

# Lab on Reinforcement Learning

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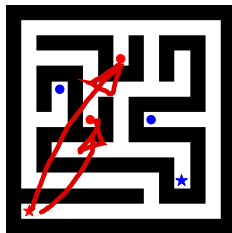
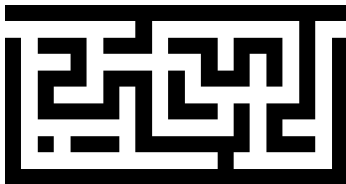
# Objectives

Play with the main concepts and algorithms of RL:

- ▶ Policy iteration, Value iteration
- ▶ SARSA, Q-learning

Python notebooks are available on eCampus.

You can generate random instances of Maze and PacMan.



## Your task

- ▶ Implement Q-learning (slight modification of SARSA)
- ▶ Test other **actions** of your choice (e.g., teleportation)

