



```
In [1]: # install required system dependencies
!apt-get install -y xvfb x11-utils
!apt-get install x11-utils > /dev/null 2>&1
!pip install PyVirtualDisplay==2.0.* \
    PyOpenGL==3.1.* \
    PyOpenGL-accelerate==3.1.* \
    gym[box2d]==0.17.*
!pip install pygame
```

Reading package lists... Done

Building dependency tree

Reading state information... Done

The following additional packages will be installed:

libxxf86dga1

Suggested packages:

mesa-utils

The following NEW packages will be installed:

libxxf86dga1 x11-utils xvfb

0 upgraded, 3 newly installed, 0 to remove and 30 not upgraded.

Need to get 993 kB of archives.

After this operation, 2,981 kB of additional disk space will be used.

Get:1 <http://archive.ubuntu.com/ubuntu> (<http://archive.ubuntu.com/ubuntu>) bio  
nic/main amd64 libxxf86dga1 amd64 2:1.1.4-1 [13.7 kB]

Get:2 <http://archive.ubuntu.com/ubuntu> (<http://archive.ubuntu.com/ubuntu>) bio  
nic/main amd64 x11-utils amd64 7.7+3build1 [196 kB]

Get:3 <http://archive.ubuntu.com/ubuntu> (<http://archive.ubuntu.com/ubuntu>) bio  
nic-updates/universe amd64 xvfb amd64 2:1.19.6-1ubuntu4.8 [784 kB]

Fetched 993 kB in 0s (8,110 kB/s)

Selecting previously unselected package libxxf86dga1:amd64.

(Reading database ... 160980 files and directories currently installed.)

Preparing to unpack .../libxxf86dga1\_2%3a1.1.4-1\_amd64.deb ...

Unpacking libxxf86dga1:amd64 (2:1.1.4-1) ...

Selecting previously unselected package x11-utils.

Preparing to unpack .../x11-utils\_7.7+3build1\_amd64.deb ...

Unpacking x11-utils (7.7+3build1) ...

Selecting previously unselected package xvfb.

Preparing to unpack .../xvfb\_2%3a1.19.6-1ubuntu4.8\_amd64.deb ...

Unpacking xvfb (2:1.19.6-1ubuntu4.8) ...

Setting up xvfb (2:1.19.6-1ubuntu4.8) ...

Setting up libxxf86dga1:amd64 (2:1.1.4-1) ...

Setting up x11-utils (7.7+3build1) ...

Processing triggers for man-db (2.8.3-2ubuntu0.1) ...

Processing triggers for libc-bin (2.27-3ubuntu1.2) ...

/sbin/ldconfig.real: /usr/local/lib/python3.7/dist-packages/ideep4py/lib/libm  
kldnn.so.0 is not a symbolic link

Collecting PyVirtualDisplay==2.0.\*

Downloading <https://files.pythonhosted.org/packages/ad/05/6568620fed440941b704664b9cfe5f836ad699ac7694745e7787fbdc8063/PyVirtualDisplay-2.0-py2.py3-none-any.whl> (<https://files.pythonhosted.org/packages/ad/05/6568620fed440941b704664b9cfe5f836ad699ac7694745e7787fbdc8063/PyVirtualDisplay-2.0-py2.py3-none-any.whl>)

Requirement already satisfied: PyOpenGL==3.1.\* in /usr/local/lib/python3.7/dist-packages (3.1.5)

