

## qLearn.ipynb:

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        "import gym\n",
        "from random import randint\n",
        "import numpy as np"
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        "env = gym.make(\"MountainCar-v0\")"
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        "def discretizar(valor):\n",
        "    aux = ((valor - env.observation_space.low) / (env.observation_space.high -\n",
        "env.observation_space.low))*20\n",
        "    return tuple(aux.astype(np.int32))"
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        "q_table = np.random.uniform(low = -1, high = 1, size = [20,20,3])"
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    "taza_aprendizaje = 0.1\n",
    "factor_descuento = 0.95\n",
    "episodios = 5000\n",
    "listado_recompensas = []\n",
    "\n",
    "for episodio in range(episodios):\n",
    "    estado = discretizar(env.reset())\n",
    "    final = False\n",
    "    recompensa_total = 0\n",
    "\n",
    "    while not final:\n",
    "\n",
    "        if randint(0,10) > 2:\n",
    "            accion = np.argmax(q_table[estado])\n",
    "        else:\n",
    "            accion = randint(0,2)\n",
    "\n",
    "        nuevo_estado, recompensa, final, info = env.step(accion)\n",
    "        q_table[estado][accion] = q_table[estado][accion] + taza_aprendizaje * (recompensa +\n",
    "factor_descuento * np.max(q_table[discretizar(nuevo_estado)]) - q_table[estado][accion])\n",
    "        estado = discretizar(nuevo_estado)\n",
    "        recompensa_total += recompensa\n",
    "\n",
    "        if (episodio + 1) % 500 == 0:\n",
    "            env.render()\n",
    "\n",
    "    listado_recompensas.append(recompensa_total)\n",
    "    if (episodio + 1) % 100 == 0:\n",
    "        print(f'Episodio {episodio + 1} - Recompensa: {np.mean(listado_recompensas)}')\n",
    "\n",
    "    env.close()\n",
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