# JadeWatsonComputationalAssignment

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# 0.1 MTHE 472: Computational Assignment

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## **Define Parameters**

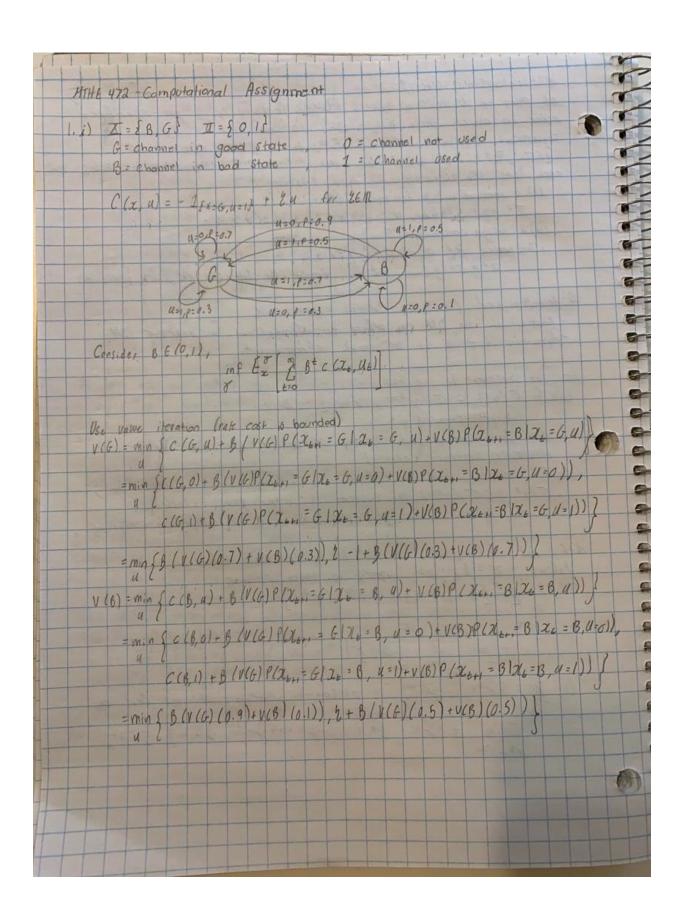
```
[1]: | # B = fading channel in bad state and G = channel in good state
     X = ['B', 'G']
     \# u = 0 not to use the channel and u = 1 to use channel
     U = ['0', '1']
     # define transition function
     def T(x_next,x,u):
         if x_next == 'G' and u == '1' and x == 'G':
             prob = 0.3
             return prob
         elif x_next == 'G' and u == 'O' and x == 'G':
             prob = 0.7
             return prob
         elif x_next == 'G' and u == '1' and x == 'B':
             prob = 0.5
             return prob
         elif x_next == 'G' and u == 'O' and x == 'B':
             prob = 0.9
             return prob
         elif x_next == 'B' and u == '1' and x == 'G':
             prob = 0.7
             return prob
         elif x_next == 'B' and u == 'O' and x == 'G':
             prob = 0.3
             return prob
         elif x_next == 'B' and u == '1' and x == 'B':
             prob = 0.5
             return prob
         elif x_next == 'B' and u == '0' and x == 'B':
             prob = 0.1
             return prob
     # cost function
```

```
def C(x,u):
    if x == 'G' and u == '1':
        c = -1 + e*(float(u))
        return c
    else:
        c = e*(float(u))
        return c
```

## Problem 1(i): Value Iteration

```
[2]: def value_iteration(X,U,T,C):
          11 11 11
          :param list X: set of states
          :param list U: encoder use
          :param function P: transition function
          :param function C: cost function
         # set value function for each state x to zero
         # initialize value function V as a dictionary to track the state as a key
         V = \{x: 0 \text{ for } x \text{ in } X\}
         optimal_policy = {x: 0 for x in X}
         while True:
              # store value functions at previous iteration
              prev_V = V.copy()
              for x in X:
                  # Q(x,u) expected total cost for taking action u in state x
                  # calculate Q for each encoder u to update V(s)
                  for u in U:
                      Q[u] = C(x,u) + beta*sum(T(x_next,x,u)*prev_V[x_next] for x_next_u
      \hookrightarrowin X)
                  # V(x): minimum expected total cost starting from state x (value)
      \hookrightarrow function)
                  V[x] = min(Q.values())
                  optimal_policy[x] = min(Q, key=Q.get)
              # check if the value function is the same by comparing it to prev value
              if all(prev_V[x] == V[x] for x in X):
                  break
         return V, optimal_policy
```

```
[3]: eta = [2/3, 0.95, 0.05]
beta = 0.8
for e in eta:
    V, optimal_policy = value_iteration(X,U,T,C)
    print("The optimal solution with eta value ",e,"is: ",V)
    print("The corresponding policy is: ",optimal_policy)
```



