



## Homework 2. Markov Decision Problems

1.

(a)

**Note:** we considered the first square the square 0 instead of 1. This is more coherent with indexes in python.

*Table 1 - Model of the board.*

0	1
2	3

$\mathcal{X} = \{(0,0), (0,1), (0,2), (0,3), (1,0), (1,1), (1,2), (1,3), (2,0), (2,1), (2,2), (2,3), (3,0), (3,1), (3,2), (3,3)\}$ ,  
where the first number in the tuples ( $\mathcal{X}[i][0]$ ) is the position of the wolf and the second number ( $\mathcal{X}[i][1]$ ) is the position of the hare.

Ex:  $\mathcal{X}[0] = (0,0)$  means that both wolf and hare are at square 0 and  $\mathcal{X}[6] = (1,2)$  means that the wolf is at the square 1 and hare at square 2.

$A = \{\text{Left, Right, Up, Down, Stay}\}$

(b)

For this MDP since the board is Toroidal world the probabilities associated with Up and Down or Left and Right are the same.

*Table 2 - Transition probabilities for actions Up and Down*

	00	01	02	03	10	11	12	13	20	21	22	23	30	31	32	33
00	0.12	0.04	0.04	0.00	0.00	0.00	0.00	0.00	0.48	0.16	0.16	0.00	0.00	0.00	0.00	0.00
01	0.04	0.12	0.00	0.04	0.00	0.00	0.00	0.00	0.16	0.48	0.00	0.16	0.00	0.00	0.00	0.00
02	0.04	0.00	0.12	0.04	0.00	0.00	0.00	0.00	0.16	0.00	0.48	0.16	0.00	0.00	0.00	0.00
03	0.00	0.04	0.04	0.12	0.00	0.00	0.00	0.00	0.00	0.16	0.16	0.48	0.00	0.00	0.00	0.00
10	0.00	0.00	0.00	0.00	0.12	0.04	0.04	0.00	0.00	0.00	0.00	0.00	0.48	0.16	0.16	0.00
11	0.00	0.00	0.00	0.00	0.04	0.12	0.00	0.04	0.00	0.00	0.00	0.00	0.16	0.48	0.00	0.16
12	0.00	0.00	0.00	0.00	0.04	0.00	0.12	0.04	0.00	0.00	0.00	0.00	0.16	0.00	0.48	0.16
13	0.00	0.00	0.00	0.00	0.00	0.04	0.04	0.12	0.00	0.00	0.00	0.00	0.00	0.16	0.16	0.48
20	0.48	0.16	0.16	0.00	0.00	0.00	0.00	0.00	0.12	0.04	0.04	0.00	0.00	0.00	0.00	0.00
21	0.16	0.48	0.00	0.16	0.00	0.00	0.00	0.00	0.04	0.12	0.00	0.04	0.00	0.00	0.00	0.00
22	0.16	0.00	0.48	0.16	0.00	0.00	0.00	0.00	0.04	0.00	0.12	0.04	0.00	0.00	0.00	0.00
23	0.00	0.16	0.16	0.48	0.00	0.00	0.00	0.00	0.00	0.04	0.04	0.12	0.00	0.00	0.00	0.00
30	0.00	0.00	0.00	0.00	0.48	0.16	0.16	0.00	0.00	0.00	0.00	0.00	0.12	0.04	0.04	0.00
31	0.00	0.00	0.00	0.00	0.16	0.48	0.00	0.16	0.00	0.00	0.00	0.00	0.04	0.12	0.00	0.04
32	0.00	0.00	0.00	0.00	0.16	0.00	0.48	0.16	0.00	0.00	0.00	0.00	0.04	0.00	0.12	0.04
33	0.00	0.00	0.00	0.00	0.00	0.16	0.16	0.48	0.00	0.00	0.00	0.00	0.00	0.04	0.04	0.12

