Cliff Walking

# Environment:

This is a simple implementation of the Gridworld Cliff reinforcement learning task. Adapted from Example 6.6 (page 106) from Reinforcement Learning: An Introduction by Sutton and Barto: <http://incompleteideas.net/book/bookdraft2018jan1.pdf>

With inspiration from:

https://github.com/dennybritz/reinforcement-learning/blob/master/lib/envs/cliff\_walking.py

* The board is a 4x12 matrix, with (using NumPy matrix indexing):
  + [3, 0] as the start at bottom-left
  + [3, 11] as the goal at bottom-right
  + [3, 1..10] as the cliff at bottom-center
* Each time step incurs -1 reward, and stepping into the cliff incurs -100 reward and a reset to the start. An episode terminates when the agent reaches the goal.

Source code for environment:

<https://github.com/openai/gym/blob/master/gym/envs/toy_text/cliffwalking.py>