#### Problem 1(ii): Policy Iteration

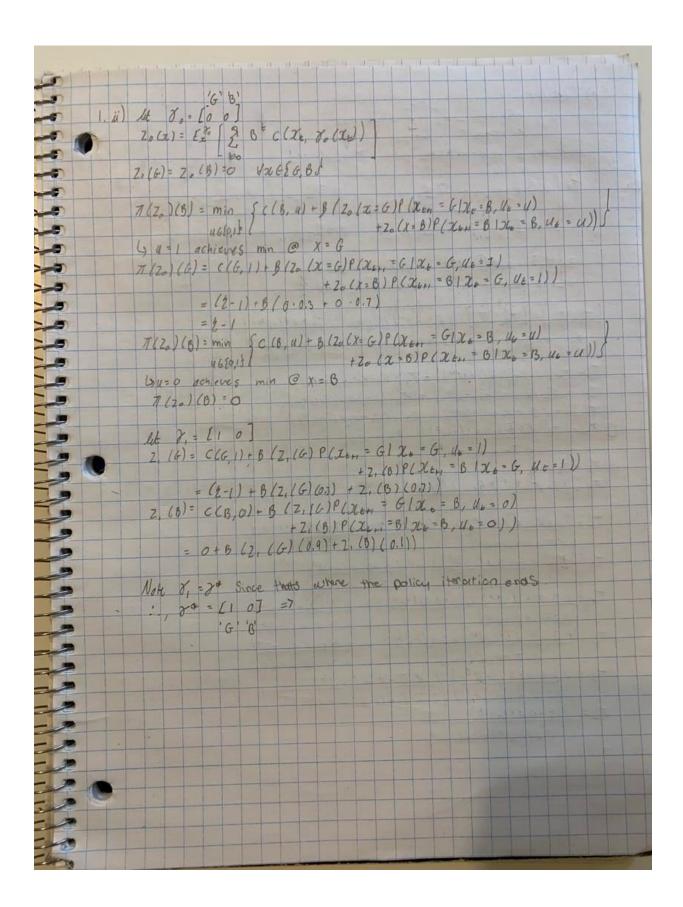
```
[4]: # in policy value, want to update the value function at a policy until they are
      → the same
     def policy_value(policy,X):
         # initialize value function as a dictionary
         V = \{x: 0 \text{ for } x \text{ in } X\}
         while True:
             # stores previous value to be used for termination condition
             prev_V = V.copy()
             # update value for each state x
             for x in X:
                 u = policy[x]
                 V[x] = C(x,u) + beta*sum(T(x_next,x,u)*prev_V[x_next] for x_next in_U)
      →X)
              # termination condition: if previous value is the same as current
             if all(prev_V[x] == V[x] for x in X):
                 break
         return V
```

```
[5]: # find the best policy for given value function
def best_policy(V,X,U):
    policy = {x: U[0] for x in X}

    for x in X:
        Q = {}
        for u in U:
        Q[u] = C(x,u) + beta*sum(T(x_next,x,u)*V[x_next] for x_next in X)

        policy[x] = min(Q,key=Q.get)
    return policy
```

```
# update the policy
policy = best_policy(V,X,U)
# termination condition: does the policy remain the same
if all(prev_policy[x] == policy[x] for x in X):
    break
return V,policy
```



