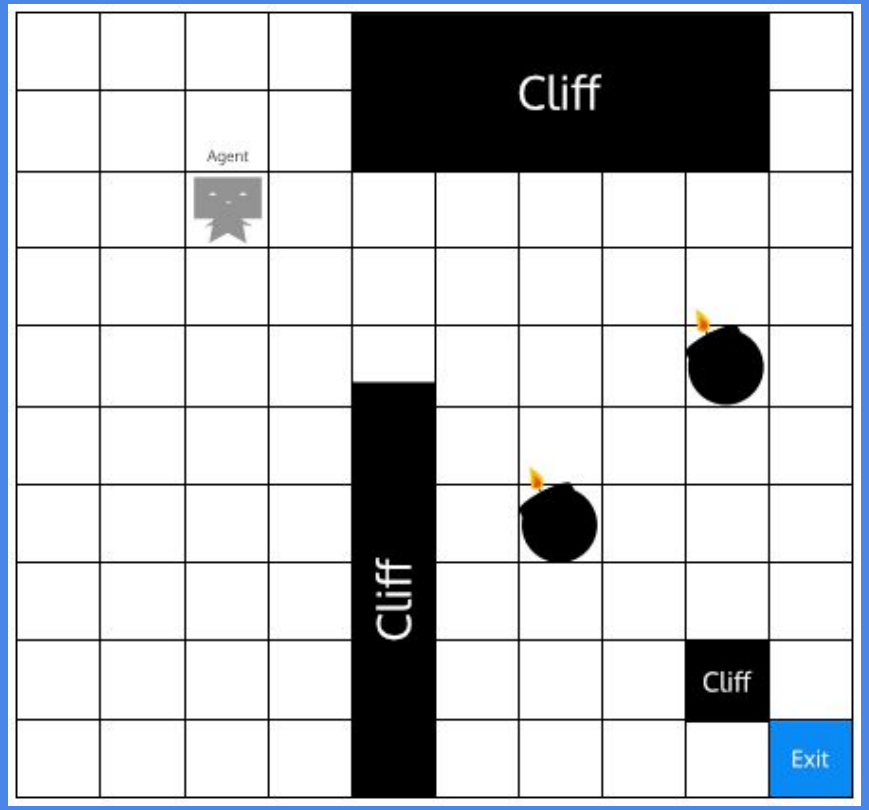
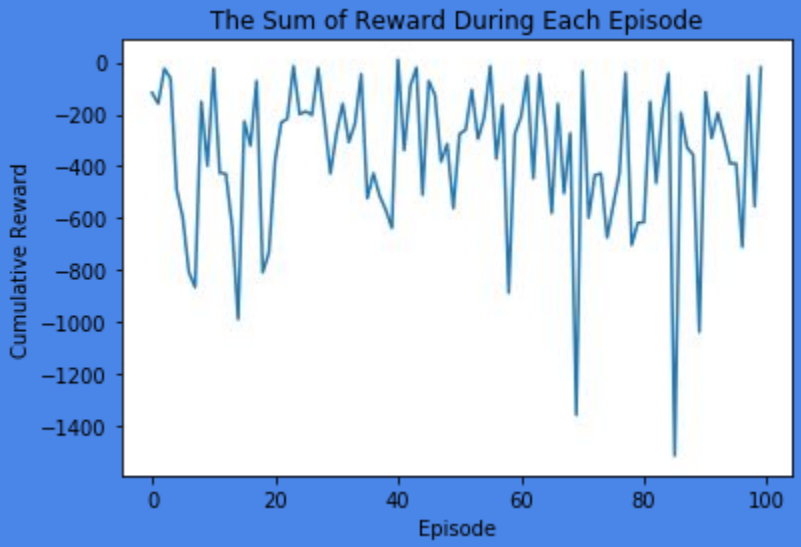
Practice Reinforcement learning

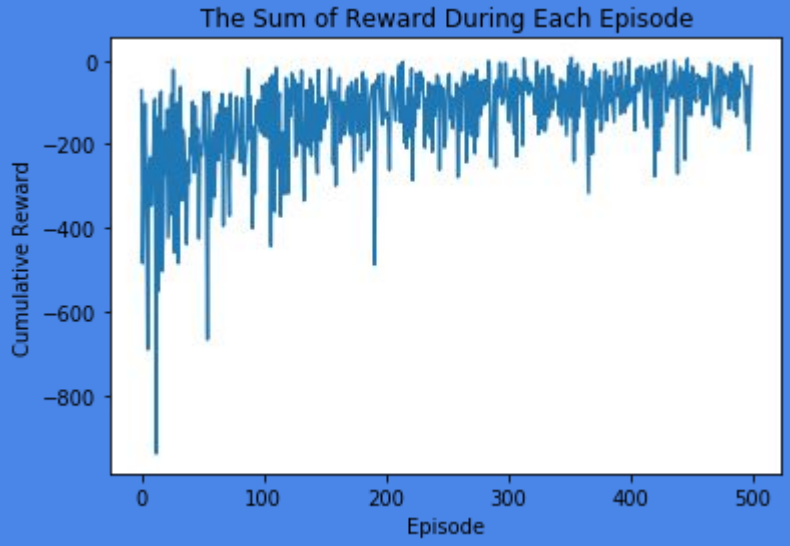

Cliff
Agent
Cliff
Cliff
Exit

Dumb Agent -> random walk

Q-Agent -> generate Q-table to keep Q(S,A)



Dumb Agent



Q-Agent