**Question 1: This question is based on the following scenario:**

**UQ Soda is a very small soft drink seller at UQ. It sells two types of soft drinks: Coke and Sprite. It buys its stock each morning, but can only buy at most 2 cans of sodas per day and can only store and sell 3 cans per day. You can assume that:**

* **Coke and Sprite are the only two types of sodas that the customer may want to buy**
* **The customer will not change its preference and will leave UQSoda without buying anything if his/her choice is not available**
* **The sodas will always be in a good condition**
* **The customers preference depends on the amount of each type of sodas available at the beginning of the day (right after UQSoda buys its stock)**

**Despite of its size and lack of information about the behaviour of its consumer, UQSoda wants to stock the sodas such that it can minimize the number of customers who could not get their choice of sodas**

1. **The stocking problem of UQ Soda in Question 3 Tutorial 8 is an MDP problem. However, the stocking problem in the above scenario is a reinforcement learning problem, even though the problem is similar to the scenario in Question 3 of Tutorial 8. Please explain the differences and similarity between MDP and Reinforcement Learning. In your explanation, please provide a comparison example based on the UQSoda stocking problems as described above and as described in Tutorial 8.**
2. **Suppose the owner of UQSoda wants to solve the reinforcement learning stocking problem they face using model based Bayesian Reinforcement Learning problem (yes, he knows there’s such an approach). The owner knows that this means he has to frame the problem as a POMDP problem, but does not really know what a POMDP is. To help him, your task is to define the POMDP problem that represents the UQSoda stocking problem (as described in this assignment)**

*Answer:*

1. My butt
2. Tom’s butt

**Question 2:**

**Let’s consider Q-learning and SARSA with greedy algorithm for action selection. Please explain the effect of different values on the performance of the learning methods. In particular, please explain the effect when = 0, = 1 and as increases from 0 to 1**

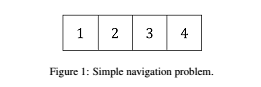
*Answer:*

1. As different as my butt is from Tom’s

**Question 3:**

**This question is based on the following simple navigation scenario.**

**A robot is navigating in an environment that has been discretised into 4 grid cells, as shown in Figure 1. We know the robot’s action space is {left, right} and that effect of performing an action is non-deterministic. However, we do not have a stochastic model of this non-deterministic behaviour of the robot. Worse, we do not know the cost of each action that the robot takes nor the reward for reaching the goal. Despite this lack of information, we want to find a policy for the robot to move from cell-1 to cell-4 with minimum cost.**



**Suppose we want to solve this problem using model-free reinforcement learning approaches. We set the initial values of all states to be zero, generated an initial policy and used this policy to generate the following two episodes.**

**Episode-1: cell1-right- -1, cell1-right- -1, cell2-right- -1, cell3-right-9, cell4**

**Episode-2: cell1-right- -1, cell2-right- -1, cell2-right- -1, cell3-right-9, cell4**

**Now we want to evaluate the policy . Please write down the value functions of the first two iterations of the following model-free reinforcement learning methods:**

1. **TD(0)**
2. **TD(2)**
3. **Monte Carlo**

*Answers:*

1. double Mybuttvalue(string comment)
2. double Tomsbuttvalue(string comment)
3. double buttComp(Butt a = Mybutt, Butt b = Tomsbutt)