

In this notebook two environments are used: Cartpole and Reacher. The cartpole environment is taken from OpenAl's Gym library. The reacher environment is custom made (and defined in reacher.py) but utilizes the Gym API.

Steps to submit an assignment:

Quizzes

Quiz 1

Quiz 6

Exercise 1 answers

Exercise 3 answers

1- Login to jupyter.cs.aalto.fi

In this exercise we will take a first look at a reinforcement learning environment, its components and modify the reward function of a simple agent.

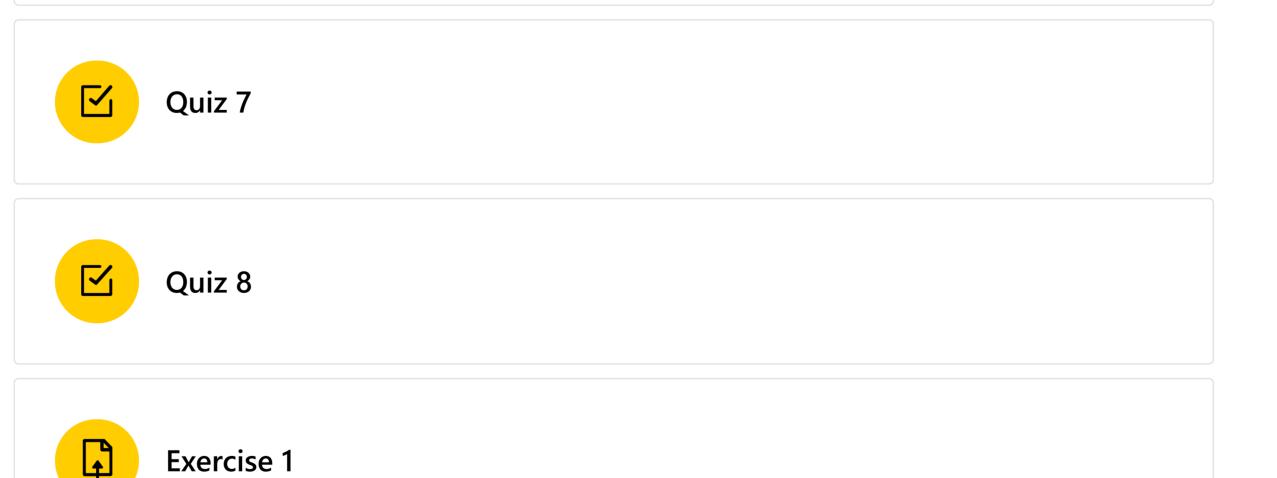
> Make sure you have completed the assignment notebook with all questions answered and missing codes implemented

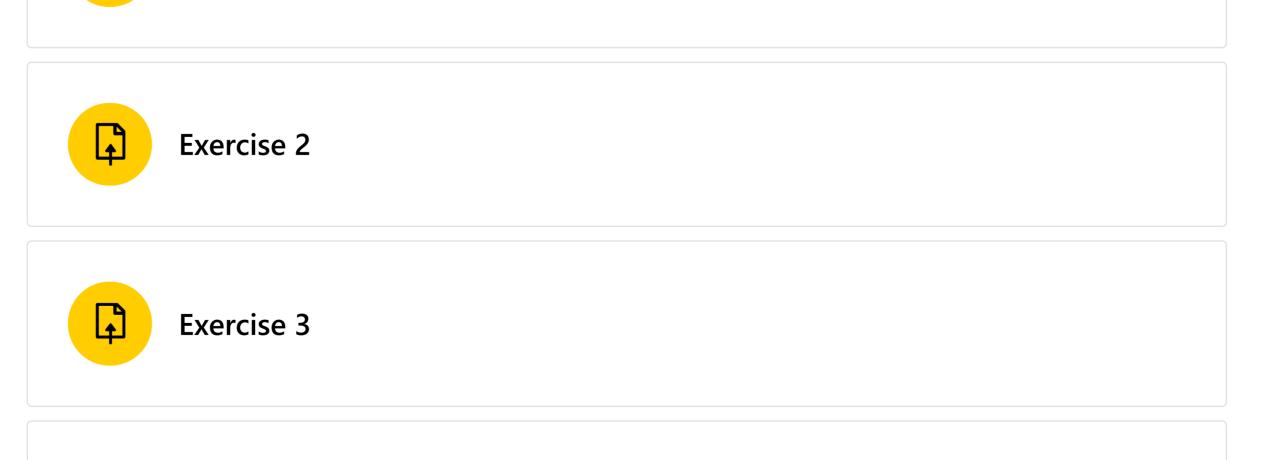
3- Click on 'Nbgrader Tab' on top of your screen, then click on **Assignment List** option

