# assignment4

February 20, 2021

## 1 NOTE: Please see PDF file in same folder.

[1]: import sys sys.path.append("../rl/")

#### 1.1 Problem 1

#### 1.1.1 Part (A): Manually Calculate

$$V_0 = \begin{bmatrix} 10.0 \\ 1.0 \\ 0.0 \end{bmatrix}$$

$$q_1(s_1, a_1) = 10.6q_1(s_1, a_2) = 11.2\pi_1(s_1) = a_2v_1(s_1) = 11.2$$

$$q_1(s_2, a_1) = 4.3q_1(s_2, a_2) = 4.3\pi_1(s_2) = a_1 \text{ or } a_2v_1(s_2) = 4.3$$

$$V_1 = \begin{bmatrix} 11.2 \\ 4.3 \\ 0.0 \end{bmatrix} \pi_1 = \begin{bmatrix} a_2 \\ a_1 \text{ or } a_2 \end{bmatrix}$$

$$q_2(s_1, a_1) = 12.82q_2(s_1, a_2) = 11.98\pi_2(s_1) = a_1v_2(s_1) = 12.82$$

$$q_2(s_2, a_1) = 5.65q_2(s_2, a_2) = 5.89\pi_2(s_2) = a_2v_2(s_2) = 5.89$$

$$V_2 = \begin{bmatrix} 12.82 \\ 5.89 \\ 0.0 \end{bmatrix} \pi_2 = \begin{bmatrix} a_1 \\ a_2 \end{bmatrix}$$

#### 1.1.2 Part (B): Policy remains the same

**NOTE:** The value function for  $s_3$  will remain 0.0.

For State  $s_1$ : The action  $a_1$  puts more weight on  $s_1$  and  $s_2$  than action  $a_2$ . Since the value function is non-decreasing, the optimal action for  $s_1$  is  $a_1$ .

For State  $s_2$ : Similar to the reasoning above  $\hat{\ }$ , action  $a_2$  for state  $s_2$  assigns equal or more weight to states  $s_1$  and  $s_2$ . So we expect  $a_2$  to be the optimal action for state  $s_2$ .

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#### 1.2 Problem 2

```
[6]: import sys
    sys.path.append("../rl/")

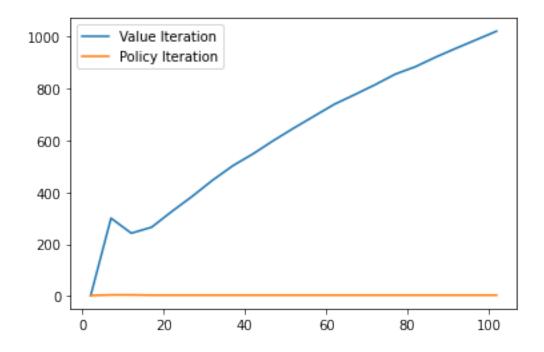
from markov_decision_process import FiniteMarkovDecisionProcess, FinitePolicy
    from distribution import Categorical, Choose, Constant
    from collections import defaultdict
    import numpy as np
    import seaborn as sns
    from rl.dynamic_programming import (policy_iteration, value_iteration)

%load_ext autoreload
%autoreload 2
```

The autoreload extension is already loaded. To reload it, use: %reload\_ext autoreload

```
[40]: # N=100
```

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[43]: # Value Iteration
      def VI_iter(N):
          v_vi_stable = None
          for (i, v_vi) in enumerate(value_iteration(mdp=get_frog_MDP(N=N), gamma=0.
       →99)):
              if v_vi_stable is not None:
                  if v_vi_stable == v_vi:
                        print(f"finished Value Iteration in iteration {i}")
                        break
                      return i
              v_vi_stable = v_vi
[44]: # Policy Iteration
      def PI_iter(N):
          v pl stable = None
          for (i, v_pl) in enumerate(policy_iteration(mdp=get_frog_MDP(N=N), gamma=0.
      →99)):
              if v_pl_stable is not None:
                  if v_pl_stable[0] == v_pl[0]:
                        print(f"finished Policy Iteration in iteration {i}")
      #
                      return i
              v_pl_stable = v_pl
[46]: Ns
[46]: array([1])
[51]: Ns = np.arange(2, 103, 5)
      VI_num_iters = [VI_iter(n) for n in Ns]
      PI_num_iters = [PI_iter(n) for n in Ns]
[54]: sns.lineplot(x=Ns, y=VI_num_iters, label="Value Iteration")
      sns.lineplot(x=Ns, y=PI_num_iters, label="Policy Iteration")
[54]: <AxesSubplot:>
```



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### 1.3 Problem 3

**State** The state is the tuple of (current/offered wage, employment status) =  $(w, \{E, U\})$  for  $w \in \{w_1, ..., w_n\}$ , and E stands for Employed, U unemployed.

**Action** For currently employed people, the only action is Accept (A). For unemployed people, the action space is Accept (A) or Reject (R) job offer.

## Transition Probability:

$$P((w_i, E), A, (w_i, E) = (1 - \alpha)$$

$$P((w_i, E), A, (w_i, U) = \alpha * p_i$$

$$P((w_i, U), A, (w_i, E) = (1 - \alpha)$$

$$P((w_i, U), A, (w_i, U) = \alpha * p_i$$

$$P((w_i, U), R, (w_j, U) = p_j$$

Reward Function:  $R((w_i, \_), A) = log(w_i)$   $R((w_i, \_), R) = 0.0$ Bellman Optimal Eq  $V((w, U)) = max_{a \in \{A, R\}} \Big[ R((w, U), a) + \gamma * [(1 - \alpha) * V((w, E)) + \sum_{i} P((w, U), a, (w_i, U) * V((w, U))] \Big]$ []:

1.4 Problem 4

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