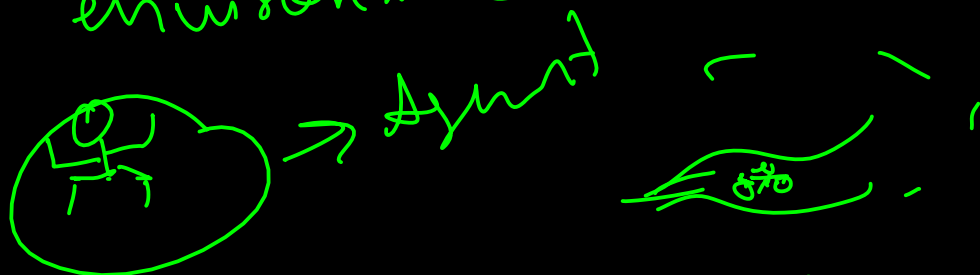


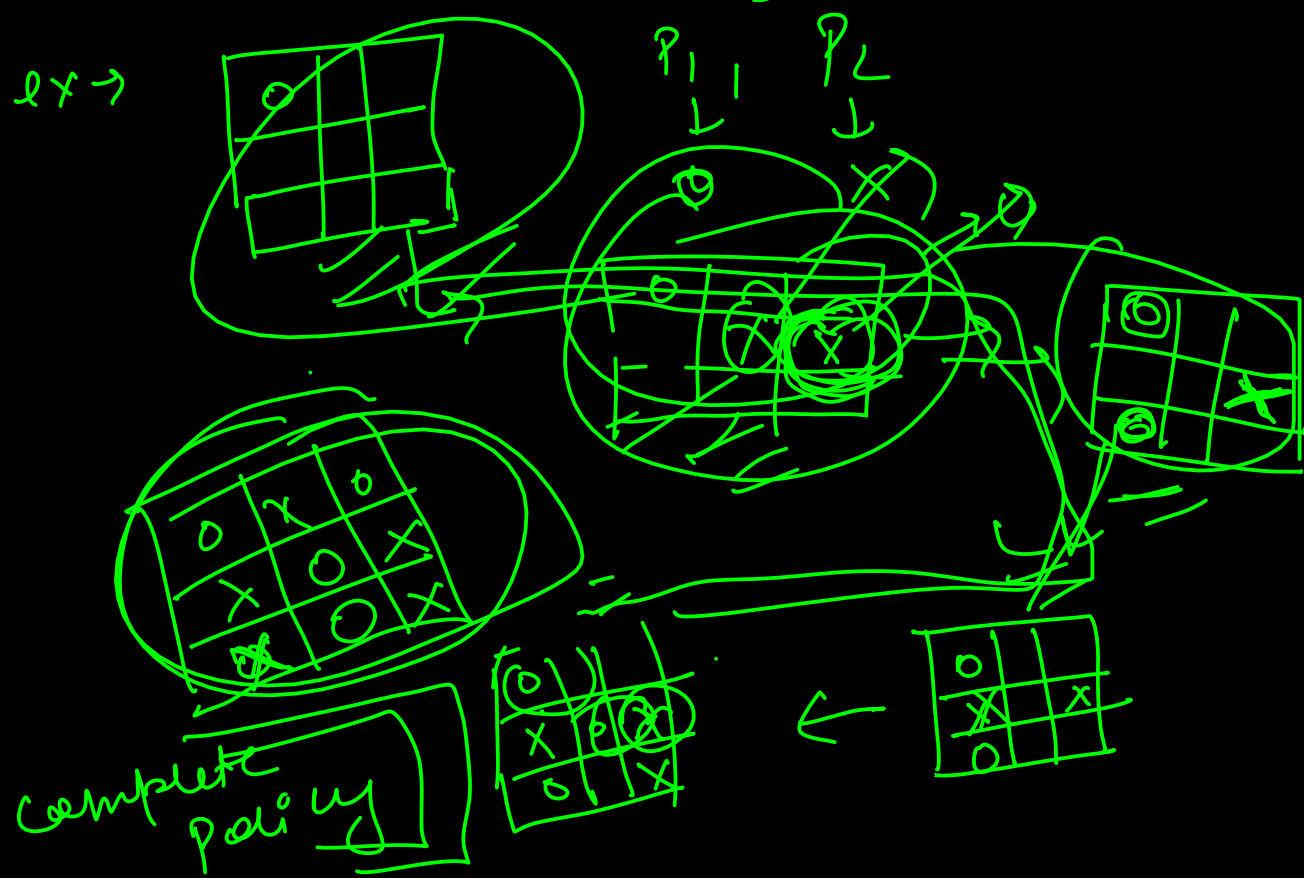
1. Environment  $\rightarrow$  frame of reference.

in which agent  
is interacting.