Collecting PyOpenGL-accelerate==3.1.\*

Downloading <https://files.pythonhosted.org/packages/a2/3c/f42a62b7784c04b20>

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f8b88d6c8ad04f4f20b0767b721102418aad94d8389/PyOpenGL-accelerate-3.1.5.tar.gz
(https://files.pythonhosted.org/packages/a2/3c/f42a62b7784c04b20f8b88d6c8ad0
4f4f20b0767b721102418aad94d8389/PyOpenGL-accelerate-3.1.5.tar.gz) (538kB)
|████████████████████████████████████████████████████████████████████████████████| 542kB 14.4MB/s
Requirement already satisfied: gym[box2d]==0.17.* in /usr/local/lib/python3.
7/dist-packages (0.17.3)
Collecting EasyProcess
  Downloading https://files.pythonhosted.org/packages/48/3c/75573613641c90c6d
094059ac28adb748560d99bd27ee6f80cce398f404e/EasyProcess-0.3-py2.py3-none-any.
whl (https://files.pythonhosted.org/packages/48/3c/75573613641c90c6d094059ac2
8adb748560d99bd27ee6f80cce398f404e/EasyProcess-0.3-py2.py3-none-any.whl)
Requirement already satisfied: cloudpickle<1.7.0,>=1.2.0 in /usr/local/lib/py
thon3.7/dist-packages (from gym[box2d]==0.17.*) (1.3.0)
Requirement already satisfied: scipy in /usr/local/lib/python3.7/dist-package
s (from gym[box2d]==0.17.*) (1.4.1)
Requirement already satisfied: pygame<=1.5.0,>=1.4.0 in /usr/local/lib/python
3.7/dist-packages (from gym[box2d]==0.17.*) (1.5.0)
Requirement already satisfied: numpy>=1.10.4 in /usr/local/lib/python3.7/dist
-packages (from gym[box2d]==0.17.*) (1.19.5)
Collecting box2d-py~=2.3.5; extra == "box2d"
  Downloading https://files.pythonhosted.org/packages/87/34/da5393985c3ff9a76
351df6127c275dcb5749ae0abbe8d5210f06d97405d/box2d_py-2.3.8-cp37-cp37m-manylin
ux1_x86_64.whl (https://files.pythonhosted.org/packages/87/34/da5393985c3ff9a
76351df6127c275dcb5749ae0abbe8d5210f06d97405d/box2d_py-2.3.8-cp37-cp37m-manyl
inux1_x86_64.whl) (448kB)
|████████████████████████████████████████████████████████████████████████████████| 450kB 35.1MB/s
Requirement already satisfied: future in /usr/local/lib/python3.7/dist-packag
es (from pygame<=1.5.0,>=1.4.0->gym[box2d]==0.17.*) (0.16.0)
Building wheels for collected packages: PyOpenGL-accelerate
  Building wheel for PyOpenGL-accelerate (setup.py) ... done
  Created wheel for PyOpenGL-accelerate: filename=PyOpenGL_accelerate-3.1.5-c
p37-cp37m-linux_x86_64.whl size=1599120 sha256=e42d1a5d3434c83cc1dd8e4e218fe8
b45faad8360d6776a24e5769b41c1ceefb
  Stored in directory: /root/.cache/pip/wheels/bd/21/77/99670ceca25fddb3c2b60
a7ae44644b8253d1006e8ec417bcc
Successfully built PyOpenGL-accelerate
Installing collected packages: EasyProcess, PyVirtualDisplay, PyOpenGL-accele
rate, box2d-py
Successfully installed EasyProcess-0.3 PyOpenGL-accelerate-3.1.5 PyVirtualDis
play-2.0 box2d-py-2.3.8
Requirement already satisfied: pygame in /usr/local/lib/python3.7/dist-packag
es (1.5.0)
Requirement already satisfied: future in /usr/local/lib/python3.7/dist-packag
es (from pygame) (0.16.0)
```

```
In [2]: import gym
import numpy as np
import base64
import io
import IPython
import random
```

```

In [89]: import gym
from gym import spaces
import random
import numpy as np

class CustomTaxiEnv(gym.Env):

    def __init__(self):
        self.action_space = gym.spaces.Discrete(6) #Representing 0-5
        self.observation_space = gym.spaces.Discrete(4)  #(taxi_row, taxi_col, passenger)
        initial_state = np.array([2,3,2,0])
        reward = 0
        done = False
        print(initial_state)
        pickup = False

    def step(self, action):
        state = initial_state
        if action == 0:
            reward -= 1
        elif action == 1:
            reward -= 1
        elif action == 2:
            reward -= 1
        elif action == 3:
            reward -= 1
        elif action == 4:
            if initial_state[2] == state:
                pickup = True
                reward -= 1
            else:
                reward -= 10 #Illegal Pickup
        elif action == 5:
            if(pickup == True):
                reward += 20 #Goal Achieved
                return state, reward, done, info
            done = True
        else:
            reward -= 10 #Illegal drop
        info = {}
        return state, done, info

    def reset(self):
        state = 0

        return state

```

```

In [90]: env = CustomTaxiEnv()

```

```

[2 3 2 0]

```

Policy Formulation

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In [91]: streets = CustomTaxiEnv()
```

```
[2 3 2 0]
```

```
In [94]: import numpy as np

q_table = np.zeros([streets.observation_space.n, streets.action_space.n])
learning_rate = 0.1
discount_factor = 0.6
exploration = 0.1
epochs = 10000

for taxi_run in range(epochs):
    state = streets.reset()
    done = False

    while not done:
        random_value = random.uniform(0, 1)
        if (random_value < exploration):
            action = streets.action_space.sample() # Explore a random action
        else:
            action = np.argmax(q_table[state]) # Use the action with the highest

        next_state, reward, done = streets.step(action)

        prev_q = q_table[state, action]
        next_max_q = np.max(q_table[next_state])
        new_q = (1 - learning_rate) * prev_q + learning_rate * (reward + discount
        q_table[state, action] = new_q

    state = next_state
```

```
In [ ]: from IPython.display import clear_output
        from time import sleep
        lengths=[]
        for tripnum in range(1, 11):
            state = streets.reset()

            done = False
            trip_length = 0

            while not done and trip_length < 25:
                action = np.argmax(q_table[state])
                next_state, reward, done, info = streets.step(action)
                clear_output(wait=True)
                print("Trip number " + str(tripnum) + " Step " + str(trip_length))
                print(streets.render(mode='ansi'))
                sleep(.2)
                state = next_state
                trip_length += 1
            lengths.append(trip_length)

            sleep(.2)
        avg_len=sum(lengths)/10
        print(avg_len)
```