

<u>Course</u> > <u>The Rei</u>... > <u>Lab</u> > Simple...

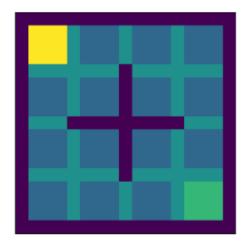
SimpleRoomsEnv Transition Table

Lab Instructions

Let's revisit the SimpleRoomsEnv environment. Go to the lib\envs folder and open the simple_rooms.py file.

By now you should be quite familiar with this environment, its different states, and how the reward structure is implemented.

Consider the following state in this environment:

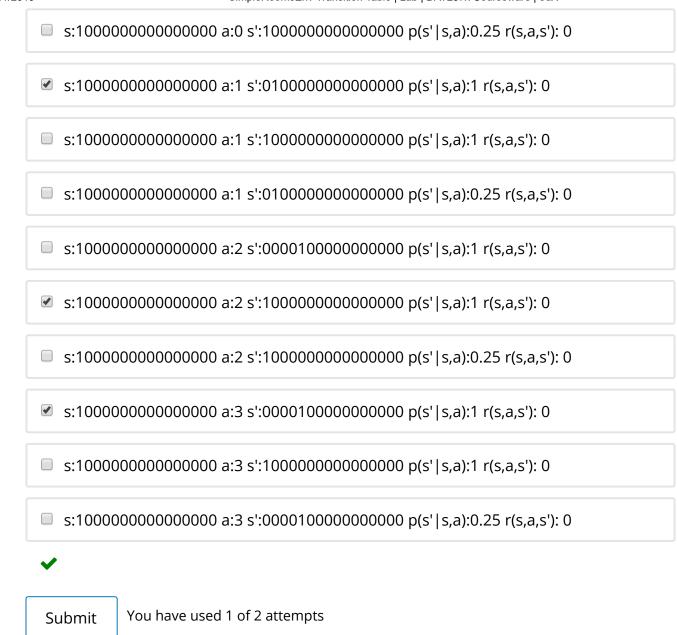


Lab Question

1/1 point (graded)

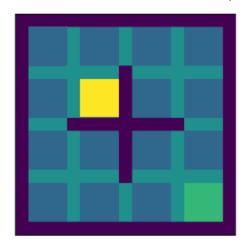
Which four of the following represent transition probabilities and expected rewards?

- s:1000000000000000 a:0 s':10000000000000 p(s'|s,a):1 r(s,a,s'): 0
- s:100000000000000 a:0 s':01000000000000 p(s'|s,a):1 r(s,a,s'): 0



✓ Correct (1/1 point)

Now consider the following state in this environment:

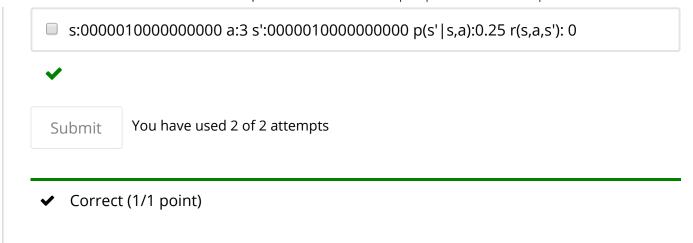


Lab Question

1/1 point (graded)

Which four of the following represent transition probabilities and expected rewards?

- s:000001000000000 a:0 s':000001000000000 p(s'|s,a):1 r(s,a,s'): 0
- s:000001000000000 a:0 s':01000000000000 p(s'|s,a):1 r(s,a,s'): 0
- s:000001000000000 a:0 s':01000000000000 p(s'|s,a):0.25 r(s,a,s'): 0
- s:000001000000000 a:1 s':00000100000000 p(s'|s,a):1 r(s,a,s'): 0
- s:000001000000000 a:1 s':000001000000000 p(s'|s,a):1 r(s,a,s'): 1
- s:000001000000000 a:1 s':00000100000000 p(s'|s,a):0.25 r(s,a,s'): 0
- s:000001000000000 a:2 s':000001000000000 p(s'|s,a):1 r(s,a,s'): 0
- s:000001000000000 a:2 s':00001000000000 p(s'|s,a):1 r(s,a,s'): 0
- s:000001000000000 a:2 s':00001000000000 p(s'|s,a):0.25 r(s,a,s'): 0
- s:000001000000000 a:3 s':00000100000000 p(s'|s,a):1 r(s,a,s'): 0
- s:000001000000000 a:3 s':00001000000000 p(s'|s,a):1 r(s,a,s'): 0



© All Rights Reserved