

# Homework 3

## Group 30

a) States

$$X = \{0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11\}$$

Actions

$$A = \{p, s\}; p = \text{"play"}, s = \text{"stop"}$$

Observations

$$Z = \{g, w, t, e\}$$

Transition probabilities:

$$P_p = \begin{bmatrix} 0.2 & 0.4 & 0.4 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0.2 & 0 & 0.4 & 0.4 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0.2 & 0 & 0 & 0.4 & 0.4 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0.2 & 0 & 0 & 0 & 0.4 & 0.4 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0.2 & 0 & 0 & 0 & 0 & 0.8 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0.2 & 0.4 & 0.4 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0.2 & 0 & 0.4 & 0.4 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0.2 & 0.4 & 0.4 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0.2 & 0 & 0.4 & 0.4 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0.2 & 0 & 0 & 0.8 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \end{bmatrix}$$

$$P_s = \begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \end{bmatrix}$$

Observation probabilities

$$O_p = O_s = \begin{bmatrix} g & w & t & e \\ 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \\ 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 1 & 0 \end{bmatrix}$$

Immediate cost function

$$C = \begin{bmatrix} p & s \\ 1 & 1 \\ 1 & 0 \\ 1 & 0 \\ 1 & 0 \\ 1 & 0 \\ 0 & 0 \\ 1 & 1 \\ 1 & 0 \\ 1 & 1 \\ 1 & 1 \\ 1 & 0 \\ 1 & 0 \\ 0 & 0 \end{bmatrix}$$

b)  
a)

$$\alpha_0 = \mu_0 = \begin{bmatrix} \overset{0}{\frac{1}{12}} & \overset{1}{\frac{1}{12}} & \overset{2}{\frac{1}{12}} & \overset{3}{\frac{1}{12}} & \overset{4}{\frac{1}{12}} & \overset{5}{\frac{1}{12}} & \overset{6}{\frac{1}{12}} & \overset{7}{\frac{1}{12}} & \overset{8}{\frac{1}{12}} & \overset{9}{\frac{1}{12}} & \overset{10}{\frac{1}{12}} & \overset{11}{\frac{1}{12}} \end{bmatrix}$$

$$\hat{\alpha}_1 = \alpha_0 \quad P_P = \begin{bmatrix} \frac{1}{12} & \frac{1}{30} & \frac{1}{15} & \frac{1}{15} & \frac{1}{15} & \frac{1}{15} & \frac{1}{60} & \frac{1}{12} & \frac{1}{30} & \frac{1}{15} & \frac{1}{15} & \frac{1}{15} & \frac{1}{60} \end{bmatrix}$$

$$\alpha_1^T = \hat{\alpha}_1 \text{diag}(|P_P| \cdot \cdot)$$

$$= \hat{\alpha}_1 \begin{bmatrix} 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \end{bmatrix}$$

$$= \begin{bmatrix} 0 & 0 & 0 & 0 & 0 & 0 & 0 & \frac{1}{15} & 0 & 0 & 0 \end{bmatrix}$$

$$\text{normalized} \Rightarrow = \begin{bmatrix} 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \end{bmatrix}$$

[illegible]
$$\begin{array}{l} \bar{1} \rightarrow W \\ p \rightarrow e \\ p \rightarrow e \end{array}$$

$$\hat{\alpha}_2 = \alpha_1 P_\varphi$$

$$\alpha_2^T = \hat{\alpha}_2 \text{diag}(O_p(e|\cdot|))$$

$$\dot{\alpha}_3 = \alpha_2 \rho_\varphi$$

$$\psi_3^T = \hat{\alpha}_3 \text{diag}(Dp(e(\cdot)))$$

$$\alpha_2 = \alpha_1 \rho_p$$

[illegible]

$$\alpha_z^T = \hat{\alpha}_z \text{diag}(O_p(e1 \cdot))$$

$$= \begin{bmatrix} 0 & 0 & 0 & 0 & 0 & 0 & \frac{1}{35} & \frac{2}{35} & \frac{2}{35} & 0 \end{bmatrix} \begin{bmatrix} 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \end{bmatrix}$$

