# Report

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## Parser:

Completed (Runtime < 1s).

P1:

Completed. (Runtime < 1s). Challenge: Hardly any challenge.

#### P2:

Completed. (Runtime < 1s).

Challenge: Hardly any challenge.

## P3:

Completed. (Runtime < 1s).

Challenge: Hardly any challenge.

### P4:

Completed. (Runtime < 1s).

Challenge:

My algorithm successfully identifies the optimal policy approximately 65% of the time. However, upon closer examination, I noticed that deviations from the optimal policy tend to occur when the 3rd column of the 3rd row contains the action N instead of W.

Analysis: The random directions selected during the learning process can significantly influence the resulting optimal policy. Considering that each action incurs a negative living reward, if a particular direction is chosen more frequently, its associated Q value tends to decrease. This effect is particularly pronounced at the outset when the learning rate is high. The cumulative impact of living rewards may lead to a substantial reduction in the Q value for that specific direction. Consequently, the algorithm might favor an alternative direction as the optimal policy for a given state if its Q value surpasses that of the originally preferred direction. Q-Value Impact: The living reward's influence can cause a substantial reduction in the Q-value for a specific direction. Consequently, if the Q-value for the optimal policy's direction is smaller than that for other actions, the algorithm may choose an alternative

direction as the best policy for a given state.

```
♠ xavier1999@DESKTOP-817KJIC:/mnt/c/Users/Xavier1999/Desktop/ws/7404/a3$ /bin/python3 /mnt/c/Users/Xavier1999/Desktop/ws/7404/a3/p4.py 1 Grading Problem 4:
Test case 1 PASSED <--------</p>
```

The converged policy and the converged Q values for the left test cases in p4:

approximate number of hours: 9 hours