

## Hw2 GridWorld 309833027

### 1. value of random movement

```
(([ 3.3, 8.8, 4.4, 5.3, 1.5],  
 [ 1.5, 3. , 2.3, 1.9, 0.5],  
 [ 0.1, 0.7, 0.7, 0.4, -0.4],  
 [-1. , -0.4, -0.4, -0.6, -1.2],  
 [-1.9, -1.3, -1.2, -1.4, -2. ]))
```

### 2. rule of my policy

```
all_dirs = [up_grid, down_grid]
```

只允許往上或往下走。

### 3. value of my policy

```
(([-0.3, 9.7, -0.3, 5.2, -0.3],  
 [-0.1, 2.3, -0.1, 1.2, -0.1],  
 [-0. , 0.5, -0. , 0.3, -0. ],  
 [-0.1, 0.1, -0.1, -0. , -0.1],  
 [-0.3, -0.3, -0.3, -0.3, -0.3]))
```