

## Exercise – Reinforcement Learning

Assume the following world and a robot trying to navigate to a goal. The robot cannot step on a tile with fire as it will be destroyed. The robot can move in 4 directions (up, down, left, right). Model the problem (states, actions, rewards) and implement a reinforcement learning algorithm (Q-Learning) in R to navigate through the grid world. Print the Q table after 10 episodes of training.

					
					
					
					
					