

# Homework

## 迷宫任务（无需提交）

You will implement Sarsa and Q-learning for the Maze environment from `OpenAI Gym`. We have provided custom versions of this environment. In the scenario, a red rectangle (agent) are initialized at the maze made up of  $4 \times 4$  grids and can only observe its location. At each time step, agent can move to one of four neighboring grids. The reward is +1 if agent is located at the yellow grid, -1 if agent reaches the black grid, otherwise 0.

1. (coding) Implement `Sarsa` in `RL_sarsa.py`.
2. (coding) Implement `Q_learning` in `RL_q_learning.py`.