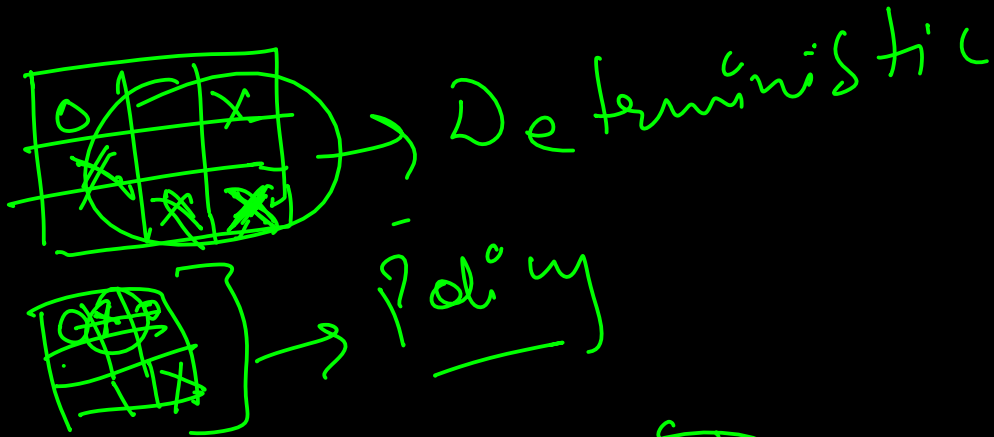
2. Agent  $\rightarrow$  Player, who is interacting with environment



3. Policy  $\rightarrow$  Policy defines that in a particular state what actions are taken by agent.

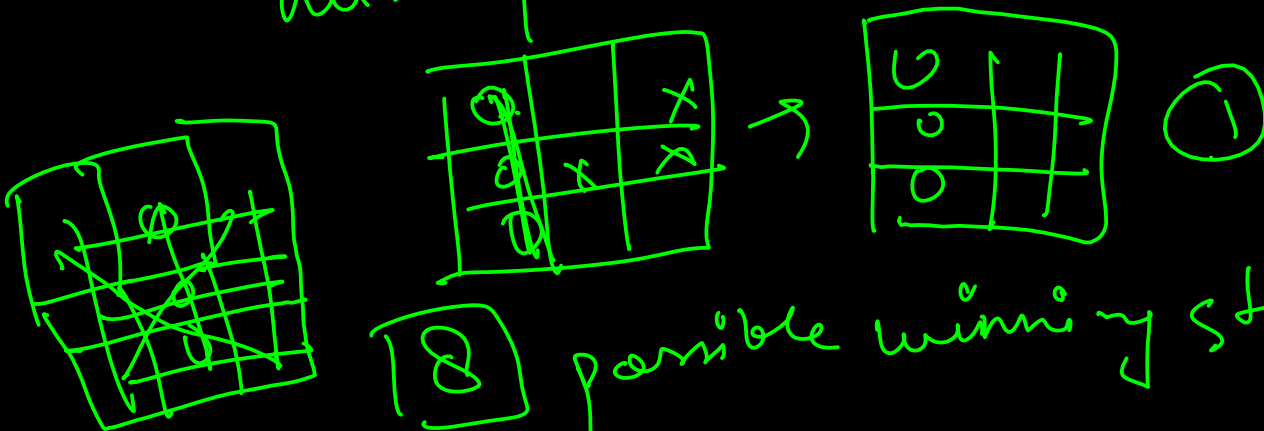


Policy → Deterministic →  
Stochastic



State:

winning states



18 possible winning states.