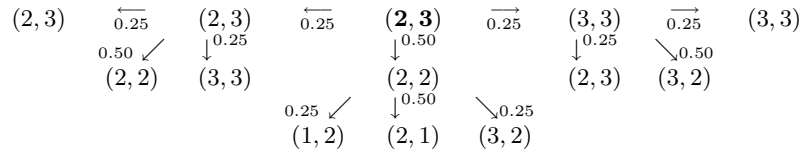


1. (a) Let us present state transitions as a graph:



Then we may summarise probabilities for individual states:

$$\begin{aligned}
 P(1, 2) &= 0.50 \times 0.25 = 0.125 \\
 P(2, 1) &= 0.50 \times 0.50 = 0.25 \\
 P(2, 2) &= 0.25 \times 0.50 = 0.125 \\
 P(2, 3) &= 0.25 \times 0.25 + 0.25 \times 0.25 = 0.125 \\
 P(3, 2) &= 0.50 \times 0.25 + 0.25 \times 0.50 = 0.25 \\
 P(3, 3) &= 0.25 \times 0.25 + 0.25 \times 0.25 = 0.125
 \end{aligned}$$

The sum of probabilities is 1 (as it should).

- (b) We begin by writing down a set of equations for the expected utilities u_{ij} for each state (i, j) :

$$\begin{cases}
 u_{12} = -0.25 + 0.5u_{12} & (1) \\
 u_{23} = -0.25 + 0.5a + 0.25u_{23} & (2) \\
 u_{22} = -0.25 + 0.5u_{21} + 0.25u_{12} - 0.25 = 0 & (3) \\
 u_{21} = -0.25 + a + 0.25u_{21} & (4)
 \end{cases}$$

Note in particular how the cost -0.25 of a move is incorporated in each equation. The set of equations is solved as follows.

$$(1) \implies 0.5u_{12} = -0.25 \implies u_{12} = -0.5.$$

$$(3) \implies 0.5u_{21} = 0.5 - 0.25u_{12} = 0.625 \implies u_{21} = \frac{0.625}{0.5} = 1.25.$$

$$(4) \implies a = 0.75u_{21} + 0.25 = 1.1875$$

$$(2) \implies 0.75u_{23} = 0.5a - 0.25 \implies u_{23} = \frac{0.5a - 0.25}{0.75} \approx 0.4583.$$

Thus $u_{12} = -0.5$, $u_{21} = 1.25$, $u_{23} \approx 0.4583$, $a = 1.1875$ ja $2a = 2.375$.

- (c) Let us calculate the expected utility u_{21} when \leftarrow is the action assigned to $(2, 1)$ by the policy:

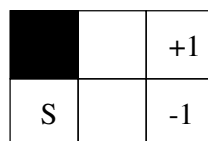
$$u_{12} = -0.25 + 0.50u_{12} + 0.25u_{12} + 0.25u_{12}$$

$$\implies u_{12} = -0.25 + u_{12}$$

$$\implies 0 = -0.25.$$

There is no solution, i.e., the expected utility u_{21} cannot be determined. This is because $u_{21} \rightarrow -\infty$.

2. Given the simplified (fully observable) grid environment



the state space of the agent is $S = \{(1, 1), (2, 1), (3, 1), (2, 2), (3, 2)\}$ and the set of possible actions $A = \{\leftarrow, \uparrow, \rightarrow, \downarrow\}$.

A *policy* π is an arbitrary function from S to A . In other words, a policy attaches a unique action $a = \pi(s)$ to each state s , and the agent executes a every time it is in s . An optimal policy π^* assigns to each state s an action $a = \pi^*(s)$ that maximises the expected utility $\text{EU}_s(a) = \sum_{s'} T(s, a, s')U(s')$ where $T(s, a, s')$ gives the transition probability from s to s' . Note that $\sum_{s'} T(s, a, s') = 1$ holds for each state s and action a .

- (a) The *value iteration* algorithm computes iteratively the new utility values for each state s :

$$U_{i+1}(s) = R(s) + \max_a \sum_{s'} T(s, a, s')U_i(s')$$

where $R(s)$ is the *reward* of the state (here 1 in (3, 2), -1 in (3, 1), and -0.2 in all other states). Such a calculation is repeated until utility values converge, i.e., $|U_{i+1}(s) - U_i(s)|$ becomes small enough for each state s . Then the action with the maximum expected utility is chosen as $\pi^*(s)$ for a particular state s .

Round $i = 0$:

State s	a	$\text{EU}_s(a)$
(2, 2)	\leftarrow	$1 \cdot (-0.2) = -0.2$
	\uparrow	$0.9 \cdot (-0.2) + 0.1 \cdot 1 = -0.08$
	\rightarrow	$0.8 \cdot 1 + 0.2 \cdot (-0.2) = 0.76$ \times
	\downarrow	$0.9 \cdot (-0.2) + 0.1 \cdot 1 = -0.08$
(2, 1)	\leftarrow	$1 \cdot (-0.2) = -0.2$ \times
	\uparrow	$0.9 \cdot (-0.2) + 0.1 \cdot (-1) = -0.28$
	\rightarrow	$0.8 \cdot (-1) + 0.2 \cdot (-0.2) = -0.84$
	\downarrow	$0.9 \cdot (-0.2) + 0.1 \cdot (-1) = -0.28$
(1, 1)	\leftarrow	$1 \cdot (-0.2) = -0.2$
	\uparrow	$1 \cdot (-0.2) = -0.2$
	\rightarrow	$1 \cdot (-0.2) = -0.2$
	\downarrow	$1 \cdot (-0.2) = -0.2$

