# **Policy Evaluation in GridWorld**

## **Problem Statement:**

Implement policy evaluation method on GridWorld.

## **Environment**

* This environment possesses two terminal states present at:  
  + Top left corner
  + Bottom right corner  
      
    The 4x4 grid looks as follows:  
    T o o o  
    o x o o  
    o o o o  
    o o o T  
    Where **x** is the position of the agent and **T** are the two terminal states.
* The allowed actions are as follows:
  + UP = 0
  + RIGHT = 1
  + DOWN = 2
  + LEFT = 3

Note: The agent will move back to current states if it performs an action that leads it to go off the edge.

* Rewards:  
  The agent is granted a reward of -1 at each step until it reaches a terminal state.

### **Dependencies:**

### Discrete: <https://drive.google.com/file/d/1aLV-ln3qZgDQbbGZVDQaez4buV9EhdwJ/view?usp=sharing>

### Gridworld: <https://drive.google.com/file/d/1MdOVjmYzSR4Gg1AX3AnwnpXqCMfMPcax/view?usp=sharing>