Current State and Actions

Intermediate @ Level 1

Next State and Reward

set(x1, y1)

set(x1, y2)

alive(x1, y1)

alive(x1, y2)

alive(x2, y2)

alive(x2, y1)

set(x2, y1)

set(x2, y2)

count-neighbors(x1, y1)

count-neighbors(x1, y2)

count-neighbors(x2, y1)

count-neighbors(x2, y2)

alive'(x1, y1)

alive'(x1, y2)

Reward Function

alive'(x2, y1)

alive'(x2, y2)