So, the optimal action in (2, 2) is \rightarrow and in (2, 1) it is \leftarrow . Since all actions have the same expected utilities in (1, 1) the choice is free:

	\rightarrow	+1
S	\leftarrow	-1

The new expected utilities are:

$$U_1(2, 2) = -0.2 + 0.76 = 0.56$$

$$U_1(2, 1) = -0.2 - 0.2 = -0.4$$

$$U_1(1, 1) = -0.2 - 0.2 = -0.4$$

Round $i = 1$:

State s	a	$EU_s(a)$
(2, 2)	←	$0.9 \cdot 0.56 + 0.1 \cdot (-0.4) = 0.464$
	↑	$0.9 \cdot 0.56 + 0.1 \cdot 1 = 0.604$
	→	$0.8 \cdot 1 + 0.1 \cdot 0.56 + 0.1 \cdot (-0.4) = 0.816$ ×
	↓	$0.8 \cdot (-0.4) + 0.1 \cdot 0.56 + 0.1 \cdot 1 = -0.164$
(2, 1)	←	$0.9 \cdot (-0.4) + 0.1 \cdot 0.56 = -0.304$
	↑	$0.8 \cdot 0.56 + 0.1 \cdot (-1) + 0.1 \cdot (-0.4) = 0.308$ ×
	→	$0.8 \cdot (-1) + 0.1 \cdot (-0.4) + 0.1 \cdot 0.56 = -0.784$
	↓	$0.9 \cdot (-0.4) + 0.1 \cdot (-1) = -0.46$
(1, 1)	←	$1 \cdot (-0.4) = -0.4$
	↑	$1 \cdot (-0.4) = -0.4$
	→	$1 \cdot (-0.4) = -0.4$
	↓	$1 \cdot (-0.4) = -0.4$

The resulting policy is

	→	+1
S	↑	-1

and the new utility values are

$$U_2(2, 2) = -0.2 + 0.816 = 0.616$$

$$U_2(2, 1) = -0.2 + 0.308 = 0.108$$

$$U_2(1, 1) = -0.2 - 0.4 = -0.6$$

While continuing the execution of the value iteration algorithm, the optimal actions in (2, 2) and (2, 1) stay unchanged. Finally, the state (1, 1) gets a (unique) optimal action because the utility of (2, 1) becomes higher than that of (1, 1). Thus, the resulting policy is:

	→	+1
→	↑	-1

This is actually optimal but it takes still several rounds of the algorithm until the utility values stabilize.

- (b) In *policy iteration* we start by creating a random policy π_0 . Then, we compute the utility values of states given the policy π_i , revise the policy π_i to π_{i+1} by choosing the actions with highest expected utilities, and compute new utility values. This process is continued until the policy under construction stabilises, i.e., $\pi_{i+1} = \pi_i$.

Suppose that the following random policy π_0 is chosen:

	↑	+1
→	←	-1

The utilities given π_0 can be computed analytically by solving the following group of equations. In the following, u_{ij} denotes the utility of the state (i, j) .

$$u_{11} = 0.2u_{11} + 0.8u_{21} - 0.2$$

$$u_{21} = 0.8u_{11} + 0.1u_{21} + 0.1u_{22} - 0.2$$

$$u_{22} = 0.9u_{22} + 0.1 \cdot 1 - 0.2$$

The solution for this set of equations is:

$$u_{11} = -5.25$$

$$u_{21} = -5$$

$$u_{22} = -1$$

Now we compute the expected utilities for different actions:

State s	a	$EU_s(a)$	
(2, 2)	←	$0.9 \cdot (-1) + 0.1 \cdot (-5) = -1.4$	
	↑	$0.9 \cdot (-1) + 0.1 \cdot 1 = -0.8$	
	→	$0.8 \cdot 1 + 0.1 \cdot (-1) + 0.1 \cdot (-5) = 0.2$	×
	↓	$0.8 \cdot (-5) + 0.1 \cdot (-1) + 0.1 \cdot 1 = -4$	
(2, 1)	←	$0.8 \cdot (-5.25) + 0.1 \cdot (-5) + 0.1 \cdot (-1) = -4.8$	
	↑	$0.8 \cdot (-1) + 0.1 \cdot (-1) + 0.1 \cdot (-5.25) = -1.425$	
	→	$0.8 \cdot (-1) + 0.1 \cdot (-5) + 0.1 \cdot (-1) = -1.4$	×
	↓	$0.8 \cdot (-5) + 0.1 \cdot (-1) + 0.1 \cdot (-5.25) = -4.625$	
(1, 1)	←	$1 \cdot (-5.25) = -5.25$	
	↑	$0.9 \cdot (-5.25) + 0.1 \cdot (-5) = -5.225$	
	→	$0.8 \cdot (-5) + 0.2 \cdot (-5.25) = -5.05$	×
	↓	$0.9 \cdot (-5.25) + 0.1 \cdot (-5) = -5.225$	

The revised policy π_1 is

	→	+1
→	→	-1

After the next round of the algorithm, the action for (2, 1) changes to the optimal one, i.e., ↑.