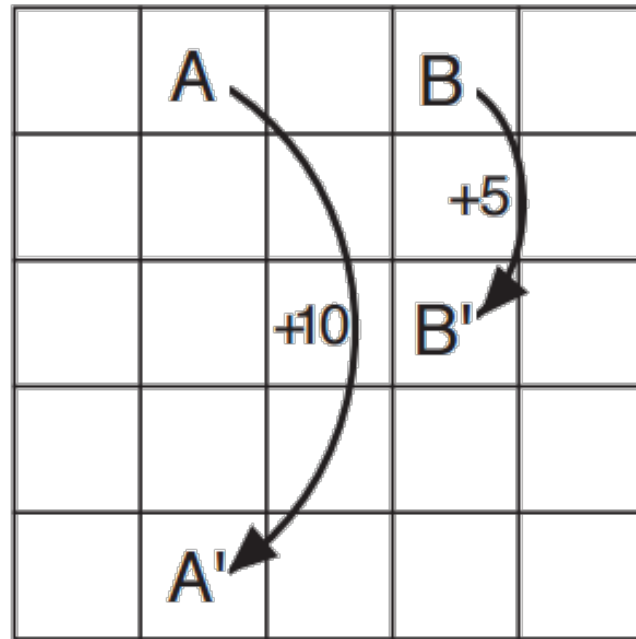


Bellman Equation

State-value function
for equiprobable
random policy;
 $\gamma = 0.9$



3.3	8.8	4.4	5.3	1.5
1.5	3.0	2.3	1.9	0.5
0.1	0.7	0.7	0.4	-0.4
-1.0	-0.4	-0.4	-0.6	-1.2
-1.9	-1.3	-1.2	-1.4	-2.0

- Action that would take the agent off the grid leave its location unchanged, but also result in a reward
 - Other
 - and B.
- $$v_{\pi}(s) = \sum_a \pi(a|s) \sum_{s', r} p(s', r | s, a) \left[r + \gamma v_{\pi}(s') \right], \quad \text{for all } s \in \mathcal{S},$$