# P4 – SmartCab Project Write-up

## Identify and update state

State could be defined as the inputs into the agent at this time. An example of this is:

State = {'light': 'green', 'oncoming': None, 'right': None, 'left': None}

We also have an input which is the direction that the Planner is trying to send us. This can be:

Left, right, forward, none

For ease of understanding, the initial state was based on inputs and planner action as per the following example:

State = {‘planner\_action’: ‘Left’, 'light': 'green', 'oncoming': None, 'right': None, 'left': None}

This is going to be turned into a vector, such that for each state and for action possible action, there is a value stored that determines the appropriate reward.