Ma 661 Dynamic Programming and Reinforcement Learning

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Homework 7

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A machine may be in two states: good or bad. It produces an item at the end of each time period. If the machine is bad, the item is bad/defective as well. If the machine is good, then the item is good. A machine, which is good at stage t may become bad at stage t+1 with probability p. A bad machine remains bad, unless replaced. The state of the machine is not visible and can be identified only by inspecting the produced items. An item produced in period t may be inspected immediately at cost I. The inspection is perfect, that is, it distinguishes between good and defective items without mistakes. If the inspection finds the item bad, the machine may be replaced at a cost R. The cost of producing a bad item is C.

- (a) Formulate a finite horizon dynamic programming problem to minimize the cost of operating the machine.
- (b) The initial state of the machine is good. Solve the problem for $p=0.2,\ I=1,\ R=3,$ $C=2,\ {\rm and}\ N=8.$