train_model

Decision : Is hand done ?

Decision : Is R < epsilon ?

Yes — select random action from action list

No — select raction from q_talbe with highest q-value

set next_state, reward and done parmeters from step function

Decision : Is next_state in table ?

No — set next_state as [0,0,0]

Yes

apply Bellman Equation at current state, action pair

save the table with new state, action pair

set state as next_state