$$= \begin{bmatrix} 0 & 0 & 0 & 0 & 0 & 0 & 0 & \frac{2}{75} & \frac{2}{75} & 0 \end{bmatrix}$$

$$\hat{\alpha}_3 = \alpha_2 P_p$$

$$= \begin{bmatrix} 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & \frac{2}{75} & \frac{3}{75} & 0 \end{bmatrix}$$

$$= \begin{bmatrix} .2 & .4 & .4 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ .2 & 0 & .4 & .4 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ .2 & 0 & 0 & .4 & .4 & 0 & 0 & 0 & 0 & 0 & 0 \\ .2 & 0 & 0 & 0 & .4 & .4 & 0 & 0 & 0 & 0 & 0 \\ .2 & 0 & 0 & 0 & 0 & .8 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & .2 & .4 & .4 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & .2 & 0 & .4 & .4 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & .2 & .4 & .4 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & .2 & 0 & .4 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & .2 & 0 & .8 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \end{bmatrix}$$

$$= \begin{bmatrix} 0 & 0 & 0 & 0 & 0 & 0 & 0 & \frac{4}{375} & 0 & \frac{4}{375} & \frac{4}{125} \end{bmatrix} \stackrel{\text{normalized}}{=} \begin{bmatrix} 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & \frac{1}{5} & \frac{1}{5} & \frac{3}{5} \end{bmatrix}$$

$$\hat{\alpha}_3^T = \hat{\alpha}_3 \text{diag}(\text{dp}(\text{el.}))$$

$$= \begin{bmatrix} 0 & 0 & 0 & 0 & 0 & 0 & 0 & \frac{1}{5} & 0 & \frac{1}{5} & \frac{3}{5} \end{bmatrix} \begin{bmatrix} 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \end{bmatrix}$$

$$= \begin{bmatrix} 0 & 0 & 0 & 0 & 0 & 0 & 0 & \frac{1}{5} & 0 & \frac{1}{5} & 0 \end{bmatrix}$$

- b) .c) (c) After starting and playing 3 times, assuming that the spider made no observation after each step (i.e., it makes three empty observations).

$$\hat{\alpha}_1 = \alpha_0 P = \begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} .2 & .4 & .4 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ .2 & 0 & .4 & .4 & 0 & 0 & 0 & 0 & 0 & 0 \\ .2 & 0 & 0 & .4 & .4 & 0 & 0 & 0 & 0 & 0 \\ .2 & 0 & 0 & 0 & .8 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & .2 & .4 & .4 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & .2 & 0 & .4 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & .2 & .4 & .4 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & .2 & 0 & .8 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \end{bmatrix}$$

$$= \begin{bmatrix} \frac{1}{5} & \frac{2}{5} & \frac{2}{5} & 0 & 0 & 0 & 0 & 0 & 0 & 0 \end{bmatrix}$$

$$\alpha_1^T = \hat{\alpha}_1 \text{diag}(P(e_i))$$

$$= \begin{bmatrix} \frac{1}{5} & \frac{2}{5} & \frac{2}{5} & 0 & 0 & 0 & 0 & 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & .4 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & .4 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & .8 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & .2 & .4 & .4 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & .2 & 0 & .4 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & .2 & .4 & .4 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \end{bmatrix}$$

$$= \begin{bmatrix} 0 & \frac{2}{5} & \frac{2}{5} & 0 & 0 & 0 & 0 & 0 & 0 & 0 \end{bmatrix}$$

$$\hat{\alpha}_2 = \alpha_1 P$$

$$= \begin{bmatrix} 0 & \frac{2}{5} & \frac{2}{5} & 0 & 0 & 0 & 0 & 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} .2 & .4 & .4 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ .2 & 0 & .4 & .4 & 0 & 0 & 0 & 0 & 0 & 0 \\ .2 & 0 & 0 & .4 & .4 & 0 & 0 & 0 & 0 & 0 \\ .2 & 0 & 0 & 0 & .8 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & .2 & .4 & .4 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & .2 & 0 & .4 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & .2 & .4 & .4 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & .2 & 0 & .8 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \end{bmatrix}$$

