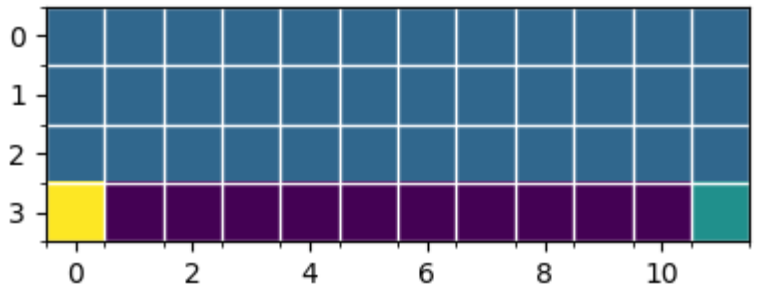
CliffWalkingEnv Transition Table

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

1.0/1.0 point (graded)

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

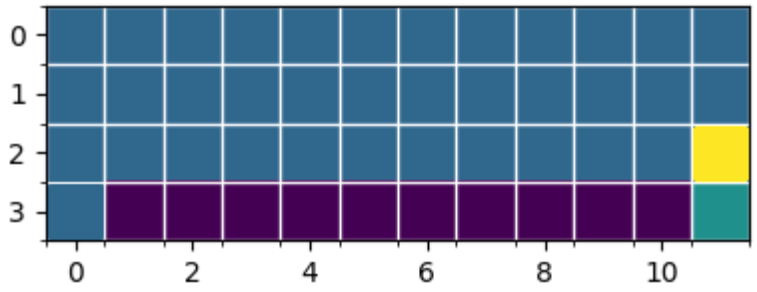
- [x] s:3,0 a:0 s':2,0 p(s'|s,a):1 r(s,a,s'): -1
- [ ] s:3,0 a:0 s':2,0 p(s'|s,a):1 r(s,a,s'): -100
- [ ] s:3,0 a:0 s':2,0 p(s'|s,a):0.25 r(s,a,s'): -1

- [ ] s:3,0 a:1 s':3,1 p(s'|s,a):1 r(s,a,s'): -1
- [x] s:3,0 a:1 s':3,1 p(s'|s,a):1 r(s,a,s'): -100
- [ ] s:3,0 a:1 s':3,1 p(s'|s,a):0.25 r(s,a,s'): -100
- [ ] s:3,0 a:2 s':3,0 p(s'|s,a):1 r(s,a,s'): 0
- [x] s:3,0 a:2 s':3,0 p(s'|s,a):1 r(s,a,s'): -1
- [ ] s:3,0 a:2 s':3,0 p(s'|s,a):0.25 r(s,a,s'): -1
- [ ] s:3,0 a:3 s':3,0 p(s'|s,a):1 r(s,a,s'): 0
- [x] s:3,0 a:3 s':3,0 p(s'|s,a):1 r(s,a,s'): -1
- [ ] s:3,0 a:3 s':3,0 p(s'|s,a):0.25 r(s,a,s'): -1

✔

Submit You have used 1 of 2 attempts

Now consider the following state in this environment:



Checkboxes

1.0/1.0 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
- [x] 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
- [x] 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
- [x] 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
- [x] 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
- [ ] s:2,11 a:3 s':2,10 p(s'|s,a):0.25 r(s,a,s'): -1

✔

Submit You have used 1 of 2 attempts

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