

Tik-79.230
Agenttipohjaisen tietojenkäsittelyn perusteet
Laskuharjoitus 6
Tehtävät

Kevät 2005

1. An agent lives in the following world:

		+1
S		-1

The agent may move in all main directions. However, its movement is not deterministic but it goes to the desired direction only with probability of 0.8. In other cases it moves to either of the state that are 90° from the move direction (or bumbs on a wall staying in the same place).

Compute the optimal policy for the agent in each state if the cost of a single step is -0.2 , using:

- (a) Value iteration
- (b) Policy iteration