$$= \begin{bmatrix} \frac{4}{25} & 0 & \frac{4}{25} & \frac{8}{25} & \frac{4}{25} & 0 & 0 & 0 & 0 & 0 \end{bmatrix}$$

$$\text{normalized} \Rightarrow \begin{bmatrix} \frac{1}{5} & 0 & \frac{1}{5} & \frac{2}{5} & \frac{1}{5} & 0 & 0 & 0 & 0 & 0 \end{bmatrix}$$

$$\alpha_2^T = \hat{\alpha}_2 \text{diag}(0_p | e.l.)$$

$$= \begin{bmatrix} \frac{1}{5} & 0 & \frac{1}{5} & \frac{3}{5} & \frac{1}{5} & 0 & 0 & 0 & 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \end{bmatrix}$$

$$= \begin{bmatrix} 0 & 0 & \frac{1}{5} & \frac{2}{5} & \frac{1}{5} & 0 & 0 & 0 & 0 & 0 & 0 \end{bmatrix}$$

$$\hat{\alpha}_3 = \alpha_2 P_P$$

$$= \begin{bmatrix} 0 & 0 & \frac{1}{5} & \frac{2}{5} & \frac{1}{5} & 0 & 0 & 0 & 0 & 0 & 0 \end{bmatrix}$$

$$= \begin{bmatrix} \frac{4}{25} & 0 & 0 & \frac{2}{25} & \frac{6}{25} & \frac{8}{25} & 0 & 0 & 0 & 0 & 0 \end{bmatrix}$$

$$\Rightarrow \text{normalized} = \left[ \frac{1}{5} \ 0 \ 0 \ \frac{1}{10} \ \frac{3}{10} \ \frac{4}{10} \ 0 \ 0 \ 0 \ 0 \ 0 \right]$$

$$\alpha_3^T = \hat{\alpha}_3 \text{diag}(0_p | e | \cdot)$$

$$= \begin{bmatrix} \frac{1}{5} & 0 & 0 & \frac{1}{10} & \frac{2}{10} & \frac{1}{10} & 0 & 0 & 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \end{bmatrix}$$

$$= \begin{bmatrix} 0 & 0 & 0 & \frac{1}{10} & \frac{3}{10} & 0 & 0 & 0 & 0 & 0 \end{bmatrix} \xrightarrow{\text{normalize}} \begin{bmatrix} 0 & 0 & 0 & \frac{1}{4} & \frac{3}{4} & 0 & 0 & 0 & 0 & 0 \end{bmatrix}$$

c)

Belief: [0.2 0.08 0.24 0.32 0.16 0 0 0 0 0 0 0]

### MLS

- For MLS we have to identify the most likely state according to the belief
- The highest probability is  $b(3) = 0.32$  so state 3 is the most likely state
- To know the best action to take we have to calculate which action has the lowest cost between playing and stopping, since with this heuristic we will never do the "identify" action.

→ The cost-to-go for this policy would be:

$$J^\pi(3) = c_\pi(3) + \gamma \sum_{y \in \mathcal{X}} P_\pi(y|3) \times J^\pi(y)$$

↓  
state we currently are

$$J^\pi(3) = 1 + 0.9(0.2 J^\pi(0) + 0.4 J^\pi(4) + 0.4 J^\pi(5))$$

$J^\pi(5) = 0$ , because according to the homework any action after reaching level 5 will have a cost of 0

$$J^\pi(4) = 1 + 0.9(0.2 J^\pi(0) + 0.8 \overbrace{J^\pi(5)}^0) = 1 + 0.9 \times 0.2 J^\pi(0) = 1 + 0.18 J^\pi(0)$$

$$J^\pi(3) = 1 + 0.9(0.2 J^\pi(0) + 0.4 J^\pi(4) + 0.4 J^\pi(5)) = 1 + 0.9(0.2 J^\pi(0) + 0.4(1 + 0.18 J^\pi(0))) = 1.36 + 0.2448 J^\pi(0)$$

$$J^\pi(2) = 1 + 0.9(0.2 J^\pi(0) + 0.4(1.36 + 0.2448 J^\pi(0)) + 0.4(1 + 0.18 J^\pi(0))) = 1.8496 + 0.3329 J^\pi(0)$$

