

<u>Course</u> > <u>The Rei</u>... > <u>Lab</u> > CliffWa...

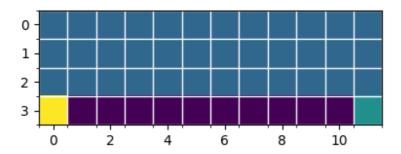
## **CliffWalkingEnv Transition Table**

Lab Instructions

Let's revisit the CliffWalkingEnv environment. Go to the **lib\envs** folder and open the cliff\_walking.py file.

By now you should be quite familiar with this environment, its different states, and how the reward structure is implemented.

Consider the following state in this environment:

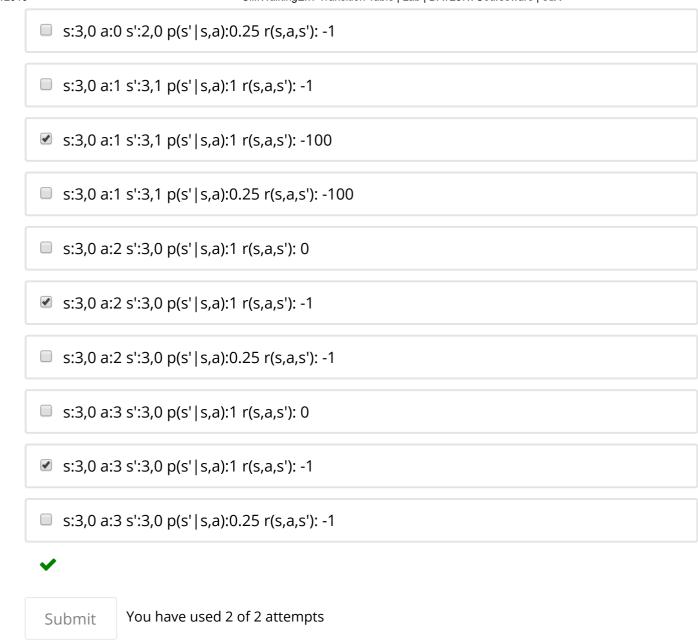


## Lab Question

1/1 point (graded)

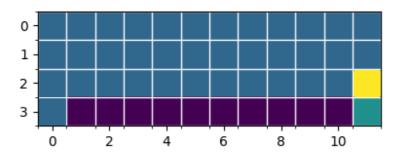
Which four of the following represent transition probabilities and expected rewards?

- s:3,0 a:0 s':2,0 p(s'|s,a):1 r(s,a,s'): -1
- s:3,0 a:0 s':2,0 p(s'|s,a):1 r(s,a,s'): -100



✓ Correct (1/1 point)

Now consider the following state in this environment:

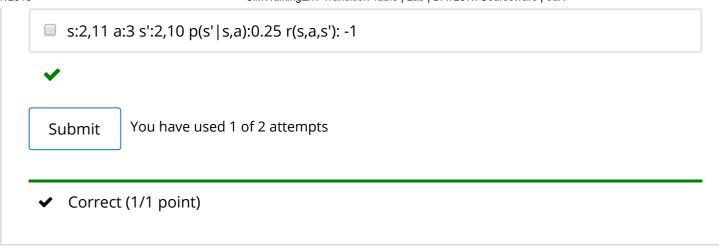


## Checkboxes

1/1 point (graded)

Which four of the following represent transition probabilities and expected rewards?

- s:2,11 a:0 s':1,11 p(s'|s,a):1 r(s,a,s'): 0
- ✓ s:2,11 a:0 s':1,11 p(s'|s,a):1 r(s,a,s'): -1
- s:2,11 a:0 s':1,11 p(s'|s,a):0.25 r(s,a,s'): -1
- s:2,11 a:1 s':2,11 p(s'|s,a):1 r(s,a,s'): 0
- ✓ s:2,11 a:1 s':2,11 p(s'|s,a):1 r(s,a,s'): -1
- s:2,11 a:1 s':2,11 p(s'|s,a):0.25 r(s,a,s'): -1
- s:2,11 a:2 s':2,10 p(s'|s,a):1 r(s,a,s'): -1
- s:2,11 a:2 s':3,11 p(s'|s,a):1 r(s,a,s'): -1
- s:2,11 a:2 s':3,11 p(s'|s,a):0.25 r(s,a,s'): -1
- s:2,11 a:3 s':2,10 p(s'|s,a):1 r(s,a,s'): -1
- s:2,11 a:3 s':3,11 p(s'|s,a):1 r(s,a,s'): -1



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