## Problem 1 (iii): Q Learning

```
[8]: import numpy as np
     import random
     beta = 0.8
     eta = 2/3
     # state is 0 <=> state is G
     # state is 1 <=> state is B
     # initializing Q matrix
     Q = np.array([[1,1],[1,1]])
     # initializing states and action space
     T = 10 # shape of np array and total time
     states = np.empty(T,int)
     actions = np.empty(T,int)
     # set all to -1
     for i in range(T):
         states[i] = -1
         actions[i] = -1
     \# learning rate function where t is the time, x is the state, u is the action
     def alpha(t,x,u):
         summation = 0
         for i in range(0,t):
             if states[i] == x and actions[i] == u:
                 summation = summation + 1
         return 1/(1+summation)
     # re-define cost function such that is uses numbers instead of strings
     def C(x,u):
         indicator = 0
         if x == 0 and u == 1:
             indicator = 1
         return eta*u-indicator
     # choose an action using the epsilon-greedy exploration strategy
     # each time you need to choose an action, randomly generate a value,
     → (probability). If the value has prob less than an epsilon, choose a random
      →action. Otherwise, take the best known action at the agents current state
     def choose_action(x,u):
         transition_var = random.uniform(0,1) # generates random number between 0 and_
      \hookrightarrow 1
         if x == 0 and u == 0:
             if transition_var < 0.7:</pre>
                 # explore random action
```

```
x_next = 0
        return x_next
    else:
        # select the action with max value (future reward)
        x_next = 1
        return x_next
elif x == 0 and u == 1:
    if transition_var < 0.3:</pre>
        x_next = 0
        return x_next
    else:
        x_next = 1
        return x_next
elif x ==1 and u ==0:
    if transition_var < 0.1:</pre>
        x_next = 1
        return x_next
    else:
        x_next = 0
        return x_next
elif x == 1 and u == 1:
    if transition_var < 0.5:</pre>
        x_next = 1
        return x_next
    else:
        x next = 0
        return x_next
else:
    return "error"
```

```
[9]: x_t = 0
u_t = 0
j = 0

states[0] = x_t
actions[0] = u_t

# Q-learning function
while j < T-1:
    # choose action u from X using epsilon-greedy policy derived from Q
    x_next = choose_action(x_t,u_t)
    minArg = 100.0
    if Q[x_next,0] > Q[x_next,1]:
        u_next = 1
        minArg = Q[x_next,1]
    else:
        u_next = 0
```

```
minArg = Q[x_next,0]
     # Take action U, then observe cost C and next state X
    Q[states[x_t], actions[u_t]] = Q[states[x_t], actions[u_t]] + alpha(j,x_t,u_t)_{\sqcup}
 \rightarrow* (C(x_t,u_t)+beta*minArg-Q[states[x_t],actions[u_t]])
     # repeat until time limit is reached and update values
    j = j+1
    x_t = x_next
    u_t = u_next
    states[j] = x_t
    actions[j] = u_t
# Print result of Q-table containing Q(X, U) pairs defining optimal policy
print("Q = ", Q)
print("states = ",states)
print("actions = ",actions)
Q = [[0 1]]
 [0 1]]
```

Upon comparing the three methods above (value iteration, policy iteration, and Q learning), each method outputs a result that further proves the validity of the next method. I.e. all results coincide with each other. For example, value iteration with eta 2/3 outputs {'B': -0.810810810810810811, 'G': -1.0360360360360361} The corresponding policy is: {'B': '0', 'G': '1'}. The result of the policy iteration matches these values exactly. Q-learning further emphasizes the optimal policy to be [0,1].

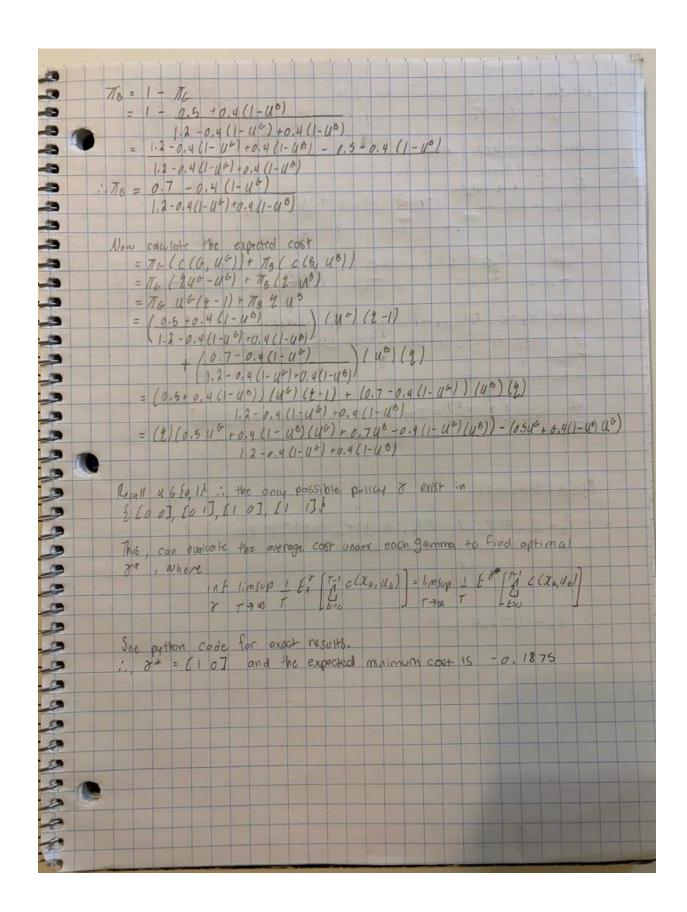
## Problem 1(b)

