



Bookmarks



Bookmark


- ▶ Week 1
- ▶ Week 2
- ▶ Week 3
- ▶ Week 4
- ▶ Week 5
- ▼ Week 6


Lecture 10:
Reinforcement
Learning (edited)

Lecture 10:
Reinforcement
Learning (live)

Lecture 11:
Reinforcement
Learning II (edited)

Lecture 11:
Reinforcement
Learning II (live)

Homework 5:
Reinforcement
Learning
Homework 

**Project 3:
Reinforcement
Learning**
Project 3 

Midterm 1
Preparation

Week 6 > Project 3: Reinforcement Learning > p3_rl_q2_bridge_crossing

Question 2 (1 point): Bridge Crossing Analysis

BridgeGrid is a grid world map with the a low-reward terminal state and a high-reward terminal state separated by a narrow "bridge", on either side of which is a chasm of high negative reward. The agent starts near the low-reward state. With the default discount of 0.9 and the default noise of 0.2, the optimal policy does not cross the bridge. Change only ONE of the discount and noise parameters so that the optimal policy causes the agent to attempt to cross the bridge. Put your answer in `question2()` of `analysis.py`. (Noise refers to how often an agent ends up in an unintended successor state when they perform an action.) The default corresponds to:

```
python gridworld.py -a value -i 100 -g BridgeGrid --discount 0.9 --noise 0.2
```

Grading: We will check that you only changed one of the given parameters, and that with this change, a correct value iteration agent should cross the bridge. To check your answer, run the autograder:

```
python autograder.py -q q2
```

- ▶ Week 7
- ▶ Week 8
- ▶ Week 9
- ▶ Week 10
- ▶ Week 11
- ▶ Week 12
- ▶ Week 13
- ▶ Week 14

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