



# Unity ML-Agents Toolkit

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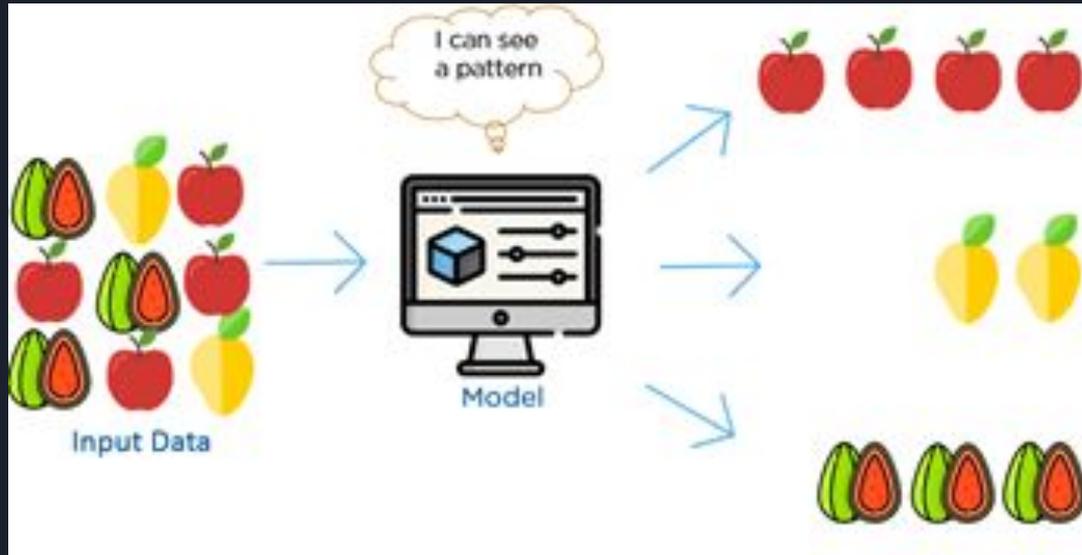
# MACHINE LEARNING

- Branch of AI
- Focuses on learning patterns from data.
- Multiple Learning (UL, SL, RL) and Training Methods

# Learning methods

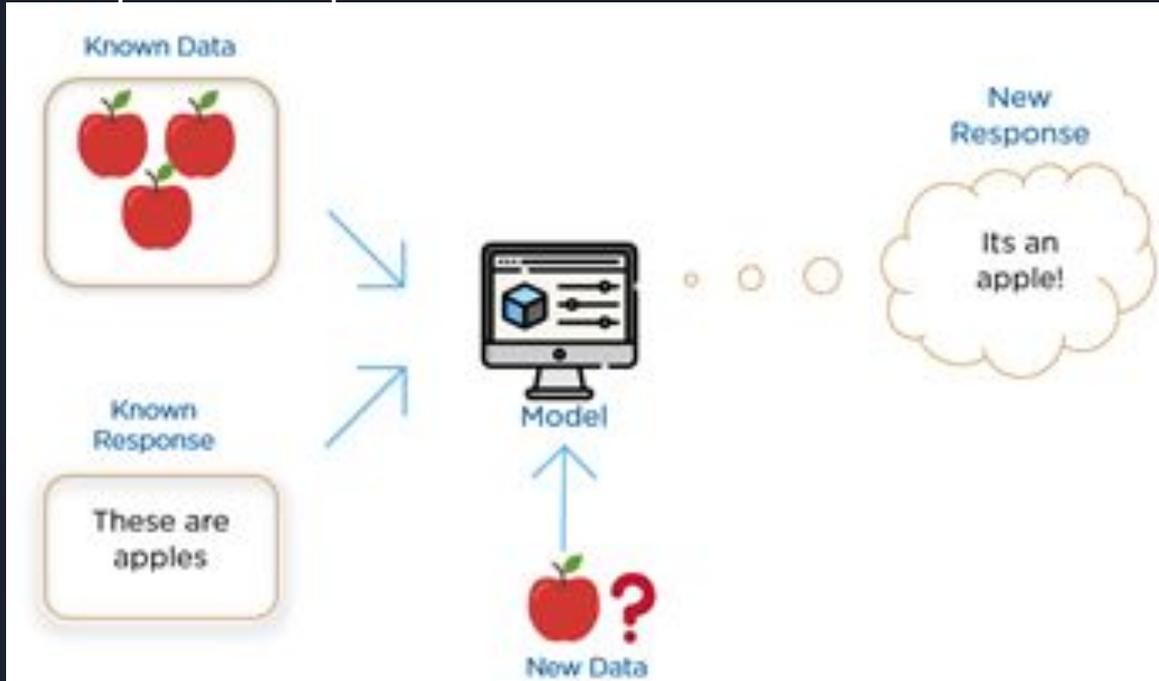
**Unsupervised learning:** -Information that is neither classified nor labeled

