

Team Name: sdmay21-proj033

Team Members: Karter Krueger, Joshua Kalyanapu, Matthew Phipps, Rithvik Menon, Ryan Howe, Thamir Al Harthy, and Zachary Mass

Report Period: Sept 14-Sept 27

Summary of Progress in this Period

Team members cloned the git repository for the project and began work on configuring the environment for the simulation on their systems. The reinforcement learning group on our team began to research reinforced learning strategies and compiled a presentation of different papers with reward functions that we could potentially use. Finally, the team worked on the initial draft of our design document.

Pending Issues

Team members faced some issues setting up the environment on their own systems, including getting the Unreal Engine and Airsim to function properly with the current project codebase. Our project advisor, Deepak Thomas, is working on setting up a server system that would allow team members to work on an already setup environment remotely rather than each of us setting up our own Ubuntu systems with the development environment.

Plans for Upcoming Reporting Period

Over the upcoming reporting period, the team will continue to research and develop the reinforcement learning model by refining the rewards function. We will additionally work to implement new reward functions and continue the development of a testing environment.
