



attains an average reward of 0.78 over 100 consecutive trials.

Environments Documentation Forum

## FrozenLake-v0

The agent controls the movement of a character in a grid world. Some tiles of the grid are walkable, and others lead to the agent falling into the water. Additionally, the movement direction of the agent is uncertain and only partially depends on the chosen direction. The agent is rewarded for finding a walkable path to a goal tile.

*FrozenLake-v0 defines "solving" as getting average reward of 0.78 over 100 consecutive trials.*

Algorithmic solutions to the **FrozenLake-v0** environment are ranked according to the number of episodes needed to find the solution.

FrozenLake-v0 Evaluations		
ALGORITHM	EPISODES BEFORE SOLVE	SUBMITTED
stickzman's algorithm	152.0	a month ago
stickzman's algorithm	263.0	a month ago
stickzman's algorithm	280.0	22 days ago

Solutions to **Taxi-v1**, **Cartpole-v1**, and **MountainCar-v0** (along with many others) are also ranked according to the number of episodes before the solution is found.

Towards this objective it makes sense to design an algorithm that learns the optimal