-Allows the algorithm to act on that information without guidance

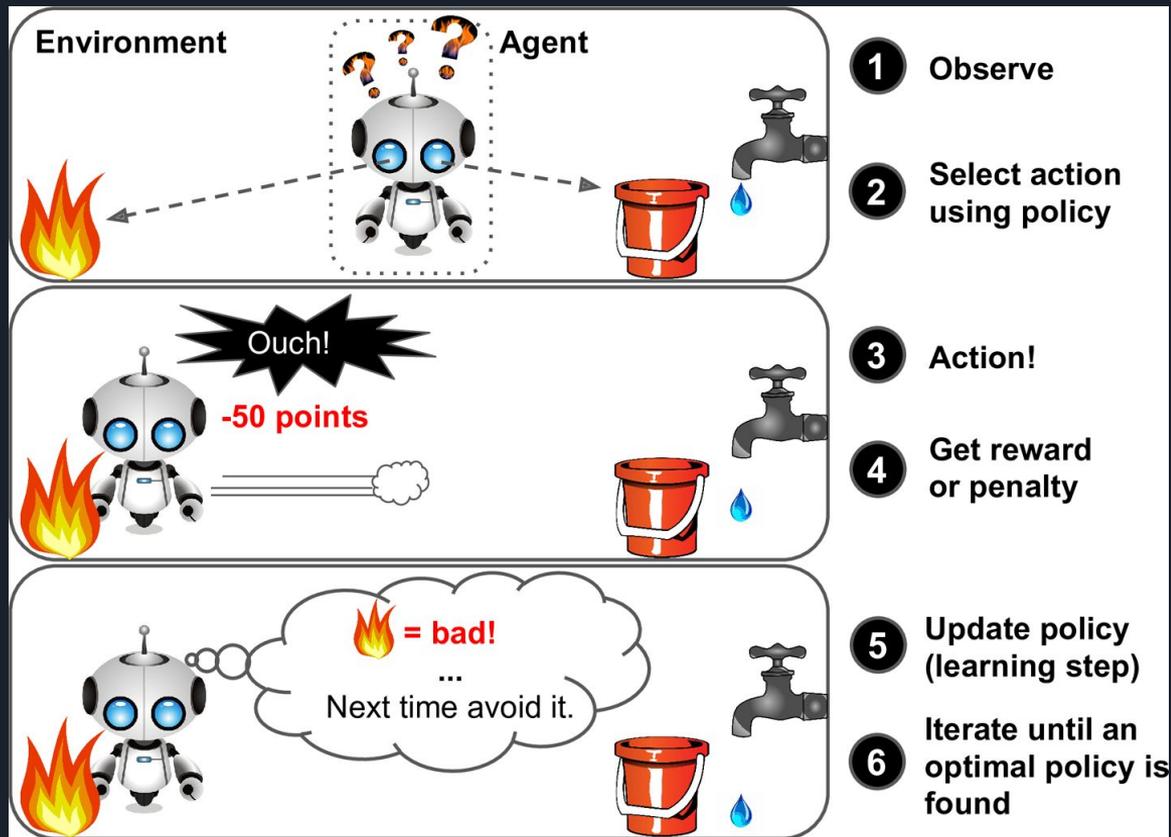


# Supervised learning:

- Both input and desired output data are provided.
- Input and output data are labelled



# Reinforcement learning: Uses a system of reward and punishment.





# TENSORFLOW



- Open Source Software Library
- Performs computations using data flow graphs
- Flexible Architecture
- Originally developed by members of Google Brain and Google's AI organization
- Well supported by other companies



# APPLICATIONS

- DRIVING
- DRONE FLIGHT
- ENVIRONMENT SIMULATIONS
- GENERAL AI TRAINING



# CONCLUSIONS

- Easy to pick up and start using
- Robust open source base in current development