## New Coverage Algorithm

Charles Zhang
July 1 2020

```
options(digits = 6)

Environment:

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 = 7
COLS = 8
END = 2
START = 1
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)) {
    R[j*COLS+2+i, c(j*COLS+1+i, j*COLS+3+i, j*COLS+10+i, j*COLS-6+i)] = 0
  }
}
```

```
# give reward
R[2, c(1, 10, 3)] = 100
Q = matrix(0, V, V)
alpha = 0.6

rounds = 500
r = 1
get_actions <- function(s) {
    a = c()
    for (i in 1:V) {
        if(R[s,i] != -1) a = c(a, i)
    }
    return(a)
}</pre>
```

## Core algorithm based on Q learning

```
while (r <= rounds) {
    s = sample(S, 1)
    while (TRUE) {
        action_space = get_actions(s)
        action <- sample(action_space, 1)
        s_next <- action
        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
}</pre>
```

## Find Path based on Q table

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

```
## [1] 1 9 17 25 33 41 49 50 51 52 53 54 55 56 48 40 32 24 16 8 7 15 23 ## [24] 31 39 47 46 38 30 22 14 6 5 13 21 29 37 45 44 36 28 20 12 4 3 11 ## [47] 19 27 35 43 42 34 26 18 10 2
```