states = [0 1 0 0 0 0 0 1 0 1] actions = [0 0 0 0 0 0 0 0 0 0]

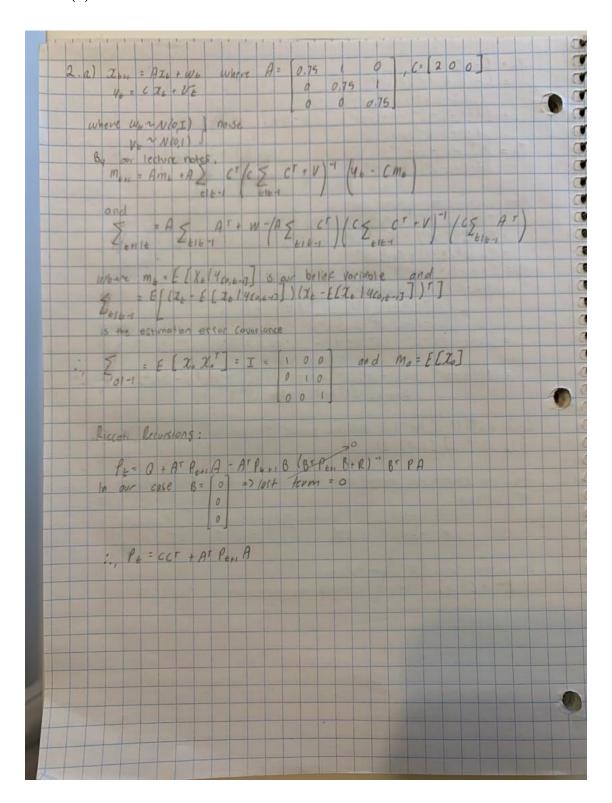
```
# check if we have reached minimum cost and take policy at such cost
if expected_cost < min_cost:
    min_cost = expected_cost
    optimalPolicy[0] = u_G
    optimalPolicy[1] = u_B

print("The minimum expected cost is ", min_cost)
print("The optimal policy is ",optimalPolicy)</pre>
```

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0 7/4	= TE (0.5 + 0.4/1-(16)) (0.7 - 0.461-(16))	4
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· T.	= 0.5 +0.4(1-40)	
116	12-0.4 (1-46)-0.4 (1-46)	
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# Problem 2(a)



#### Problem 2(b)

```
[11]: import numpy as np
      from numpy.linalg import matrix_rank
      # define given matrices and noise
      T = 1000
      A = np.matrix([[0.75,1,0],[0,0.75,1],[0,0,0.75]])
      C = np.matrix([2,0,0])
      I = np.matrix([[1,0,0],[0,1,0],[0,0,1]])
      W = I # noise
      V = 1 \# noise
      # initialize and set up array for inputs and outputs
      sigma_t = I
      x_t = np.matrix.transpose(np.matrix([1,0,0]))
      m_t = x_t
      results = np.zeros(T)
      states = np.zeros((T,3,1))
      belief_variables = np.zeros((T,3,1))
      error_covariances = np.zeros((T,3,3))
      # initialize states, beliefs, and error
      x_states = np.zeros(T)
      y_states = np.zeros(T)
      z_states = np.zeros(T)
      x_beliefs = np.zeros(T)
      y_beliefs = np.zeros(T)
      z_beliefs = np.zeros(T)
      x_error = np.zeros(T)
      y_error = np.zeros(T)
      z_error = np.zeros(T)
      # check observability
      observability_matrix = [[2,0,0],[1.5,2,0],[9/8,3,2]]
      rank = np.linalg.matrix_rank(observability_matrix)
      print("Rank of observability matrix is: ",rank)
```

