

**7.1 Two-state MDP (8 pts)****(a) Policy evaluation***(2 pts)* **From the Bellman equation:**

$$\begin{aligned}
V^\pi(0) &= R(0) + \gamma [P(s'=0|s=0, a=\downarrow)V^\pi(0) + P(s'=1|s=0, a=\downarrow)V^\pi(1)] \\
&= -1 + \frac{1}{2} \left[ \frac{3}{4}V^\pi(0) + \frac{1}{4}V^\pi(1) \right] \\
&= -1 + \frac{3}{8}V^\pi(0) + \frac{1}{8}V^\pi(1)
\end{aligned}$$

$$\begin{aligned}
V^\pi(1) &= R(1) + \gamma [P(s'=0|s=1, a=\downarrow)V^\pi(0) + P(s'=1|s=1, a=\downarrow)V^\pi(1)] \\
&= 2 + \frac{1}{2} \left[ \frac{1}{4}V^\pi(0) + \frac{3}{4}V^\pi(1) \right] \\
&= 2 + \frac{1}{8}V^\pi(0) + \frac{3}{8}V^\pi(1)
\end{aligned}$$

*(2 pts)* **Rearranging the above and solving:**

$$\begin{aligned}
\frac{5}{8}V^\pi(0) - \frac{1}{8}V^\pi(1) &= -1 \\
-\frac{1}{8}V^\pi(0) + \frac{5}{8}V^\pi(1) &= 2
\end{aligned}$$

**A little algebra gives  $V^\pi(0) = -1$  and  $V^\pi(1) = 3$ .****(b) Greedy policy***(1 pt)* **Action-value function for action  $a=\downarrow$ :**

$$\begin{aligned}
Q^\pi(s=0, a=\downarrow) &= V^\pi(0) = -1 \\
Q^\pi(s=1, a=\downarrow) &= V^\pi(1) = 3
\end{aligned}$$

*(2 pts)* **Action-value function for action  $a=\uparrow$ :**

$$\begin{aligned}
Q^\pi(s=0, a=\uparrow) &= R(0) + \gamma [P(s'=0|s=0, a=\uparrow)V^\pi(0) + P(s'=1|s=0, a=\uparrow)V^\pi(1)] \\
&= -1 + \frac{1}{2} \left[ \frac{1}{2}(-1) + \frac{1}{2}(3) \right] \\
&= -0.5
\end{aligned}$$

$$\begin{aligned}
Q^\pi(s=1, a=\uparrow) &= R(1) + \gamma [P(s'=0|s=1, a=\uparrow)V^\pi(0) + P(s'=1|s=1, a=\uparrow)V^\pi(1)] \\
&= 2 + \frac{1}{2} \left[ \frac{1}{2}(-1) + \frac{1}{2}(3) \right] \\
&= 2.5
\end{aligned}$$

*(1 pt)* **Greedy policy:**

$$\begin{aligned}
\pi'(0) &= \operatorname{argmax}_a Q^\pi(s=0, a) = \uparrow \\
\pi'(1) &= \operatorname{argmax}_a Q^\pi(s=1, a) = \downarrow
\end{aligned}$$

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## 7.2 Three-state MDP (12 pts)

### (a) Policy evaluation

(3 pts) **From the Bellman equation:**

$$\begin{aligned} V^\pi(1) &= R(1) + \gamma [P(s'=1|s=1, a=\uparrow)V^\pi(1) + P(s'=2|s=1, a=\uparrow)V^\pi(2) + P(s'=3|s=1, a=\uparrow)V^\pi(3)] \\ &= -15 + \frac{2}{3} \left[ \frac{3}{4}V^\pi(1) + \frac{1}{4}V^\pi(2) + (0)V^\pi(3) \right] \\ &= -15 + \frac{1}{2}V^\pi(1) + \frac{1}{6}V^\pi(2) \end{aligned}$$

$$\begin{aligned} V^\pi(2) &= R(2) + \gamma [P(s'=1|s=2, a=\uparrow)V^\pi(1) + P(s'=2|s=2, a=\uparrow)V^\pi(2) + P(s'=3|s=2, a=\uparrow)V^\pi(3)] \\ &= 30 + \frac{2}{3} \left[ \frac{1}{2}V^\pi(1) + \frac{1}{2}V^\pi(2) + (0)V^\pi(3) \right] \\ &= 30 + \frac{1}{3}V^\pi(1) + \frac{1}{3}V^\pi(2) \end{aligned}$$

