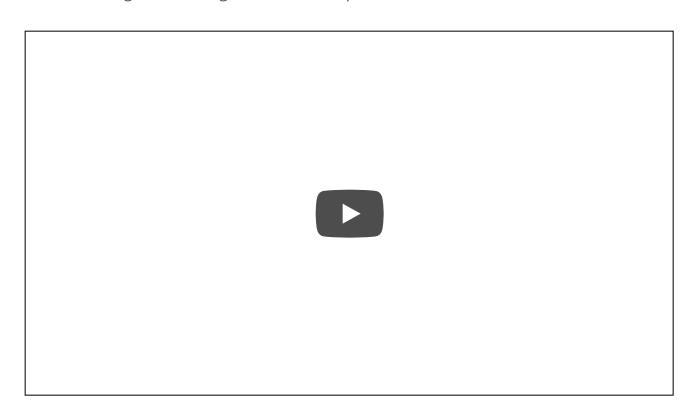


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MDPs

Over the next several videos, you'll learn all about how to rigorously define a reinforcement learning problem as a **Markov Decision Process (MDP)**.

Towards this goal, we'll begin with an example!



Notes

In general, the state space ${\cal S}$ is the set of **all nonterminal states**.

In continuing tasks (like the recycling task detailed in the video), this is equivalent to the set of **all states**.

In episodic tasks, we use S^+ to refer to the set of **all states**, **including terminal states**.

The action space ${\cal A}$ is the set of possible actions available to the agent.

In the event that there are some states where only a subset of the actions are