# Examples using Policy and Value Functions

(from *Sutton and Barto*)

## Gridworld

The cells of the grid correspond to the states of the environment. At each cell, four actions are possible: ***north***, ***south***, ***east***, and ***west*** which deterministically cause the agent to move one cell in the respective direction on the grid. Actions that would take the agent off the grid leave its position unchanged, but also result in a reward of .

A black background with a black square

Description automatically generated with medium confidence

Figure 1: Gridworld Example

Figure 2: State-value function for Gridworld