

## Homework 7 Solutions

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.

- State: Unobservable state of the machine is  $\mathcal{Y} = \{G, B\}$ . The belief state is a binary probability distribution  $\xi = (\alpha, 1 - \alpha)$ , where  $\alpha$  denotes the probability that the machine is good.
- Control set:  $\mathcal{U} = \{0, 1\}$  do not inspect the produced item  $u = 0$  or inspect the item  $u = 1$  and replace the machine if it is broken.
- Feasible control mapping:  $U(x) = \{0, 1\}$  for all states.
- Transitions:

$$\alpha_{t+1} = \begin{cases} (1 - p) * \alpha_t & \text{for } u = 0; \\ 1 - p & \text{for } u = 1; \end{cases}$$

- Expected cost function

$$c(\alpha_t, u) = (1 - \alpha_t)C + u(I + (1 - \alpha_t)R).$$

- Dynamic Programming Equation:

$$\begin{aligned} v_t(\alpha) &= \min \left\{ (1 - \alpha)C + v_{t+1}((1 - p)\alpha), I + \alpha(C + R) + v_{t+1}(1 - p) \right\} \\ &\quad t = T, \dots, 1, \quad \alpha \in [0, 1]. \\ v_{T+1}(\alpha) &= 0. \end{aligned}$$

- (b) The initial state of the machine is good. Solve the problem for  $p = 0.2$ ,  $I = 1$ ,  $R = 3$ ,  $C = 2$ , and  $T = 18$ .

We notice that  $\alpha_t$  can only take values  $(1 - p)^k$  with  $k = 1, 2, \dots, t - 1$ . We simplify the dynamic programming equation further by identifying the belief state with  $k$  meaning that

$\alpha_t = (1 - p)^k$ . We obtain new simply dynamic programming equations:

$$\begin{aligned} v_t(k) &= \min \{ (1 - (1 - p)^k)C + v_{t+1}(k + 1), I + (1 - p)^k(C + R) + v_{t+1}(1) \} \\ &\quad t = 18, \dots, 1, \quad k = 1, \dots, t - 1. \\ v_{19}(k) &= 0 \quad k = 1, \dots, 17. \end{aligned}$$

The optimal value at time 1 when the machine is good is 22.753151999999999.

The optimal policy is

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(timestep:00 - ', [0])
(timestep:01 - ', [0])
(timestep:02 - ', [0, 0])
(timestep:03 - ', [0, 0, 0])
(timestep:04 - ', [0, 0, 0, 1])
(timestep:05 - ', [0, 0, 0, 1, 1])
(timestep:06 - ', [0, 0, 0, 1, 1, 1])
(timestep:07 - ', [0, 0, 0, 1, 1, 1, 1])
(timestep:08 - ', [0, 0, 1, 1, 1, 1, 1, 1])
(timestep:09 - ', [0, 0, 0, 1, 1, 1, 1, 1, 1])
(timestep:10 - ', [0, 0, 0, 1, 1, 1, 1, 1, 1, 1])
(timestep:11 - ', [0, 0, 1, 1, 1, 1, 1, 1, 1, 1, 1])
(timestep:12 - ', [0, 0, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1])
(timestep:13 - ', [0, 0, 0, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1])
(timestep:14 - ', [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0])
(timestep:15 - ', [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0])
(timestep:16 - ', [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0])
(timestep:17 - ', [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0])
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