

# CSE 518 - Artificial Intelligence

## Homework

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### Chapter 17. Making Complex Decisions, MDP

**17.1** For the  $4 \times 3$  world shown in Figure 1, calculate which squares can be reached from (1,1) by the action sequence  $[Up, Up, Right, Right, Right]$  and with what probabilities. Explain how this computation is related to the prediction task (see Section 14.2) for a hidden Markov model.

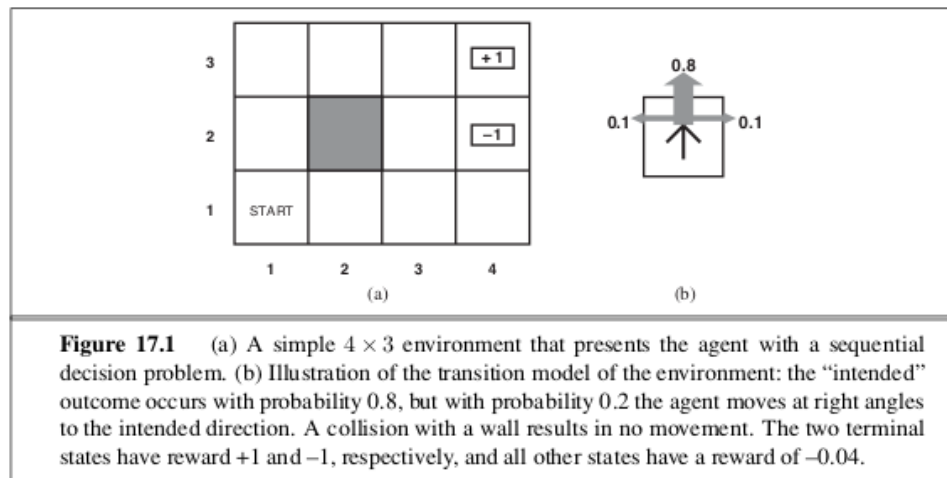


Figure 1: Exercise 1

**17.2** Select a specific member of the set of policies that are optimal for  $R(s) > 0$  as shown in Figure 2(b), and calculate the fraction of time the agent spends in each state, in the limit, if the policy is executed forever.

**17.3** Suppose that we define the utility of a state sequence to be the *maximum* reward obtained in any state in the sequence. Show that this utility function does not result in stationary preferences between state sequences. Is it still possible to define a utility function on states such that MEU decision making gives optimal behavior?

**17.4** Sometimes MDPs are formulated with a reward function  $R(s, a)$  that depends on the action taken or with a reward function  $R(s, a, s')$  that also depends on the outcome state.

- Write the Bellman equations for these formulations.
- Show how an MDP with reward function  $R(s, a, s')$  can be transformed into a different MDP with reward function  $R(s, a)$ , such that optimal policies in the new MDP correspond exactly to optimal policies in the original MDP.

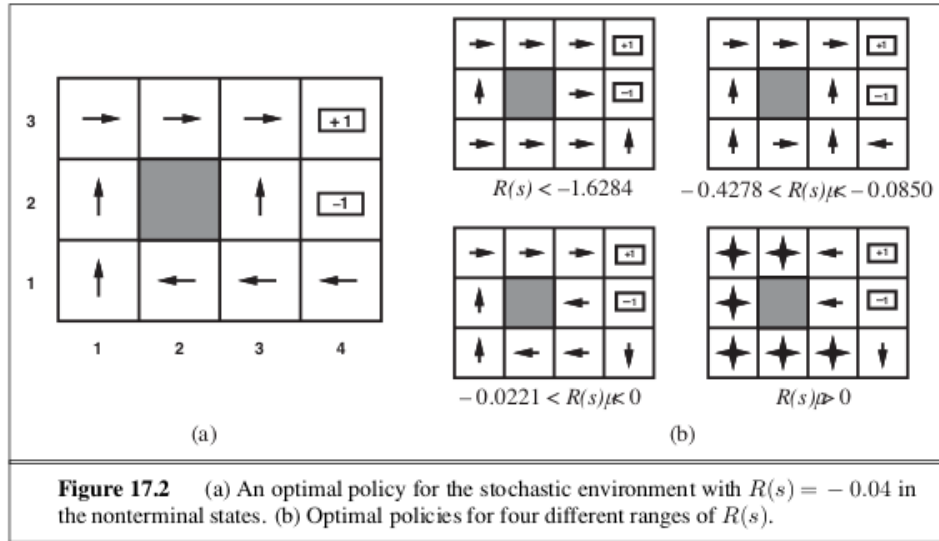


Figure 2: Exercise 1

c. Now do the same to convert MDPs with  $R(s, a)$  into MDPs with  $R(s)$ .