a) optimal search strategy: visit each grid exactly once.

| | a | b | c | d | e | | | |
|-------|----|----|----|----|----|--|--|--|
| 1 | 24 | 9 | Ю | h | 13 | | | |
| 2 | 23 | 8 | 1 | 2 | 13 | | | |
| 3 | 22 | 7 | * | 3 | 14 | | | |
| 4 | 21 | 6 | ٤ | 4 | 15 | | | |
| 5 | 20 | 19 | 18 | 17 | 16 | | | |
| Empty | | | | | | | | |

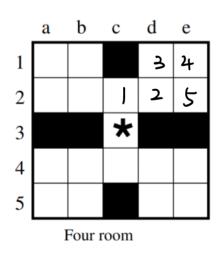
Suppose the prize appears in each cell with the same possibility, so $p = \frac{1}{24}$ If the prize is at the ith cell, then the discounted reward will be $y^{i} = 1 = y^{i}$ Thus, the average discounted award will be: $\frac{5}{1+1} p \cdot y^{2} = \frac{1}{24} \sum_{i=1}^{6} y^{i}$ $=\frac{1}{24}\left(\frac{1-\gamma^{25}}{1-\gamma^{25}}-\gamma^{\circ}\right)$

$$= \frac{1}{24} \left(\frac{\gamma - \gamma^{25}}{1 - \gamma} \right)$$

$$= \frac{1}{24} \left(\frac{0.95 - 0.95^{25}}{1 - 0.95} \right)$$

20,5605

6)

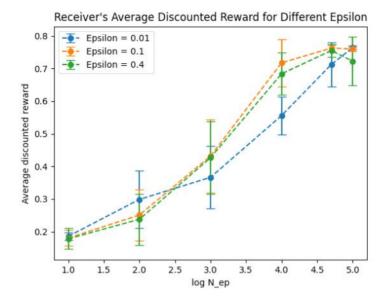


WLOG, suppose the agent choose the up right room. The prize still appear in the empty cells uniformly randomly: P = 18

Similarly: the average renard will be:

The agent can randomly choose any room, but the average disconted remard will be the same: 0.2388 (We can also take the average for fam rooms, lant they have identical nesults so give the same answer)

C) All log in the following questions are base 10



Messages:

[[0 0 0 3 3] [0 0 3 3 3] [0 0 0 0 0] [1 1 1 2 2] [1 1 0 2 2]] So:

Msg 0 means the prize is at the top left room
Msg 1 means the prize is at the bottom left room
Msg 2 means the prize is at the bottom right room
Msg 3 means the prize is at the top right room

| Actions for message 0 | | | | | | | | |
|-----------------------|-------------------|----------|----------|----------|----------|--|--|--|
| | a | b | c | d | e | | | |
| 0 | ↓ | ← | | 1 | 1 | | | |
| 1 | → | 1 | + | ← | ← | | | |
| 2 | | | 1 | | | | | |
| 3 | → | → | 1 | ← | 1 | | | |
| 4 | 1 | 1 | | 1 | ← | | | |
| Actions | ons for message 1 | | | | | | | |
| | а | b | c | d | e | | | |
| 0 | ↓ | ↓ | | + | 1 | | | |
| 1 | → | → | 1 | + | ← | | | |
| 2 | | | ↓ | | | | | |
| 3 | → | ↓ | ← | + | ← | | | |
| 4 | ↑ | ← | | 1 | 1 | | | |
| Actions for message 2 | | | | | | | | |
| | а | b | c | d | e | | | |
| 0 | ← | 1 | | 1 | ← | | | |
| 1 | → | → | ↓ | ← | ← | | | |
| 2 | | | ↓ | | | | | |
| 3 | → | → | → | 1 | ← | | | |
| 4 | → | 1 | | → | 1 | | | |
| Actions for message 3 | | | | | | | | |
| | а | b | c | d | e | | | |
| 0 | 1 | 1 | | 1 | ← | | | |
| 1 | → | → | → | → | 1 | | | |
| 2 | | | 1 | | | | | |
| 3 | → | → | 1 | + | + | | | |
| 4 | → | 1 | | 1 | 1 | | | |
| | | | | | | | | |

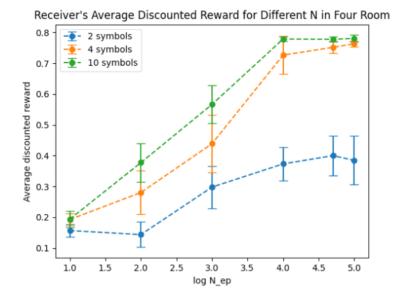
Receiver's policy for msg 0, top left room

Receiver's policy for msg 1, bottom left room

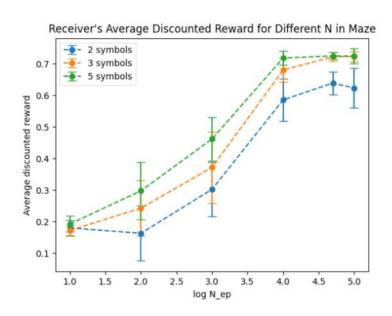
Receiver's policy for msg 2, bottom right room

Receiver's policy for msg 3, top right room

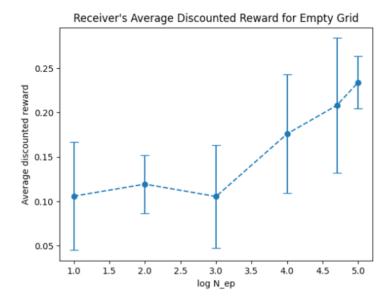
D)



E)



F)



Assuming that the any discounted remark is approximately linear to loy N-ep anording to the graph we fund in f)

By interpolating.

remard: 0.106 at N=10 log Nep = 1 remard = 0.234 at N=10 0000 log Nep = 5

Appe $K = \frac{0.734 - 0.106}{5 - 1} \approx 0.032$

from a): the optimal around we found is 0.5605 so: by Nopt = 5 + $\frac{0.5605 - 0.234}{0.032} \approx 15-203$ $\Rightarrow Nopt \approx 10^{45.203} \approx 1.6 \text{ m/s}^{15}$

Although from the graph in f), it books like the reward grows slowly from small Nep, and faster for large Nep, which makes it like linear from logNep=3 to log Nep=5. If we only use that part for interpolation, $k = \frac{0.737 \cdot 0.108}{5-3} \simeq 0.063$, ly Nopt = $(5 + \frac{0.5605 \cdot 0.134}{0.063}) \simeq 10.18$, Nopt = 10^{10} . From the result for c.d.e, the curve all goes like a "sigmoid" shape, meaning growing slow at the beginning and the end. So this might be an overestimate.

So I probably need to run some iterations between 100 and 1015 to get close enough to the optimal