

Dear Group 24,

Your code is nicely commented, sometimes we felt that more telling variable names could help to understand the code better.

At some points the code seems repetitive, you could probably shorten it if you e.g. declare the moves or current position in the gridworld as class variables. Also in the sarasav2 file you use the same few lines of code (48-54) at least three times, this could be put into an own function.

We also like the visualization, although the terminal gets a bit full over the time, maybe reducing the prints a bit, or only use them every x-th episode might help.

We let the algorithm run for some time, but it didn't terminate, did it behave the same when you testes it? Maybe you could include a break after X episodes or steps, for the case that the terminal state is not reached.

Best,

Group 20