Table 3 - Transition probabilities for actions Left and Right

	00	01	02	03	10	11	12	13	20	21	22	23	30	31	32	33
00	0.12	0.04	0.04	0.00	0.48	0.16	0.16	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
01	0.04	0.12	0.00	0.04	0.16	0.48	0.00	0.16	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
02	0.04	0.00	0.12	0.04	0.16	0.00	0.48	0.16	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
03	0.00	0.04	0.04	0.12	0.00	0.16	0.16	0.48	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
10	0.48	0.16	0.16	0.00	0.12	0.04	0.04	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
11	0.16	0.48	0.00	0.16	0.04	0.12	0.00	0.04	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
12	0.16	0.00	0.48	0.16	0.04	0.00	0.12	0.04	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
13	0.00	0.16	0.16	0.48	0.00	0.04	0.04	0.12	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
20	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.12	0.04	0.04	0.00	0.48	0.16	0.16	0.00
21	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.04	0.12	0.00	0.04	0.16	0.48	0.00	0.16
22	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.04	0.00	0.12	0.04	0.16	0.00	0.48	0.16
23	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.04	0.04	0.12	0.00	0.16	0.16	0.48
30	0.00	0.00	0.00	0.00	0.12	0.04	0.04	0.00	0.48	0.16	0.16	0.00	0.12	0.04	0.04	0.00
31	0.00	0.00	0.00	0.00	0.04	0.12	0.00	0.04	0.16	0.48	0.00	0.16	0.04	0.12	0.00	0.04
32	0.00	0.00	0.00	0.00	0.04	0.00	0.12	0.04	0.16	0.00	0.48	0.16	0.04	0.00	0.12	0.04
33	0.00	0.00	0.00	0.00	0.00	0.04	0.04	0.12	0.00	0.16	0.16	0.48	0.00	0.04	0.04	0.12

Table 4 - Transition probabilities for action Stay

	00	01	02	03	10	11	12	13	20	21	22	23	30	31	32	33
00	0.6	0.2	0.2	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
01	0.2	0.6	0.0	0.2	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
02	0.2	0.0	0.6	0.2	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
03	0.0	0.2	0.2	0.6	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
10	0.0	0.0	0.0	0.0	0.6	0.2	0.2	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
11	0.0	0.0	0.0	0.0	0.2	0.6	0.0	0.2	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
12	0.0	0.0	0.0	0.0	0.2	0.0	0.6	0.2	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
13	0.0	0.0	0.0	0.0	0.0	0.2	0.2	0.6	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
20	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.6	0.2	0.2	0.0	0.0	0.0	0.0	0.0
21	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.2	0.6	0.0	0.2	0.0	0.0	0.0	0.0
22	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.2	0.0	0.6	0.2	0.0	0.0	0.0	0.0
23	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.2	0.2	0.6	0.0	0.0	0.0	0.0
30	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.6	0.2	0.2	0.0
31	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.2	0.6	0.0	0.2
32	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.2	0.0	0.6	0.2
33	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.2	0.2	0.6

Our cost function between a state  $x$  and an action  $c$  are 0 if after performing action  $a$  successfully, the wolf and the hare stay on the same position, and 1.0 otherwise.

$$c(x^t, a) = \begin{cases} 0, & \text{if in } x^{t+1} \text{ wolf and hare share the same position} \\ 1, & \text{otherwise} \end{cases}$$

Table 5 – Normalized Matrix with the cost of the actions for every state.

States \ actions	L	R	U	D	S
00	1.0	1.0	1.0	1.0	0.0
01	0.0	0.0	1.0	1.0	1.0
02	1.0	1.0	0.0	0.0	1.0
03	1.0	1.0	1.0	1.0	1.0
10	0.0	0.0	1.0	1.0	1.0
11	1.0	1.0	1.0	1.0	0.0
12	1.0	1.0	1.0	1.0	1.0
13	1.0	1.0	0.0	0.0	1.0
20	1.0	1.0	0.0	0.0	1.0
21	1.0	1.0	1.0	1.0	1.0
22	1.0	1.0	1.0	1.0	0.0
23	0.0	0.0	1.0	1.0	1.0
30	1.0	1.0	1.0	1.0	1.0
31	1.0	1.0	0.0	0.0	1.0
32	0.0	0.0	1.0	1.0	1.0
33	1.0	1.0	1.0	1.0	0.0

(c)

Cost-to-Go function:

$$J^\pi = (I - \gamma P_\pi)^{-1} c_\pi$$

with  $\gamma = 0.99$ :

	$J^\pi$
00	0.06232667
01	0.06298052
02	0.06164706
03	0.06304575
10	0.06298052
11	0.06232667
12	0.06304575
13	0.06164706
20	0.06164706
21	0.06304575
22	0.06232667
23	0.06298052
30	0.06304575
31	0.06164706
32	0.06298052
33	0.06232667