$$\begin{aligned} V^\pi(3) &= R(3) + \gamma [P(s'=1|s=3, a=\downarrow)V^\pi(1) + P(s'=2|s=3, a=\downarrow)V^\pi(2) + P(s'=3|s=3, a=\downarrow)V^\pi(3)] \\ &= -25 + \frac{2}{3} \left[ (0)V^\pi(1) + \frac{1}{4}V^\pi(2) + \frac{3}{4}V^\pi(3) \right] \\ &= -25 + \frac{1}{6}V^\pi(2) + \frac{1}{2}V^\pi(3) \end{aligned}$$

(1 pt) **Rearranging the above:**

$$\begin{aligned} 15 &= -\frac{1}{2}V^\pi(1) + \frac{1}{6}V^\pi(2), \\ 30 &= -\frac{1}{3}V^\pi(1) + \frac{2}{3}V^\pi(2), \\ 25 &= \frac{1}{6}V^\pi(2) - \frac{1}{2}V^\pi(3). \end{aligned}$$

(1 pt) **A little algebra gives:**

$$\begin{aligned} V^\pi(1) &= -18, \\ V^\pi(2) &= +36, \\ V^\pi(3) &= -38. \end{aligned}$$

### (b) Greedy policy

(3 pts) **Action-value function for action  $a = \uparrow$ :**

$$\begin{aligned} Q^\pi(s=1, a=\uparrow) &= V^\pi(1) = -18, \\ Q^\pi(s=2, a=\uparrow) &= V^\pi(2) = 36, \\ Q^\pi(s=3, a=\uparrow) &= R(3) + \gamma [P(s'=1|s=3, a=\uparrow)V^\pi(1) + P(s'=2|s=3, a=\uparrow)V^\pi(2) + P(s'=3|s=3, a=\uparrow)V^\pi(3)], \\ &= -25 + \frac{2}{3} \left[ (0)(-18) + \frac{3}{4}(36) + \frac{1}{4}(-38) \right], \\ &= -\frac{40}{3}. \end{aligned}$$

(3 pts) **Action-value function for action  $a = \downarrow$ :**

$$\begin{aligned}
 Q^\pi(s=1, a=\downarrow) &= R(1) + \gamma [P(s'=1|s=1, a=\downarrow)V^\pi(1) + P(s'=2|s=1, a=\downarrow)V^\pi(2) + P(s'=3|s=1, a=\downarrow)V^\pi(3)] , \\
 &= -15 + \frac{2}{3} \left[ \frac{1}{4}(-18) + \frac{3}{4}(36) + (0)(-38) \right] , \\
 &= 0, \\
 Q^\pi(s=2, a=\downarrow) &= R(2) + \gamma [P(s'=1|s=2, a=\downarrow)V^\pi(1) + P(s'=2|s=2, a=\downarrow)V^\pi(2) + P(s'=3|s=2, a=\downarrow)V^\pi(3)] , \\
 &= 30 + \frac{2}{3} \left[ (0)(-18) + \frac{1}{2}(36) + \frac{1}{2}(-38) \right] , \\
 &= \frac{88}{3}, \\
 Q^\pi(s=3, a=\downarrow) &= V^\pi(3) = -38.
 \end{aligned}$$

(1 pt) **Greedy policy:**

$$\begin{aligned}
 \pi'(1) &= \operatorname{argmax}_a Q^\pi(s=1, a) = \downarrow \\
 \pi'(2) &= \operatorname{argmax}_a Q^\pi(s=2, a) = \uparrow, \\
 \pi'(3) &= \operatorname{argmax}_a Q^\pi(s=3, a) = \uparrow.
 \end{aligned}$$

