Correction Notes - Assignment 3

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Task 1

I'm really no fan of the Java'esque structure of your code here. The seperate class for your grid is entirely unnecessary and makes it much harder to read your code. On to task 1.

Your framework is nonetheless correctly implemented. I am pretty sure that state transitions are correctly determined by the corresponding functions. Good job on this. Your implementation of iterative policy evaluation is flawed in several little aspects (-1 pt). Most importantly, you also assign $V(G) \neq 0$ for the terminal state G. Also, $V(s')$ is incorrectly determined for the case that *move* is false. Finally, your agent for some reason cannot enter G. Changing these points should fix your code.

Points: 4/5

Task 2

Apart from the problems already identified in the previous step (they also occur here in the improvement step), this is fine.
Points: 5/5

Task 3

Exactly the same here.
Points: 5/5

Task 4

The non-deterministic execution of actions in an extremely complicated manner. I think they are correct though, but in my opinion, this is basically codegolf. Even though you got many points here, your results are incorrect in all of these tasks. As pointed out in task 1, this is due to the same problems in each task. Make sure to take a good look at this until the exam so you have no further confusion regarding these algorithms. Since they do not operate simply by sampling, they are basically the most complicated. But they are fundamental to understanding the rest of the lecture.
Points: 5/5

Total Points: 19/20 Points