HW3 V2 FAQ 2

Please see answers to FAQ below. Anything in quotes comes from the HW3 V2 description.

- My code only seems to work if I switch **turn_left()** and **turn_right()** in the given simulation code.
    - **Check that your representation of the grid world is the same as ours.**

0,0	1,0	2,0	3,0	4,0
0,1	1,1	2,1	3,1	4,1
0,2	1,2	2,2	3,2	4,2
0,3	1,3	2,3	3,3	4,3
0,4	1,4	2,4	3,4	4,4

In this grid, moving up one square would be **+(0,-1)** to your current position.

turn_left((0,-1)) = (-1,0)
turn_right((0,-1)) = (1,0)

If your representation is different, you are responsible for making it work.

- I'm getting 96 instead of 95 on input0.txt. Is the answer 96?
    - **The correct answer to input0.txt is 95.** Double check how you are implementing the simulation and grid value representations.
- What if our starting position is surrounded by obstacles?
    - This will not happen.
- What if there is more than one obstacle in a single cell?
    - This will not happen.
- What if the start/end location has an obstacle in its cell?
    - This will not happen.
- Can you help me with my Python code? / I'm lost and don't know how to program this.
    - We will be running a help desk tomorrow. Please see DEN for further details.
- Can ties occur and how should we handle them?
    - Please refer to the HW3 V2 document "Helpful Hints" on how to handle ties.
- Can we have a Skype/Hangout/CU-SeeMe session in a few hours?
    - For best efficiency, please give us a brief outline of what you'd like to talk to us about. If you email the class mailing list we can try to arrange a time to Skype. We are willing to do so outside of our regular office hours to the best of our availability.

- Are the input files using the x and y coordinates correctly?
    - Yes, input files are using x and y coordinates according to the grid given above. Internal representations of this may vary depending on what data structures you use.
- Which approach should I follow? / I have these two approaches in mind, what are the tradeoffs?
    - It is up to you to decide which approach is best and evaluate tradeoffs.
- Is crashing or hitting an obstacle a terminal state?
    - No, it is not a terminal state.
- Can you provide a detailed walkthrough of how you get a value of 95 for input0.txt?
    - We have provided our policy and the moves taken for each of the 10 simulations for input0.txt.
- What is the value of the start state?
    - That is up to you and your implementation. All we have specified is that making a move is what results in the -$1 gas cost. How to best represent that is part of the problem.