# 3\_sim\_exp.py

## 1. For all bots which are currently at a node & idle

Update:

- true idleness of all nodes in graph (true) =  $+\Delta t$
- expected idleness of all edges in the graph (expect) =  $+\Delta t$

**Calculate:** here, learning rate ( $\alpha$ ) = 0.1, discount factor ( $\gamma$ ) = 0.95

• Value function all edges where bots are present (Q) =

$$Q^{new}(s_t, a_t) \leftarrow \underbrace{Q(s_t, a_t)}_{\text{old value}} + \underbrace{\alpha}_{\text{learning rate}} \cdot \underbrace{\left(\underbrace{r_t}_{\text{reward}} + \underbrace{\gamma}_{\text{discount factor}} \cdot \underbrace{\max_{a} Q(s_{t+1}, a)}_{\text{estimate of optimal future value}} - \underbrace{Q(s_t, a_t)}_{\text{old value}}\right)}_{\text{new value (temporal difference target)}}$$

- Reward  $(r_t) = log(|expect true|)$  and  $r_t = 0$  if [expect = true]
- Softmax of Value function = value\_exp =  $\frac{e^{Q_i} *expect [i]}{\sum_{j=i}^{k} e^{Q_j} *expect [j]}$

(summation over all edges)

Set:

- True idleness of nodes where bots are present = 0
- Expected idleness of nodes wrt the corresponding bot = 0

NOTE: So effectively, we are calculating expected idleness perceived by the bot as the time elapsed since this bot last visited the node.

This is the **AGENT model** where the bot is calculating expected idleness by seeing the time elapsed since its last visit. Hence there is **no notion of memory** (estimating the expected idleness based on previous visits)

The name 3\_sim\_exp indicates => sim = simple estimation of expected idleness (AGENT model)

exp = including the expected idleness into the softmax calculation

# 2. For a bot deciding the next node to visit

#### Set:

- True idleness of the node where the bot is present = 0
- Expected idleness of the node wrt the corresponding bot = 0

### **Decision Making:** here, we chose $\varepsilon$ =0.1

- With  $(1 \varepsilon)$  probability, check all neighbours and visit the one with highest value of =  $[value\_exp]$
- With ε probability, go to a random node

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#### DRAWBACK:

• Even when |expect-true| = 1, reward = 0.