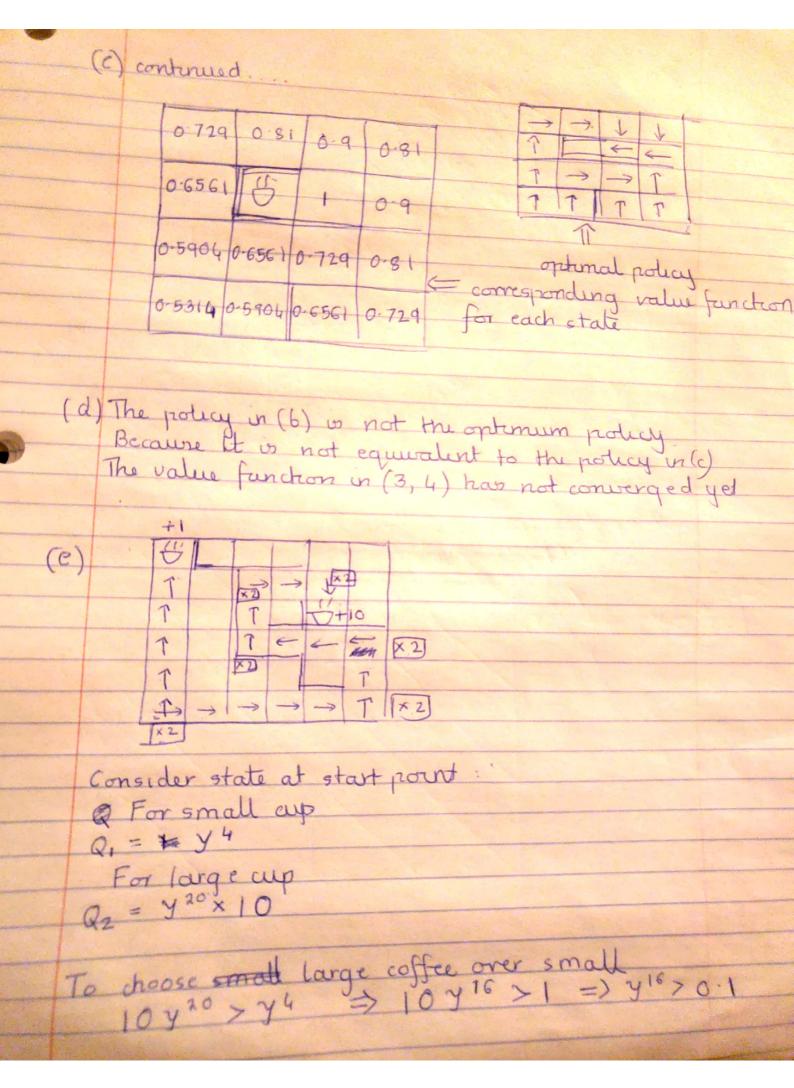


```
Working backwards from goal
```

```
(3,3) \quad 1 + 0.9(0) = 1
(3,4) \cdot 0 + 0.9(0) = 0.9
(4,4) \neq 0 + 0.9(0.9) = 0.81
(4,3) = 0 + 0.9(0.9) = 0.81
(4,1) = 0 + 0.9(0.81) = 0.729
(3,1) \quad 0 + 0.9(0.729) = 0.6561
(2,1) \quad 0 + 0.9(0.6561) = 0.5904
(1,1) \quad 0 + 0.9(0.5904) = 0.5314
(2,4) \quad 0 + 0.9(0.9) = 0.81
(1,4) \quad 0 + 0.9(0.91) = 0.729
(1,3) \quad 0 + 0.9(0.81) = 0.729
(1,3) \quad 0 + 0.9(0.729) = 0.6561
(1,2) \quad 0 + 6.9(0.6561) = 0.5904
```



```
7 >0.86596
   The agent will choose the big up over the small one
   f 0.86596 < y < 1
   It will choose the small cup if 0 < 4 < 0.86596
f) Y=1 <0
  Consider state at start point
  For small cup (working backward for optimal policy
   *. calculating value function (+ Y(V)
  (5,1) * r+1+1(0) = r+1
  (4,1) r+1(r+1) = 2r+1
  (3,1) r+1(2r+1)=3r+1
  (2,1) rt1(3rt1)=4rt1
  (1,1) r+1(4x+1)=5r+1 Q=5r+1
  Similarly for small cup
                           (21 steps)
  Qz=21r+10
  Agent chooses large cup of coffee if
  21r+10 >5r+i
16r> - 9
   r > - 0 5625
Agents chooses bug cup over small if &
  -0 5625 < r < 0.
It chooses small aip
4 r < -0 5625
```