

# Model Checking: exercise set 6

## Robust Markov Decision Processes

Due date: March 13

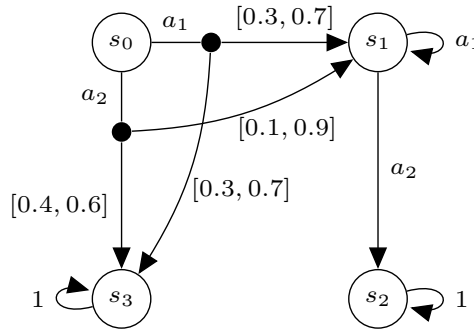
### 1. Robust Bellman equations

Consider a robust MDP  $(S, A, \mathcal{P}, R)$  and a reachability property  $\mathbb{P}_{\max}(\Diamond T)$  for some target set  $T \subset S$ . Give the *robust* Bellman equation that maximizes the value of this objective.

*Hint: Recall the Bellman equation for reachability from the MDP lecture, and see how it differs from the (robust) Bellman equations discussed for discounted reward.*

### 2. IMDPs

Consider the IMDP below.



Answer the following questions:

- Consider the reachability specification  $\mathbb{P}_{\max}(\Diamond s_2)$ . What are the best-case and worst-case instances at state-action pairs  $(s_0, a_1)$  and  $(s_0, a_2)$ , respectively.
- For  $(s_0, a_1)$  and  $(s_0, a_2)$ , define the convex polytopes that contain all valid probability distributions at each of these two state-action pairs.
- Draw both convex polytopes. *Hint: start by constructing a box from the intervals, then find where the valid probability distributions are within this box.*
- For each of the convex polytopes, list the extreme points (vertices), check your answers at question 1.

### 3. Inner problems

Consider the inner minimization problem for IMDPs (slide 25). Describe what changes need to be made to the algorithm for IMDPs, such that it solves the *inner maximization* problem.

### 4. Learning

Suppose we have a single state-action pair  $(s, a)$  with 4 successor states  $s_1, s_2, s_3, s_4$ . We take  $N = 12$  samples of  $(s, a)$ , with counts  $\#(s, a, s_1) = 2$ ,  $\#(s, a, s_2) = 6$ ,  $\#(s, a, s_3) = 0$ ,  $\#(s, a, s_4) = 4$ . This state-action pair is part of a larger MDP with  $\sum_{s,a} |\text{Post}(s, a)| = 8$ .

- Use frequentist learning to learn the probabilities for the transitions from  $(s, a)$ .
- Use PAC-learning to learn probability intervals for the transitions  $(s, a, s_i), i = 1, \dots, 4$ . Use an error rate of  $\varepsilon = 0.01$ .