Report 1 hand-in

Alice (\$000001) Bob (\$000002) Clara (\$000003)

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Table 1: Attribution table. Feel free to add/remove rows and columns

	Alice	Bob	Clara
1: Go east	0-100%	0-100%	0-100%
2: Describe the go-east problem	0 100%	0 100%	0 100%
3: Predict consequence of actions	0 100%	0 100%	0 100%
4: Possible future states	0-100%	0 100%	0 100%
5: Reachable states	0-100%	0 100%	0 100%
6: Shortest path	0-100%	0 100%	0 100%
7: Predict consequence of actions with one ghost	0 100%	0 100%	0 100%
8: Possible future states with one ghost	0-100%	0 100%	0 100%
9: Optimal one-ghost planning	0-100%	0 100%	0 100%
10: Predict consequence of actions with several ghosts	0 100%	0 100%	0 100%
11: Future states	0-100%	0 100%	0 100%
12: Optimal planning	0 100%	0 100%	0 100%
13: A basic blaster-business	0-100%	0 100%	0 100%
14: Warmup	0 100%	0 100%	0 100%
15: Manually computing J_{N-1}	0-100%	0 100%	0 100%
16: Compute optimal policy and value function	0 100%	0 100%	0 100%
17: Kiosk2	0 100%	0 100%	0 100%
18: Explaining the policy	0 100%	0-100%	0 100%
19: Policy explanation continued	0-100%	0-100%	0 100%

Headings have been inserted in the document for readability. You only have to edit the part which says (your solution here) .

1 Avoid the droid (pacman.py)

Problem 2: Describe the go-east problem

The environment is an example of a

The controller is an example of a ... (your solution here)

Problem 5: Reachable states

Account for all states here. Provide a brief justification for your results. (your solution here)

2 The kiosk (kiosk.py)

Problem 13: A basic blaster-business

(your solution here) To get you started:

$$N = 14 \tag{1}$$

for
$$k = 0, \dots, N$$
: $\mathcal{S}_k = \dots$ (2)

for
$$k = 0, ..., N - 1$$
: $A_k(x_k) = ...$ (3)

(4)

Problem 15: Manually computing J_{N-1}

(your solution here)

$$J_{N-1}(20) = \dots$$

Problem 18: Explaining the policy

The first policy... this can be explained by noting ... (your solution here)

Problem 19: Policy explanation continued

$$\mu_{N-1}(0) = \dots$$

(your solution here)