

# Hexagon Tiling Test

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

Hexagon Tiling

```
      02      04      06
01      03      05
      08      10      12
07      09      11
      14      16      18
13      15      17
      19      20      21
```

```
V = 21
S = 1:V
START = 1
Reward = 100
R = cbind(c(0, 1, 0, 0, 0, 0, 1, 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0),
          c(1, 0, 1, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0),
          c(0, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0),
          c(0, 0, 1, 0, 1, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0),
          c(0, 0, 0, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0),
          c(0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0),
          c(1, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 1, 1, 0, 0, 0, 0, 0, 0, 0, 0),
          c(1, 1, 1, 0, 0, 0, 1, 0, 1, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0),
          c(0, 0, 1, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0, 1, 1, 1, 0, 0, 0, 0, 0, 0),
          c(0, 0, 1, 1, 1, 0, 0, 0, 1, 0, 1, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0),
          c(0, 0, 0, 0, 1, 0, 0, 0, 0, 1, 0, 1, 0, 0, 0, 1, 1, 1, 0, 0, 0, 0),
          c(0, 0, 0, 0, 1, 1, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0),
          c(0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 1, 0, 0, 0, 0),
          c(0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 1, 0, 0, 0),
          c(0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 1, 0, 1, 0, 0, 0, 1, 0, 0),
          c(0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1, 0, 0, 0, 1, 0, 1, 0, 0, 1, 0, 0),
          c(0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 1, 0, 1, 0, 1, 1, 0, 0),
          c(0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 0, 0, 1, 0, 0, 0, 0, 1, 0),
          c(0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1, 0, 0, 0, 1, 0, 1, 0, 1, 1),
          c(0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 0, 0, 1, 0, 0, 0, 0, 1),
          c(0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1, 0, 0, 0, 0, 0, 0),
          c(0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1, 0, 0, 0, 0, 0),
          c(0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 0, 0)
        )
```

```
R <- R-1
```

```
R[c(1,8,13,14), 7] = Reward
```

```
Q = matrix(0, V, V)
```

```
alpha = 0.6
```

```
END = 7
```

```
get_actions <- function(s) {
  a = c()
```

```

for (i in 1:V) {
  if(R[s,i] != -1) a = c(a, i)
}
return(a)
}

```

```

r = 1
rounds = 50
tic()
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
}

```

```

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 = c(path, START)

```

```

toc()

```

```

## 0.199 sec elapsed

```

```

path

```

```

## [1] 1 2 3 4 5 6 12 18 21 17 11 10 16 20 15 9 8 14 19 13 7 1

```