

(3.2) Value Iteration on Gridworld

Consider the gridworld setup in Example 3.1 and assume $c_{\text{pit}} = +1$, $c_{\text{goal}} = -1$, $c_{\text{step}} = 0.05$ and $p = 0.2$.

	1	2	3	4	5
1					x_{goal}
2					
3					
4					
5					x_{pit}