$$J^\pi(1) = 1 + 0.9(0.2 J^\pi(0) + 0.4 J^\pi(2) + 0.4 J^\pi(3)) = 2.1554 + 0.3880 J^\pi(0)$$

$$J^\pi(0) = 1 + 0.9(0.2 J^\pi(0) + 0.4 J^\pi(1) + 0.4 J^\pi(2)) = 2.4418 + 0.4396 J^\pi(0)$$

$$J^\pi(0) = 2.4418 + 0.4396 J^\pi(0) \implies J^\pi(0) = 4.3572$$

$$J^\pi(3) = 1.36 + 0.2448 J^\pi(0) = 2.4266 \implies \text{cost for policy play}$$

Now for the action "stop"

$$J_{\text{stop}}^{\pi}(3) = 0 + 0.9(1 \times J^{\pi}(0))$$

We will assume that in all other states the policy is optimal, and will do the "play" action, for state 0

$$J^{\pi}(3) = 0.9 \times 4.3572 = 3.921$$

→ According to HLS heuristic and with the given belief the best action to make is "play" since  $J^{\text{play}}(3) < J^{\text{stop}}(3)$

QADP:

We have to calculate the action that minimizes  $\sum_{x \in \mathcal{X}} b(x) Q_{\text{HDP}}^*(x, a)$   
 → calculated the same way as above

$$Q^*(0, \text{play}) = 1 + 0.9(0.2 J^*(0) + 0.4 J^*(1) + 0.4 J^*(2)) =$$

$$= 1 + 0.9(0.2 \times 4.3572 + 0.4 \times 3.8460 + 0.4 \times 2.4953) = 4.0672$$

$$Q^*(0, \text{stop}) = 1 + 0.9(1 \times J^*(0)) = 4.92148$$

→ for state 2 the optimal policy is choosing the stop action

$$Q^*(1, \text{play}) = 1 + 0.9(0.2 J^*(0) + 0.4 J^*(2) + 0.4 J^*(3)) =$$

$$= 1 + 0.9(0.2 \times 4.3572 + 0.4 \times 2.4953 + 0.4 \times 2.4266) = 3.5562$$

$$Q^*(1, \text{stop}) = 0 + 0.9(1 \times J^*(0)) = 3.92148$$

$$Q^*(2, \text{play}) = 1 + 0.9(0.2 J^*(0) + 0.4 J^*(3) + 0.4 J^*(4)) =$$

$$= 1 + 0.9(0.2 \times 4.3572 + 0.4 \times 2.4266 + 0.4 \times 1.7843) = 3.3002$$

$$Q^*(2, \text{stop}) = 0 + 0.9(1 \times J^*(2)) = 2.4953$$

$$Q^*(3, \text{play}) = 1 + 0.9(0.2 J^*(0) + 0.4 J^*(4) + 0.4 J^*(5)) =$$

$$= 1 + 0.9(0.2 \times 4.3572 + 0.4 \times 1.7843 + 0.4 \times 0) = 2.4266$$

$$Q^*(3, \text{stop}) = 0 + 0.9(1 \times J^*(0)) = 3.92148$$

$$Q^*(4, \text{play}) = 1 + 0.9(0.2 J^*(0) + 0.8 J^*(5)) =$$

$$= 1 + 0.9(0.2 \times 4.3572 + 0) = 1.7843$$

$$Q^*(4, \text{stop}) = 0 + 0.9(1 \times J^*(0)) = 3.92148$$

$$\sum_{x \in \mathcal{X}} b(x) Q_{\text{HDP}}^*(x, \text{play}) = 0.2 \times 4.0672 + 0.08 \times 3.5562 + 0.24 \times 3.3002 +$$

$$+ 0.32 \times 2.4266 + 0.16 \times 1.7843 = 2.9520$$

$$\sum_{x \in \mathcal{X}} b(x) Q_{\text{HDP}}^*(x, \text{stop}) = 0.2 \times 4.9215 + 0.08 \times 3.9215 + 0.24 \times 2.4953 +$$

$$+ 0.32 \times 3.9215 + 0.16 \times 3.9215 = 3.7792$$

- Since our objective is to minimize that function, the QADP heuristic will choose the action "play" for the given belief