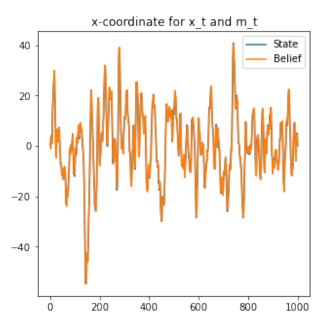
Rank of observability matrix is: 3

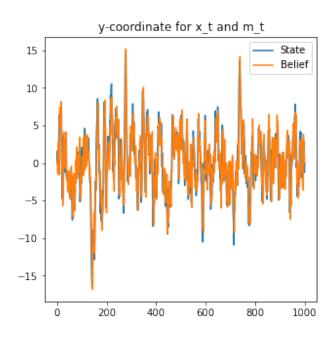
```
[12]: # Refer to handwritten results from a for defined equations
import random
t = 0
while t < T:</pre>
```

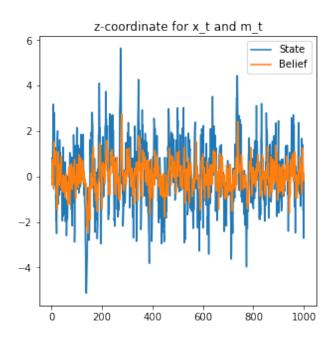
```
# Noise initialization
          v_t = np.random.normal(0,1,1)
          w_t = np.matrix.transpose(np.matrix(np.random.normal(0,1,3)))
          # update system
          y_t = np.matmul(C,x_t) + np.random.normal(0,1,1)
          x_next = np.matmul(A,x_t) + w_t
          # update error covariance
          sigma_next = W + np.matmul(A,np.matmul(sigma_t,np.matrix.transpose(A))) -_u
       → (np.matmul(A,np.matmul(sigma_t,np.matrix.transpose(C))))*np.linalg.inv((np.
       →matmul(C,np.matmul(sigma_t,np.matrix.transpose(C)))+V))*(np.matmul(C,np.
       →matmul(sigma_t,np.matrix.transpose(A))))
          # update beliefs
          # m_tilda_t
          m_next = np.matmul(A,m_t)+np.matmul(np.matmul(sigma_next,np.matrix.
       \rightarrowtranspose(C)),(y_t-np.matmul(C,np.matmul(A,m_t))))*np.linalg.inv(np.matmul(np.
       →matmul(C,sigma_next),np.matrix.transpose(C))+v_t)
          # Update output matrices
          results[t] = y_t
          states[t,:,:] = x_t
          belief_variables[t,:,:] = m_t
          error_covariances[t,:,:] = sigma_t
          #Update Recursion
          sigma_t = sigma_next
          m_t = m_next
          x_t = x_next
          t = t+1
[13]: # Update states, beliefs, and estimation error
      for j in range(T-1):
          x_states[j] = states[j,0,0]
          y_states[j] = states[j,1,0]
          z_states[j] = states[j,2,0]
          x_beliefs[j] = belief_variables[j,0,0]
          y_beliefs[j] = belief_variables[j,1,0]
          z_beliefs[j] = belief_variables[j,2,0]
          x_error[j] = x_states[j] - x_beliefs[j]
          y_error[j] = y_states[j] - y_beliefs[j]
          z_error[j] = z_states[j] - z_beliefs[j]
[14]: from matplotlib import pyplot as plt
```

