The Assignment defines a class QTable which is used to implement Q-learning, a form of reinforcement learning. The QTable is designed to interact with an environment (env) which is passed as a parameter when an instance of the class is created. This environment defines the grid space through x_size and y_size, and the types of states in each grid cell ('+-' or spaces). The QTable itself is initialised as a dictionary that maps each possible combination of position (x, y) and action to a Q-value, which represents the expected utility of performing a given action from a given state. Only valid grid positions (not blocked or obstacles) are initialised to a Q-value of 0.0. The class methods include functions to get or set the Q-values for specific states and actions, retrieve a row of Q-values for a given state, and perform a learning episode where the agent updates Q-values based on the rewards received and the estimated future rewards.

The learning process in QTable is driven by the methods learn_episode and learn. In learn_episode, the method performs a single episode of Q-learning starting from a random state. It continues to choose actions randomly from legal actions available until it reaches a terminal state or runs out of legal actions. For each action taken, it updates the Q-value based on the reward received and the maximum future Q-value, using the learning rate (alpha) and discount factor (gamma). This update formula adjusts the old Q-value towards a new value that accounts for the immediate reward and the discounted maximum future rewards. The learn method simply runs multiple learning episodes (episodes times), thus allowing the agent to gradually improve its policy by learning from the outcomes of its actions. The class also includes a __str__ method to return a formatted string representation of the Q-table, which can be useful for debugging and visualisation purposes.

(base) UP	surendr	apothuri	@SURENDR	As-MacBo	ok-Pro C	ode % sh run.sh learn
2.02 1.70 1.44 1.20		 0.49 0.57		4.25 5.38 	3.83 5.60 	
RIGHT 2.45 0.79	2.96 0.67	3.66 0.55	4.64 0.42	4.42 6.32 8.01 0.31	2.00 -9.82 9.58 0.26	
DOWN 1.64 1.37 1.21 0.95	 	 0.59 0.68	 	5.72 6.66 	5.60 8.05 	-9.66
LEFT	2.03 0.97	2.28 0.81	2.64 0.67	3.14 0.54	3.91 4.07 6.29 0.40	3.12 0.32