

### Reinforcement learning introduction

Graded Quiz • 30 min

**Due** Feb 12, 11:59 PM EET

## ■ Item Navigation Congratulations! You passed!

**Grade received 100%** 

the robot would be its \_\_\_\_\_.

## Reinforcementalearning introduction

Quiz • 30 Topass 80% or higher

# Go to next item Submit your assignment

**Due** Feb 12, 11:59 PM EET

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<b>②</b>	Receive grade
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**To Pass** 80% or higher reward

Your grade return

state

#### **View Feedback**

We keep wir fightest score Great!

2. 1/1 point

You are controlling a Mars rover. You will be very very happy if it gets to state 1 (significant scientific discovery), slightly happy if it gets to state 2 (small scientific discovery), and unhappy if it gets to state 3 (rover is permanently damaged). To reflect this, choose a reward function so that:

