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(New) Partial Value Iteration

Thursday, 15 October 2020 15.31

On-the-fly Value Iteration (QESXS, QESXS) Q1=0 · Let of be an empty strategy for the min player · V1 = Q | V4 contains all the pairs which are discovered not to be for each uea do Construct a strategy which contains elements of a in the domain and it is a used while Juedom (T). T(u) & VI | Iterstively update the Strategy outil end while. At this point olom (J) 152 C NBDE and dom (F) 11 M2 C MENER

EXPAND (J, V2, U) while √(u) & dom(v) U 1/2 prok u' c o(u) \ (dom (r) v 1/1) UPDATE (T, V2, W) end while,

Expand is used to close the Strategy -For the sake of economy, the exponsion is performed only on nodes which are not marked in Va

UPDATE (T, K, U) if $\exists \omega \in \Gamma(u)$. $sup(\omega) \subseteq \overline{V_2}$ then √(n) 4 Sup (w) EXPAND (5, V1, U) else Add u to VI Remove u from dom(T) end if

Update selects an optimal move based on the current value. + if no move exists or we discover that the optimal move is losing, we update

the value

The choice of the optimal move is done solving a temportation problem. We distinguish two cases CASEZ N=(x,y) ESXS CASE1 u=(m, m) EM×M Here ω is chosen among the monomial couplings for (m_1, m_2) by solving the following linear program Here w is chosen among the polynomial couplings for (fx+fy, fx+fy) olet $m_1 = \prod_{i=1}^k x_i^{k_i}$ and $m_2 = \prod_{j=1}^k x_j^{k_j}$ $\det f_{x}^{+} + f_{y}^{-} = \sum_{i=1}^{k} \alpha_{i} n_{i} \quad \text{and} \quad$ let $C_{ij} = 11$ if $(x_i, x_j) \in V_2$ fx+ft = Zh Bing min Zk Zh Cij Wij Cij = 11 if (mi, mj) & 1/2 $\sum_{i=1}^{k} w_{ij} = \beta_{ij}$ (j=1-k) min Zk Zj cj Wj $\sum_{j=1}^{h} w_{ij} = \lambda i \quad (i=1...k)$ $\sum_{i=1}^{k} \omega_{ij} = \beta_{j}$ (j=1..h) $\sum_{j=1}^{k} \omega_{ij} = di$ (i=1..k)