



**SC4003 CE/CZ4046
INTELLIGENT AGENTS**

Assignment 1

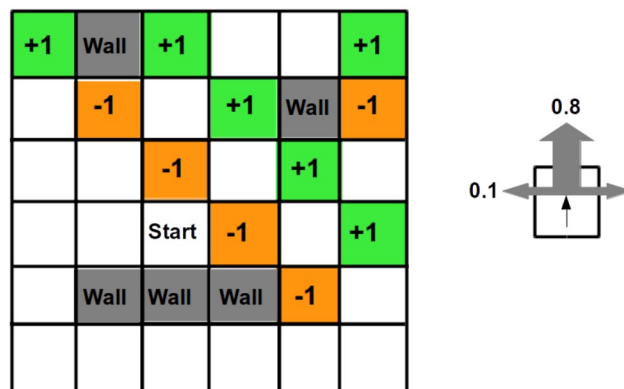
**SCHOOL OF COMPUTER SCIENCE AND ENGINEERING
NANYANG TECHNOLOGICAL UNIVERSITY**

Assignment 1: Agent Decision Making

Deadline: Sunday, March 23, 2025, 11:59:59PM

This assignment covers topics in Module 3: Agent Decision Making. Refer to Chapters 16 and 17 in the reference book “Artificial Intelligence: A Modern Approach” by S. Russell and P. Norvig. Prentice-Hall, third edition, 2010. For the ease of access, a softcopy of these two chapters can be found in the NTULearn system.

Consider the following maze environment, similar to the one in Section 17.1 of the above reference book. Write a program to solve the following questions. Note that the program can be written in any programming language.



The transition model is as follows: the intended outcome occurs with probability 0.8, and with probability 0.1 the agent moves at either right angle to the intended direction. If the move would make the agent walk into a wall, the agent stays in the same place as before. The rewards for the white squares are -0.05, for the green squares are +1, and for the brown squares are -1. Note that there are no terminal states; the agent's state sequence is infinite.

Part 1: Assuming the known transition model and reward function listed above, find the optimal policy and the utilities of all the (non-wall) states using both value iteration and policy iteration. Display the optimal policy and the utilities of all the states, and plot utility estimates as a function of the number of iterations as in Figure 17.5(a) in the above reference book. In this question, use a discount factor of 0.99.

Part 2: Design a more complicated maze environment of your own and re-run the algorithms designed for Part 1 on it. How does the number of states and the complexity of the environment affect convergence? How complex can you make the environment and still be able to learn the right policy?

Submission Instructions

The assignment should be submitted at NTULearn. A submission link will be provided. Each submission should be a single ZIP file with the name of **lastname_firstname_matriculation.zip**. It must consist of:

- A report in PDF format. The report should briefly describe your implemented solution and fully answer all the questions above. Remember: you will not get credit for any solutions you have obtained, but not included in the report. The name of the report file should be **lastname_firstname_matriculation.pdf**
- Your program source code. The code should be well commented, and it should be easy to see the correspondence between what's in the code and what's in the report.

Assessment Weightage

Using method of value iteration for Part 1 (**35 marks**)

- Descriptions of implemented solutions (5 marks)
- Plot of optimal policy (10 marks)
- Utilities of all states (10 marks)
- Plot of utility estimates as a function of the number of iterations (10 marks)

Using method of policy iteration for Part 1 (**35 marks**)

- Descriptions of implemented solutions (5 marks)
- Plot of optimal policy (10 marks)
- Utilities of all states (10 marks)
- Plot of utility estimates as a function of the number of iterations (10 marks)

Source code for Part 1 (**10 marks**)

Part 2 questions (**20 marks**)

- Answers of the questions in the report (15 marks)
- Source code (5 marks)

Deadline

The due date of the assignment is: **Sunday, March 23, 2025, 11:59:59PM**

Note that **FIVE (5)** marks will be deducted for the delay submission of each calendar day.