### 7.3 EM algorithm for binary matrix completion (25 pts)

#### (a) Sanity check (2 pts)

Title	Rec (%)
Solo	0.37755102040816324
Justice League	0.3900709219858156
The Shape of Water	0.3956043956043956
Ex Machina	0.4631578947368421
Star Trek Beyond	0.46534653465346537
Batman v Superman: Dawn of Justice	0.47904191616766467
Star Wars: The Last Jedi	0.4857142857142857
Terminator Genisys	0.48717948717948717
Tron	0.5075757575757576
Suicide Squad	0.5111111111111111
Mad Max: Fury Road	0.5227272727272727
The Last Airbender	0.5246913580246914
Wonder Woman	0.536723163841808
Ant-Man and the Wasp	0.544041450772021
It	0.5496688741721855
World War Z	0.5555555555555556
Oceans 8	0.5725190839694656
Man of Steel	0.577639751552795
Jumanji: Welcome to the Jungle	0.5857988165680473
2001: A Space Odyssey	0.5871559633027523
Get Out	0.5970149253731343
Furious 7	0.5973154362416108
Star Wars: The Phantom Menace	0.6024844720496895
Moana	0.6116504854368932
Rogue One	0.6183206106870229
Logan	0.6277372262773723
Terminator 2	0.6370370370370371
The Greatest Showman	0.6462585034013606
The Lego Movie	0.6467661691542289
Fantastic Beasts and Where To Find Them	0.6628571428571428
Blade Runner 2049	0.6692913385826772
Venom	0.6974358974358974
Frozen	0.7
Thor: Ragnarok	0.7070707070707071
Deadpool 2	0.7142857142857143
Guardians of the Galaxy Vol. 2	0.7202072538860104
Jurassic World	0.7251184834123223
Mission: Impossible - Fallout	0.7483443708609272
Captain America: Civil War	0.7534883720930232
Guardians of the Galaxy	0.7610619469026548
La La Land	0.7627118644067796
The Lord of the Rings: The Fellowship of the Ring	0.7705882352941177
Coco	0.78
The Hunger Games	0.7802690582959642
Iron Man 3	0.780373831775701
Zootopia	0.7905138339920948
Black Panther	0.7991071428571429
The Martian	0.8011049723756906
Avengers: Infinity War	0.8073770491803278
The Wolf of Wall Street	0.8082901554404145
The Imitation Game	0.8106060606060606
Harry Potter and the Deathly Hallows: Part 2	0.8108108108108109
The Avengers	0.8285714285714286
The Matrix	0.8350515463917526
Jurassic Park (1993)	0.839572192513369
Doctor Strange	0.8401826484018264
The Dark Knight	0.8412698412698413
WALL-E	0.8434782608695652
Inception	0.8723404255319149
Interstellar	0.8858447488584474

(b) **Likelihood** (3 pts)

$$\begin{aligned}
P\left(\left\{R_j=r_j^{(t)}\right\}_{j \in \Omega_t}\right) &= \sum_{i=1}^k P\left(Z=i, \left\{R_j=r_j^{(t)}\right\}_{j \in \Omega_t}\right) && \boxed{\text{marginalization}} \\
&= \sum_{i=1}^k P(Z=i) P\left(\left\{R_j=r_j^{(t)}\right\}_{j \in \Omega_t} \middle| Z=i\right) && \boxed{\text{product rule}} \\
&= \sum_{i=1}^k P(Z=i) \prod_{j \in \Omega_t} P\left(R_j=r_j^{(t)} \middle| Z=i\right) && \boxed{\text{conditional independence}}
\end{aligned}$$

(c) **E-step** (2 pts)

$$\begin{aligned}
P\left(Z=i \middle| \left\{R_j=r_j^{(t)}\right\}_{j \in \Omega_t}\right) &= \frac{P(Z=i) P\left(\left\{R_j=r_j^{(t)}\right\}_{j \in \Omega_t} \middle| Z=i\right)}{P\left(\left\{R_j=r_j^{(t)}\right\}_{j \in \Omega_t}\right)} && \boxed{\text{Bayes rule}} \\
&= \frac{P(Z=i) \prod_{j \in \Omega_t} P\left(R_j=r_j^{(t)} \middle| Z=i\right)}{\sum_{i'=1}^k P(Z=i') \prod_{j \in \Omega_t} P\left(R_j=r_j^{(t)} \middle| Z=i'\right)} && \boxed{\text{substitute from part (b)}}
\end{aligned}$$

(d) **M-step** (3 pts)

The visible data  $V^{(t)}$  for the  $t^{\text{th}}$  student are the observed movie ratings  $\left\{R_j=r_j^{(t)}\right\}_{j \in \Omega_t}$ .

