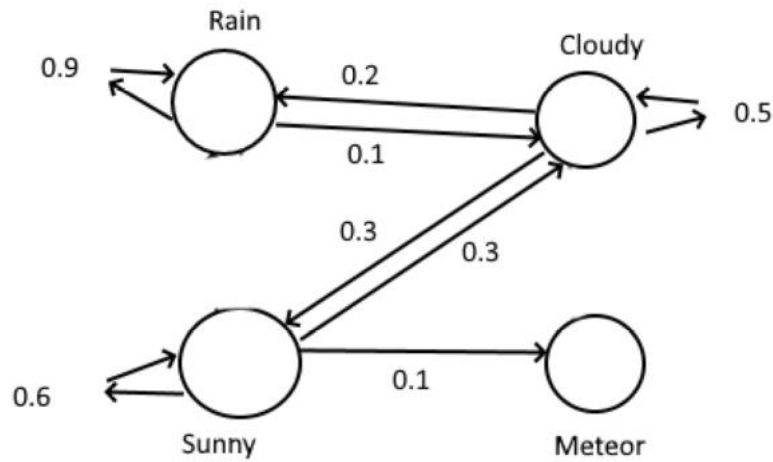


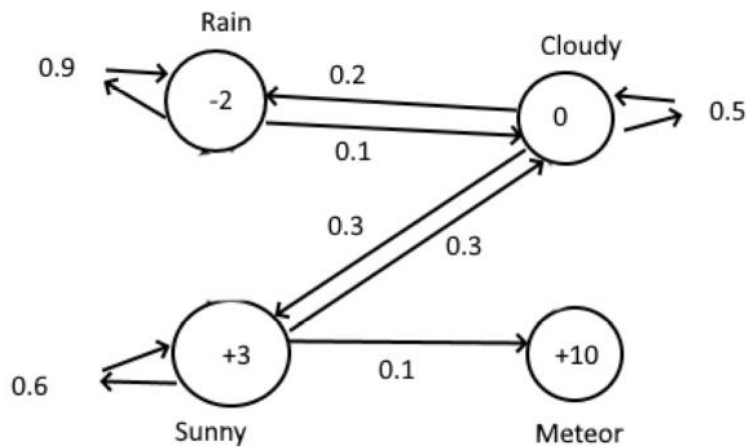
AS aantekingen

1

.1



.2



.3

Rain -> Rain -> Cloudy -> Cloudy -> Sunny -> Cloudy -> Sunny -> Sunny -> Meteor

-2 -2 0 0 +3 0 +3 +3 +10

-2 -4 -4 -4 -1 -1 +2 +5 +15 = G

Rain -> Cloudy -> Rainy -> Cloudy -> Sunny -> Meteor

-2 0 -2 0 +3 +10

-2 -2 -4 -4 -1 +9 = G

.4

Y=1

Cloudy(0, 0) & Sunny(0, +3) & Meteor(0, +10) & Rain(0, -2)

K=1:

Cloudy_state =

Self: $0.5 * (0 + 1 * 0) = 0$

Rain: $0.2 * (-2 + 1 * 0) = -0.4$

Sunny: $0.3 * (3 + 1 * 0) = 0.9$

0.5

Sunny_state =

Self: $0.6 * (3 + 1 * 0) = 1.8$

Meteor: $0.1 * (10 + 1 * 0) = 1$

Cloudy: $0.3 * (0 + 1 * 0) = 0$

2.8

Meteor_state = 0 (endstate)

Rain_state =

Self: $0.9 * (-2 + 1 * 0) = -1.8$

Cloudy: $0.1 * (0 + 1 * 0) = 0$

-1.8

Cloudy(0.5, 0) & Sunny(2.8, +3) & Meteor(0, +10) & Rain(-1.8, -2)

K=2:

Cloudy_state =

Self: $0.5 * (0 + 1 * 0.5) = 0$

Rain: $0.2 * (-2 + 1 * -1.8) = -0.76$

Sunny: $0.3 * (3 + 1 * 2.8) = 1.74$

0.98

Sunny_state =

Self: $0.6 * (3 + 1 * 2.8) = 1.8$

Meteor: $0.1 * (10 + 1 * 0) = 1$

Cloudy: $0.3 * (0 + 1 * 0.5) = 0.15$

2.95

Meteor_state = 0 (endstate)

Rain_state =

Self: $0.9 * (-2 + 1 * -1.8) = -3.42$

Cloudy: $0.1 * (0 + 1 * 0.5) = 0.05$

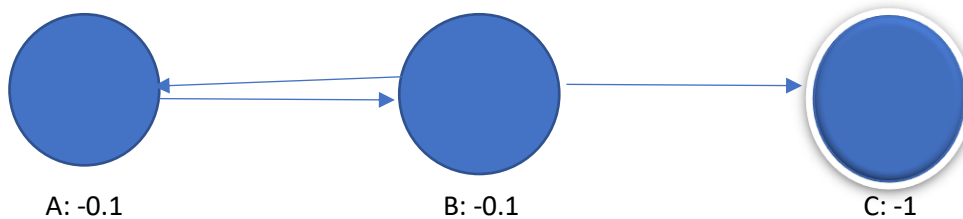
-3.37

Cloudy(0.98, 0) & Sunny(2.95, +3) & Meteor(0, +10) & Rain(-3.42, -2)

.5

De discount factor is de factor dat bepaald hoe belangrijk de vorige waardes zijn voor de volgende states. Bij een lage waarde ervan, zullen ze dus minder impact hebben op de volgende waardes. Wat betekent dat het extreem langzaam gaat als de waardes kleiner worden.

2.1



K=1:

$A_state = -0.1 + 1 * 0 = -0.1$

$B_state = \max(-0.1 + 1 * 0 = -0.1 \wedge -1 + 1 * 0 = -1) = -0.1$

$C_state = 0$

K=2:

$A_state = -0.1 + 1 * -0.1 = -0.2$

$B_state = \max(-0.1 + 1 * -0.1 = -0.2 \wedge -1 + 1 * 0 = -1) = -0.2$

$C_state = 0$

Continue in table:

| States | A | B | C |
|--------|------|------|---|
| 1 | -0.1 | -0.1 | 0 |
| 2 | -0.2 | -0.2 | 0 |
| 3 | -0.3 | -0.3 | 0 |
| 4 | -0.4 | -0.4 | 0 |
| 5 | -0.5 | -0.5 | 0 |
| 6 | -0.6 | -0.6 | 0 |
| 7 | -0.7 | -0.7 | 0 |
| 8 | -0.8 | -0.8 | 0 |
| 9 | -0.9 | -0.9 | 0 |
| 10 | -1 | -1 | 0 |
| 11 | -1.1 | -1 | 0 |
| 12 | -1.1 | -1 | 0 |
| 13 | -1.1 | -1 | 0 |
| 14 | -1.1 | -1 | 0 |
| 15 | -1.1 | -1 | 0 |

3.

Zie code