environment: all the things in the game

agent: the player being trained to play the game

action: any valid move you could do in the game

observation: the output pixels on the screen

rewards: beating the game, getting points, not dying