

Part 4: Exploitation / exploration compromise

On this exercise I decided to use simple approach to start. I wanted my agent to look on sides if a reward was higher than in his current position and to move on it if it was so case. If it was not, I wanted him to pick random action to explore world and be able to check if rewards were on other unexplored cases.

After implementing that I tested once to see how much I had to close the gap, but average result was already higher than 20 (around 23/24). I so decided to move on next exercise and come back on it to improve it if I had more time.

