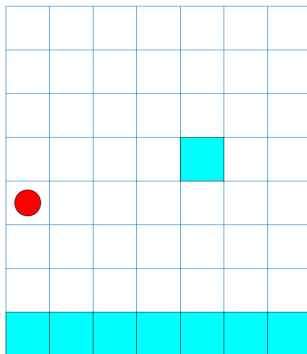


Waterfall gridworld

Corrado Possieri

Machine and Reinforcement Learning in Control Applications

Problem



Learn to move in an unknown stochastic map.

Problem statement

- Move from a starting location to a target location.
- The dynamics are unknown and stochastic.
- A waterfall pushes the agent toward the bottom of the grid with a stochastic intensity.
- Four actions as usual.