

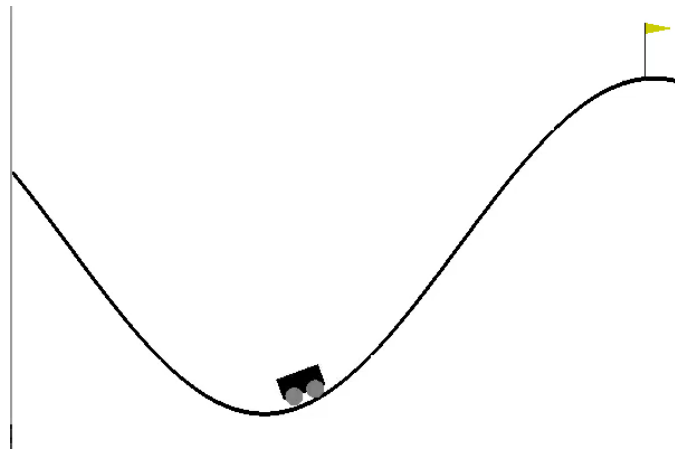
RL Example 1

- Cart-Pole Problem
- Balance the pole on the moving base as long as possible
- Actions: move left, move right
- Rewards: +1 for each time step balanced
 - Maximize Reward = Maximize Balance Time
- Episodic task: terminal state when pole falls



RL Example 2

- Mountain Car Problem
- Escape to the top of the mountain as fast as possible
- Actions: accel left, accel right
- Rewards: -1 for each time step
 - Maximize Reward = Minimize time to goal
- Episodic task: terminal state when reach goal



Episode 0



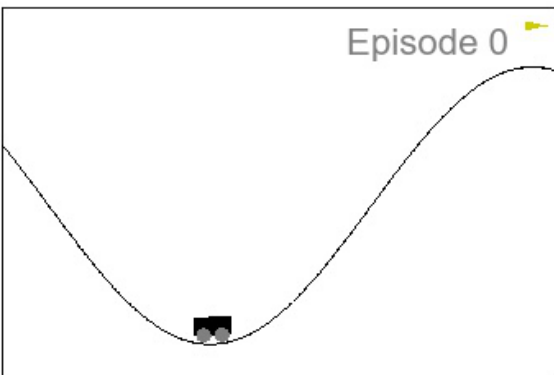
Episode 3



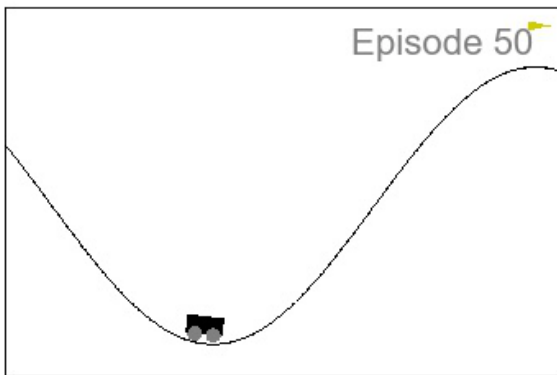
Episode 20



Episode 0



Episode 50



Episode 250

