

Report

Task 1: Implementing various algorithms to solve the MDP planning problem

- Taking the MDP as input: I didn't need the start and end states so I just ignored them. I also didn't use `mdptype`.
- Solving Bellman equations: I formulated the system of linear equations as $Ax = b$, where A is a matrix (2D NumPy array), and x and b are vectors (1D NumPy arrays). Then I used `np.linalg.solve` to get V^{π} .
- Stopping Condition for Value Iteration: max-norm of the difference of the old and new value functions falling below $1e-10$.
- Howard's Policy Iteration: At every improvable state, I picked the action with the highest action-value function to choose the new policy.

Task 2: Applying MDP planning to solve a maze

- Formulating the maze as an MDP
 - $S: \{0, 1, \dots, n\}$, one state per unobstructed tile (grid value $\neq 1$). Assigning numbers to blocks is done by ordering them lexicographically based on their grid coordinates (x, y)
 - $A: \{0, 1, 2, 3\}$ where the numbers correspond to S, E, N, W respectively.
 - T : There are no outgoing transitions from the end state (grid value = 3). From every other state, there are transitions (with probability 1) in those directions where the tile is unobstructed (i.e. the tile corresponds to a state of the MDP) but is not a start state (so grid value = 0 or 3). The action of these transitions depends on the direction.
 - R : Transitions into the end state (grid value = 3) have reward 1. Rest all transitions (into states with grid value 0) have reward 0.
 - γ : 0.9
 - Mdptype : My formulation is not episodic. Consider two states which are beside each other in the maze grid. If we choose a policy where the action at the left state is E and the action at the right state is W, then there will be no path to the end state from these two states for this policy. Either way, I don't use the variable `mdptype`, but this is why I could not take $\gamma = 1$.
- Algorithm of choice: Value Iteration works best (fastest) for me in this task. So I request you to use that for checking.