Thus the EM updates are given by:

$$\begin{aligned}
P(Z=i) &\leftarrow \frac{1}{T} \sum_{t=1}^T P\left(Z=i \middle| \left\{R_j=r_j^{(t)}\right\}_{j \in \Omega_t}\right), \\
P(R_\ell=1|Z=i) &\leftarrow \frac{\sum_{t=1}^T P\left(Z=i, R_\ell=1 \middle| \left\{R_j=r_j^{(t)}\right\}_{j \in \Omega_t}\right)}{\sum_{t=1}^T P\left(Z=i \middle| \left\{R_j=r_j^{(t)}\right\}_{j \in \Omega_t}\right)}.
\end{aligned}$$

Using the suggested shorthand, we can write these as

$$\begin{aligned}
P(Z=i) &\leftarrow \frac{1}{T} \sum_{t=1}^T \rho_{it}, && \boxed{+1 \text{ pt}} \\
P(R_\ell=1|Z=i) &\leftarrow \frac{\sum_t P\left(Z=i, R_\ell=1 \middle| \left\{R_j=r_j^{(t)}\right\}_{j \in \Omega_t}\right)}{\sum_{t=1}^T \rho_{it}}.
\end{aligned}$$

Finally consider the terms in the numerator of the second update. If the  $t^{\text{th}}$  student saw the  $\ell^{\text{th}}$  movie, then  $R_\ell$  is an **observed rating**. Thus if  $\ell \in \Omega_t$  we have:

$$\begin{aligned} P\left(Z=i, R_\ell=1 \mid \left\{R_j=r_j^{(t)}\right\}_{j \in \Omega_t}\right) &= I\left(r_\ell^{(t)}, 1\right) P\left(Z=i \mid \left\{R_j=r_j^{(t)}\right\}_{j \in \Omega_t}\right) \\ &= I\left(r_\ell^{(t)}, 1\right) \rho_{it} \end{aligned}$$

On the other hand, if the  $t^{\text{th}}$  student did not see the  $\ell^{\text{th}}$  movie, then  $R_\ell$  is a **hidden variable**. Thus if  $\ell \notin \Omega_t$  we have:

$$\begin{aligned} &P\left(Z=i, R_\ell=1 \mid \left\{R_j=r_j^{(t)}\right\}_{j \in \Omega_t}\right) \\ &= P\left(Z=i \mid \left\{R_j=r_j^{(t)}\right\}_{j \in \Omega_t}\right) P\left(R_\ell=1 \mid Z=i, \left\{R_j=r_j^{(t)}\right\}_{j \in \Omega_t}\right) \quad \boxed{\text{product rule}} \\ &= P\left(Z=i \mid \left\{R_j=r_j^{(t)}\right\}_{j \in \Omega_t}\right) P(R_\ell=1 \mid Z=i) \quad \boxed{\text{conditional independence}} \\ &= \rho_{it} P(R_\ell=1 \mid Z=i) \end{aligned}$$

Substituting these last two results into the numerator of the second update, we find that

$$P(R_\ell=1 \mid Z=i) \longleftarrow \frac{\sum_{\{t \mid \ell \in \Omega_t\}} \rho_{it} I\left(r_\ell^{(t)}, 1\right) + \sum_{\{t \mid \ell \notin \Omega_t\}} \rho_{it} P(R_\ell=1 \mid Z=i)}{\sum_{t=1}^T \rho_{it}} \quad \boxed{+2 \text{ pts}}$$

(e) **Implementation** (3 pts)

iteration	log-likelihood $\mathcal{L}$
0	-33.4145
1	-21.3919
<b>2</b>	<b>-19.6171</b>
<b>4</b>	<b>-18.7595</b>
<b>8</b>	<b>-18.3982</b>
16	-18.2229
<b>32</b>	<b>-18.1025</b>
<b>64</b>	<b>-18.0486</b>
<b>128</b>	<b>-18.0472</b>
<b>256</b>	<b>-18.0471</b>

(f) **Personal movie recommendations** (2 pts)

(g) **Source code** (10 pts)