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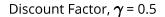
hw4_mdps_q3_value_iteration_cycle

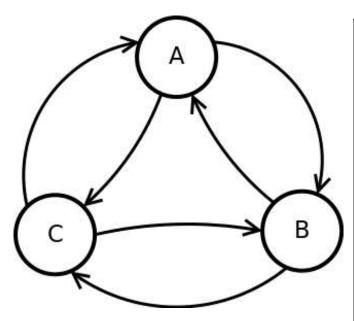
Question 3: Value Iteration: Cycle

0.0/16.0 points (graded)

We recommend you work out the solutions to the following questions on a sheet of scratch paper, and then enter your results into the answer boxes.

Consider the following transition diagram, transition function and reward function for an MDP.





S	а	s'	T(s,a,s')	R(s,a,s')
Α	Clockwise	В	0.6	1.0
Α	Clockwise	С	0.4	2.0
Α	Counterclockwise	В	0.4	-2.0
Α	Counterclockwise	С	0.6	0.0
В	Clockwise	С	1.0	2.0
В	Counterclockwise	Α	0.8	2.0
В	Counterclockwise	С	0.2	-2.0
С	Clockwise	Α	1.0	0.0
С	Counterclockwise	В	1.0	-2.0

Suppose that after iteration ${\pmb k}$ of value iteration we end up with the following values for ${\pmb V}_{\pmb k}$:

$V_k\left(A ight)$	$V_{k}\left(B ight)$	$V_{k}\left(C ight)$
2.000	2.000	0.700

Part 1: What is $V_{k+1}(B)$?

2.35 **Answer: 2.35**

Now, suppose that we ran value iteration to completion and found the following value function, $oldsymbol{V^*}$.

$V^*(A)$	V* (B)	$V^*\left(C ight)$
2.424	2.606	1.212

Part 2: What is Q^* (B, clockwise)?

2.606 **Answer:** 2.60606060606

Part 3: What is Q^* (B, counterclockwise)?

2.2908 **Answer:** 2.29090909091

Part 4: What is the optimal action from state B? Enter clockwise or counterclockwise.

Clockwise Answer: Clockwise

This question is randomized. Here are the general formulas to solve these problems.

Part 1: Here is the formula to calculate $V_{k+1}(A)$.

 $V_{k+1}\left(A\right) = max\left(Q_{k+1}\left(A, clockwise\right), Q_{k+1}\left(A, counterclockwise\right)\right)$

 $Q_{k+1}\left(A, clockwise
ight) = T\left(A, clockwise, B
ight) \left[R\left(A, clockwise, B
ight) + \gamma V_k\left(B
ight)
ight] +$

 $T\left(A, clockwise, C\right) \left[R\left(A, clockwise, C\right) + \gamma V_k\left(C\right)\right]$

 $Q_{k+1}\left(A, counterclockwise
ight) = T\left(A, counterclockwise, B
ight) \left[R\left(A, counterclockwise, B
ight) + \gamma V_k\left(B
ight)
ight] + T\left(A, counterclockwise, C\right) \left[R\left(A, counterclockwise, C\right) + \gamma V_k\left(C\right)
ight]$

Part 2: Here is the formula to calculate Q^* (A, clockwise).

 $Q^*\left(A, clockwise
ight) = T\left(A, clockwise, B
ight) \left[R\left(A, clockwise, B
ight) + \gamma V^*\left(B
ight)
ight] + T\left(A, clockwise, C
ight) \left[R\left(A, clockwise, C
ight) + \gamma V^*\left(C
ight)
ight]$

Part 3: Here is the formula to calculate Q^* (A, counterclockwise).

 $Q^*\left(A, counterclockwise, B\right) \left[R\left(A, counterclockwise, B\right) + \gamma V^*\left(B\right)\right] + T\left(A, counterclockwise, C\right) \left[R\left(A, counterclockwise, C\right) + \gamma V^*\left(C\right)\right]$

Part 4: The optimal action from A is the action that gives us the highest $m{Q^*}$ value.

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