Exercise 2: Policy & Value Iteration

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1 Policy Iteration

- See according code file **policy_iteration.py**

2 Value Iteration

a)

- See according code file **value_iteration.py**

b)

- **Policy Iteration:**

- **Value Iteration:**

3 Experiences

- **Hendrik**
    - Invested time:
        * Lecture 3: 3h
        * Exercise : 20h
    - understanding issues with the unittest structure of the python environment
    - I had trouble with comprehending why the expected policy always had only one possible action per state. In my understanding there should be at least in the corner states of the gridworld, where the agent's distance to one target state is equivalent be more than one viable action