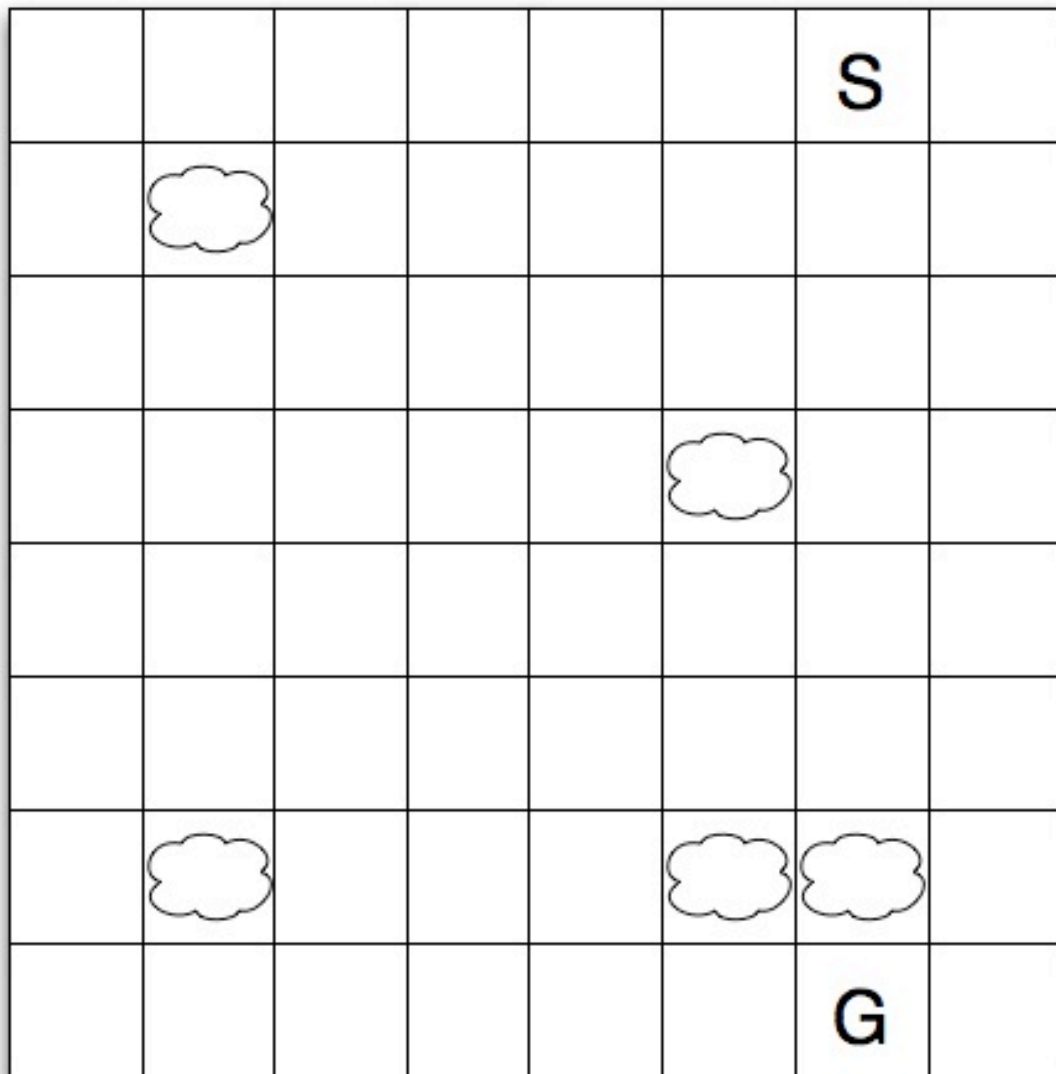



Gridworld with Mines

The figure below shows a standard gridworld, with start and goal states, but with one difference: there are mines located at various positions on the grid. These mines are stationary and cause the agent to be destroyed if touched. The actions are the standard four, `up`, `down`, `right`, and `left`. The state is represented by a integer value of the state label, comprised of the row index (x) multiplied by the number of columns plus the column index (y), resulting in 215 unique states. Let us treat this as a undiscounted episodic task, with constant rewards of +10 for reaching the goal, -10 for hitting a mine and -1 otherwise. Agent is started in a new random starting state at the beginning of each episode.



 = MINE