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In [6]:
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from cartpole import CartPoleEnv
import numpy as np
import random
env = CartPoleEnv()
env.reset()
def discretize(val,bounds,n_states):
    discrete val = 0
    if val <= bounds[0]:</pre>
       discrete val = 0
    elif val >= bounds[1]:
       discrete val = n states-1
    else:
       discrete_val = int(round((n_states-1)*((val-bounds[0])/(bounds[1]-bounds[0]))))
    return discrete_val
def discretize state(vals, s bounds, n s):
    discrete vals = []
    for i in range(len(n s)):
       discrete vals.append(discretize(vals[i], s bounds[i], n s[i]))
    return np.array(discrete vals, dtype=np.int)
def epsilon greedy action(env, Q, state, epsilon=0.3):
    n = random.uniform(0, 1)
    if n<= epsilon:</pre>
       return np.random.randint(env.action space.n)
    else:
       return np.argmax(Q[tuple(state)])
```

## In [11]:

```
def SARSA Q(env, episodes=1000, gamma=0.91, alpha=0.1):
   n s = np.array([7, 7, 7, 7])
   n_a = env.action_space.n
   Q = np.zeros(np.append(n s, n a))
    # tablica zwierająca granice przedziałów
    s bounds = np.array(list(zip(env.observation space.low, env.observation space.high)))
    s_bounds[1] = (-1.0, 1.0)
    s_{bounds[3]} = (-1.0, 1.0)
    # konieczna konwersja typu
    s_bounds = np.dtype('float64').type(s_bounds)
    for i in range(episodes):
       finished = False
       obs = env.reset()
       S = discretize state(obs, s bounds, n s)
       A = epsilon greedy action(env, Q, S)
        #print("===
        while not finished:
            obs, R, finished, info = env.step(A)
            next S = discretize state(obs,s bounds,n s)
            next_A = epsilon_greedy_action(env, Q, next_S)
            indices = tuple(np.append(S,A))
            next indices = tuple(np.append(next S,next A))
            #print(indices)
            Q[indices] += alpha * (R + gamma * Q[next indices] - Q[indices])
            #print("S:{0} A:{1}".format(S,A))
            #print("Sn:{0} An:{1}".format(next S,next A))
            #print("Ns: ",n s)
```