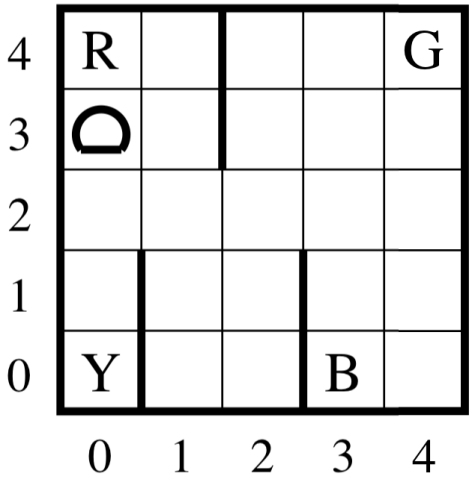

Introduction

For this coding exercise, you will use OpenAI Gym's `Taxi-v2` environment to design an algorithm to teach a taxi agent to navigate a small gridworld. The goal is to adapt all that you've learned in the previous lessons to solve a new environment!

Before proceeding, read the description of the environment in subsection 3.1 of **this paper**.

You can verify that the description in the paper matches the OpenAI Gym environment by peeking at the code **here**.

Answer the quiz questions below to check your understanding of the environment.

QUESTION 1 OF 2

How large is the state space?

- There are 25 possible states, corresponding to each grid in the 5x5 grid world.
- There are 100 possible states, corresponding to each grid in the 5x5 grid world and each of the four possible starting locations.

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QUESTION 2 OF 2

How many actions are available to the agent?

- [ ] There are 4 possible actions, corresponding to moving North, East, South, or West.
- [x] There are 6 possible actions, corresponding to moving North, East, South, or West, picking up the passenger, and dropping off the passenger.
- [ ] There are 4 possible actions, corresponding to increasing or decreasing the speed of the taxi, dropping off the passenger, and picking up the passenger.

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NEXT