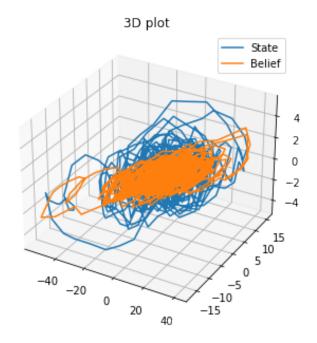
```
# plot x-coordinate of x_t, m_t
figure1 = plt.figure(figsize=(5,5))
x = np.linspace(1,1000,T)
ax1 = figure1.add_subplot(111)
ax1.plot(x,x_states)
ax1.plot(x,x_beliefs)
ax1.legend(['State', 'Belief'])
ax1.set_title("x-coordinate for x_t and m_t")
# plot y-coordinate of x_t, m_t
figure2 = plt.figure(figsize=(5,5))
y = np.linspace(1,1000,T)
ax2 = figure2.add_subplot(111)
ax2.plot(y,y_states)
ax2.plot(y,y_beliefs)
ax2.legend(['State', 'Belief'])
ax2.set_title("y-coordinate for x_t and m_t")
# plot z-coordinate of x_t, m_t
figure3 = plt.figure(figsize=(5,5))
z = np.linspace(1,1000,T)
ax3 = figure3.add_subplot(111)
ax3.plot(z,z_states)
ax3.plot(z,z_beliefs)
ax3.legend(['State', 'Belief'])
ax3.set_title("z-coordinate for x_t and m_t")
# 3D of all coordinates
figure4 = plt.figure(figsize=(5,5))
ax4 = figure4.add_subplot(111, projection='3d')
ax4.plot(x_states,y_states,z_states)
ax4.plot(x_beliefs,y_beliefs,z_beliefs)
ax4.legend(['State', 'Belief'])
ax4.set_title("3D plot")
# x-coordinate error
figure5 = plt.figure(figsize=(5,5))
q = np.linspace(0,1000,T)
ax5 = figure5.add_subplot(111)
ax5.plot(q,x_error)
ax5.set_title("x-coordinate error")
# y-coordinate error
figure6 = plt.figure(figsize=(5,5))
ax6 = figure6.add_subplot(111)
ax6.plot(q,y_error)
ax6.set_title("y-coordinate error")
```

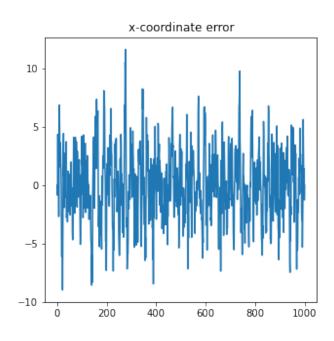
```
# z-coordinate error
figure7 = plt.figure(figsize=(5,5))
ax7 = figure7.add_subplot(111)
ax7.plot(q,z_error)
ax7.set_title("z-coordinate error")
plt.show()
```

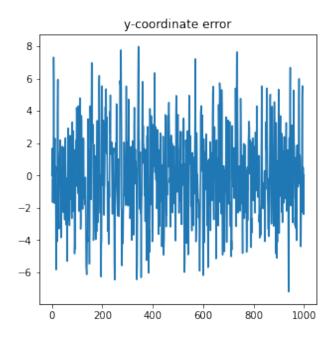


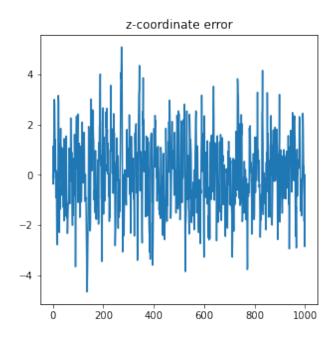












#### Problem 2(c)

(9,) (3, 3)

Does not stabilize around P because the Riccati conditions are not met as expected from the explanation in c.

```
[16]: print("The 999th covariance matrix is ", error_covariances[999])

The 999th covariance matrix is [[4.98145231 4.12780699 1.01482848]
      [4.12780699 6.8086493 2.11746902]
      [1.01482848 2.11746902 2.03260534]]

[17]: print("The 60th covariance matrix is ",error_covariances[60])
```

The 60th covariance matrix is [[4.98145231 4.12780699 1.01482848]

```
[4.12780699 6.8086493 2.11746902]
[1.01482848 2.11746902 2.03260534]]
```

```
[18]: print("The 123rd covariance matrix is ",error_covariances[123])
```

```
The 123rd covariance matrix is [[4.98145231 4.12780699 1.01482848] [4.12780699 6.8086493 2.11746902] [1.01482848 2.11746902 2.03260534]]
```

Therefore, the sigma matrices recursion converge and is unique as seen in the matrices above. This is expected as explained in the handwritten solution c.

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