New Coverage Algorithm

Charles Zhang
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```
options(digits = 6)
library(tictoc)

Environment Example(7x8):

"""

1 - 2 - 3 - 4 - 5 - 6 - 7 - 8

9 - 10 - 11 - 12 - 13 - 14 - 15 - 16

17 - 18 - 19 - 20 - 21 - 22 - 23 - 24

25 - 26 - 27 - 28 - 29 - 30 - 31 - 32

33 - 34 - 35 - 36 - 37 - 38 - 39 - 40

41 - 42 - 43 - 44 - 45 - 46 - 47 - 48

49 - 50 - 51 - 52 - 53 - 54 - 55 - 56

"""
```

Global variable

```
ROWS = 20
COLS = 20
START = 1
Reward = 100
V = ROWS * COLS
S = 1:V
R = matrix(-1, V, V)
# four cornors
R[1, c(2, 1+COLS)] = 0
R[COLS*(ROWS-1)+1, c(COLS*(ROWS-1)+1-COLS, COLS*(ROWS-1)+2)] = 0
R[COLS, c(COLS-1, 2*COLS)] = 0
R[V, c(V-1, V-COLS)] = 0
# four boundary edges
for(i in 2:(COLS - 1)) {
  R[i, c(i-1, i+1, i+COLS)] = 0
                                   # up edge
 R[V-i+1, c(V-i+2, V-i, V-i+1-COLS)] = 0 # bottom edge
for(i in 1:(ROWS-2)) {
  R[i*COLS+1, c(i*COLS+1-COLS, i*COLS+2, i*COLS+1+COLS)] = 0 # left edge
  R[(i+1)*COLS, c(i*COLS, (i+2)*COLS, (i+1)*COLS-1)] = 0 # right edge
}
# inside vertices
for (i in 0:(COLS-3)) {
 for (j in 1:(ROWS-2)) {
     \texttt{R[j*COLS+2+i, c(j*COLS+1+i, j*COLS+3+i, j*COLS+2+COLS+i, j*COLS+2-COLS+i)] = 0 } 
  }
```

```
# give reward
if (COLS %% 2 == 0) {
 END = 2
 R[c(1, COLS+2, 3), 2] = Reward
# else if (ROWS %% 2 == 0) {
\# END = COLS+1
# R[END, c(1, END+1, END+COLS)] = Reward
# }
} else {
 END = 2
 R[c(1, COLS+2, 3), 2] = Reward
 print("Not Hamiltomian Cycle so No Coverage Path!")
Q = matrix(0, V, V)
alpha = 0.6
rounds = 1000
r = 1
get_actions <- function(s) {</pre>
 a = c()
  for (i in 1:V) {
    if(R[s,i] != -1) a = c(a, i)
 return(a)
}
```

Core algorithm based on Q learning

```
tic()
while (r <= rounds) {</pre>
  s = sample(S, 1)
  while (TRUE) {
    action_space = get_actions(s)
    action <- sample(action_space, 1)</pre>
    s_next <- action</pre>
    actions_next = get_actions(s_next)
    qs = c()
    for (i in actions_next) qs = c(Q[s_next,i], qs)
    Q[s,action] <- R[s,action] + alpha * max(qs)
    s = s_next
    if (s == END) break
  }
 r <- r+1
}
```

Find Path based on Q table

```
path = c()
state = START
Q[Q == 0] <- 1000
while (length(path) < V)
{</pre>
```

```
pre_state = state
path = c(path, state)
state = match((min(Q[state,])), Q[state,])
Q[pre_state, ] = 1000
Q[, pre_state] = 1000
}
```

Running Time

path

```
toc()
## 249.624 sec elapsed
```

41 61 81 101 121 141 161 181 201 221 241 261 281 301 321 ## 1 21 [18] 341 361 381 382 383 384 385 386 387 388 389 390 391 392 393 394 395 ## [35] 396 397 398 399 400 380 360 340 320 300 280 260 240 220 200 180 160 ## [52] 140 120 100 80 99 119 139 159 179 199 ## [69] 219 239 259 279 299 319 339 359 379 378 358 338 318 298 278 258 238 [86] 218 198 178 158 138 118 97 117 ## [103] 137 157 177 197 217 237 257 277 297 317 337 357 377 376 356 336 316 ## [120] 296 276 256 236 216 196 176 156 136 116 ## [137] 55 75 95 115 135 155 175 195 215 235 255 275 295 315 335 355 375 ## [154] 374 354 334 314 294 274 254 234 214 194 174 154 134 114 ## [171] 34 93 113 133 153 173 193 213 233 253 273 293 ## [188] 313 333 353 373 372 352 332 312 292 272 252 232 212 192 172 152 132 ## [205] 112 92 91 111 131 151 171 191 211 ## [222] 231 251 271 291 311 331 351 371 370 350 330 310 290 270 250 230 210 ## [239] 190 170 150 130 110 89 109 129 ## [256] 149 169 189 209 229 249 269 289 309 329 349 369 368 348 328 308 288 ## [273] 268 248 228 208 188 168 148 128 108 ## [290] 67 87 107 127 147 167 187 207 227 247 267 287 307 327 347 367 366 ## [307] 346 326 306 286 266 246 226 206 186 166 146 126 106 ## [324] 5 25 65 85 105 125 145 165 185 205 225 245 265 285 305 ## [341] 325 345 365 364 344 324 304 284 264 244 224 204 184 164 144 124 104 ## [358] 84 63 83 103 123 143 163 183 203 223 ## [375] 243 263 283 303 323 343 363 362 342 322 302 282 262 242 222 202 182 ## [392] 162 142 122 102 82