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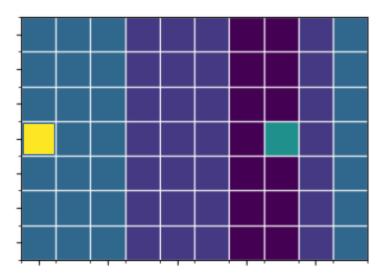
WindyGridworldEnv Transition Table

Lab Instructions

Let's revisit the WindyGridworldEnv environment. Go to the **lib\envs** folder and open the windy_gridworld.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:

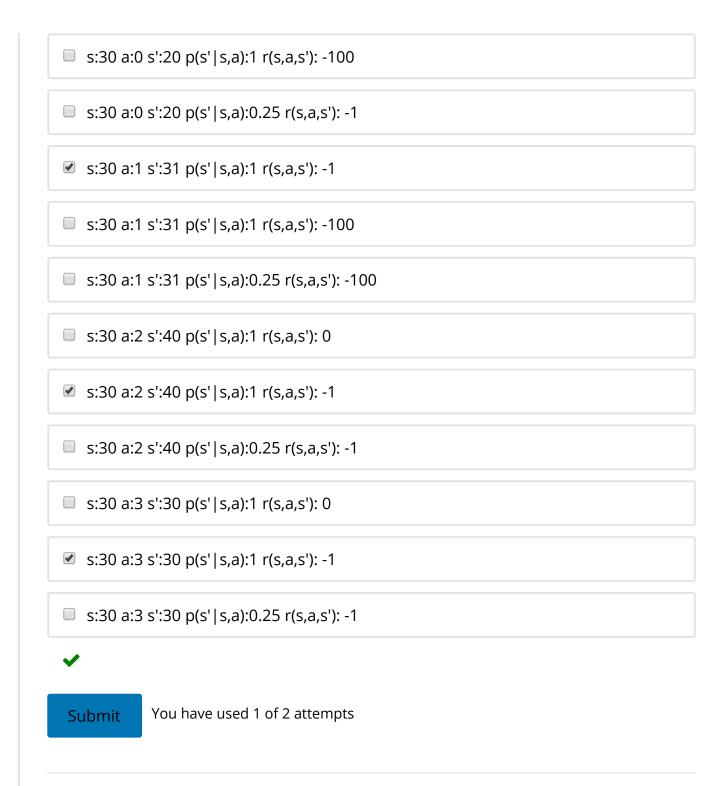


Lab Question

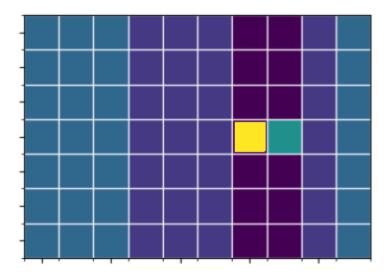
1.0/1.0 point (graded)

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

s:30 a:0 s':20 p(s'|s,a):1 r(s,a,s'): -1



Now 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?

- s:36 a:0 s':16 p(s'|s,a):1 r(s,a,s'): -1
- s:36 a:0 s':26 p(s'|s,a):1 r(s,a,s'): -1
- s:36 a:1 s':17 p(s'|s,a):1 r(s,a,s'): -1
- s:36 a:1 s':27 p(s'|s,a):1 r(s,a,s'): -1
- s:36 a:1 s':37 p(s'|s,a):1 r(s,a,s'): -1
- s:36 a:2 s':16 p(s'|s,a):1 r(s,a,s'): -1
- s:36 a:2 s':26 p(s'|s,a):1 r(s,a,s'): -1
- s:36 a:2 s':46 p(s'|s,a):1 r(s,a,s'): -1
- ✓ s:36 a:3 s':15 p(s'|s,a):1 r(s,a,s'): -1



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