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| Tile name | Tile image | Tile description |
| Rover |  | Position of the lunar rover |
| End |  | Get a big positive reward (+100). It ends the episode |
| Standard |  | Move to the next tile according to the action |
| Frail |  | 50% chance to fall and get a big negative reward (-100). It ends the episode. |
| Fast |  | If it has an absolute speed greater than 0, it has 50% chance to slip one tile too far |
| Crater |  | If a move is made on this tile, the direction is ignored and selected randomly |

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| Problems | Solution |
| Rover does not know if the mineral has already been drilled | Add the information in the observation space |
| Eligibility traces | Reset of the eligibility matrix |
| Eligibilty traces | Balance between discount factor and lambda (if lambda is large (p.ex 0.9), gamma should be small (p. ex. 0.3) |