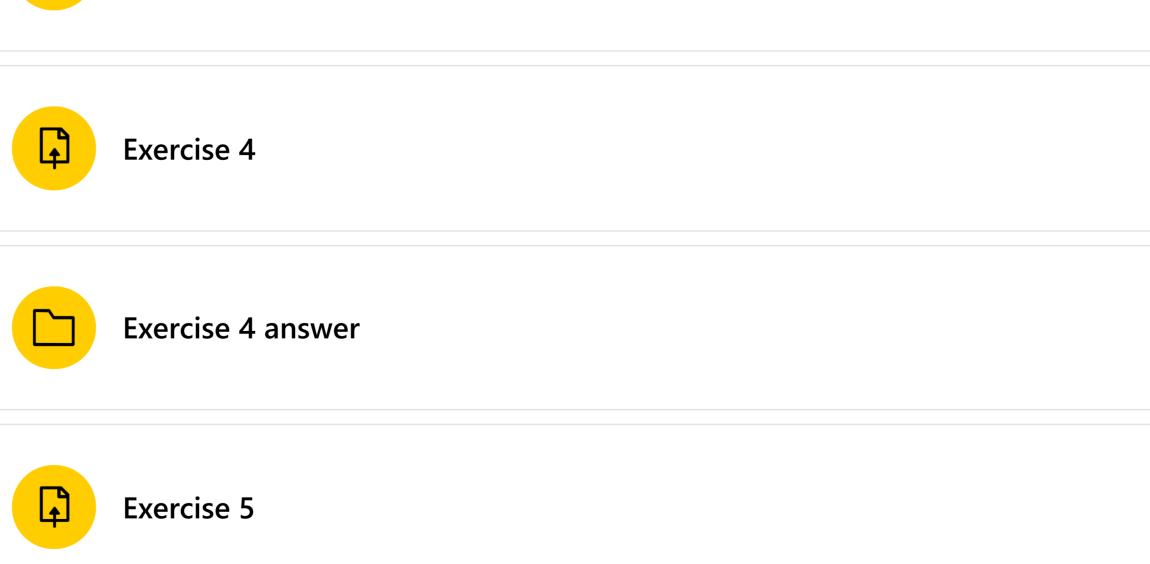
4- Now in the new opened window, find the name of the assignment and click on the **Submit Button**

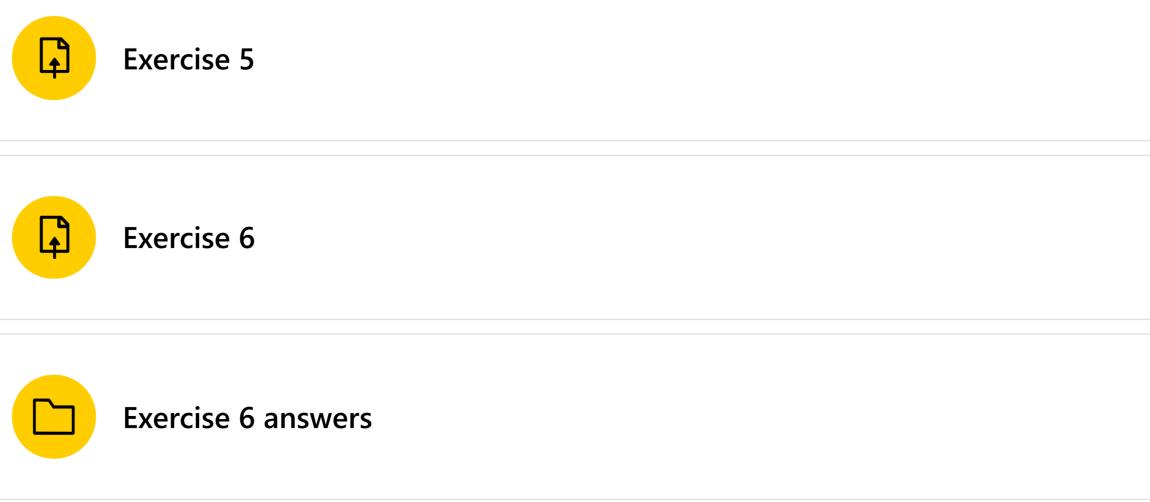
2- Select the Reinforcement Learning course from the available Servers

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Quiz 2
Quiz 3
Quiz 4
Quiz 5
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Nguyen Binh (Log out)

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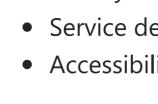


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