Lecture 4: Matlab Code Overview
What is the code for?

- To support the coursework programming exercises.
- We will use this to write some of the RL methods that we will learn on the course.
- It models a “Road Fighter” game

- Code repository: https://github.com/cortu01/rl_roadFighter
The Problem
States & Transitions

- actions
- transitions
- state types
  - paved road
  - unpaved road
  - environment car

*normal*
*on map edge*
What does the code do?

- It...
  - helps generate MDPs for our problem.
  - has functions for taking actions on a selected MDP, transitioning to the next state, and receiving a reward signal.
  - has functions for outputting on the screen (visualising the game and printing the maps)
  - + some utilities

- (Some code will be added for generating the transition function.)
Reading +

- Till next week...
  - familiarise yourself with the code and ask questions on Piazza (or meet me at my office later today).
  - revise Chapters 1 & 3 of *Sutton and Barto (1st Edition)*.

- Office hours today will end a little bit earlier:
  - 14:00 – 16:20 (Appleton Tower, Room 3.06)