

3.	Value	Iteration
ン.	V GIUC	1,01011011

0	(001	Warm	Overheated	
_ V	0	•	0	7 = O. 8
٧,	1.0	1.0	0	
Y 2	7.2	1, 20	0	

9	^	٠,	T(10 11)	(1) 0.210
<u> </u>	Ü	<u> </u>	T(s,a,s')	R(s,a,s')
cool	slow	cool	1. D	+1
cool	fast	cool	0.3	+ 4
COOL	fast	warm	v. 7	+4
WAIM	slow	cool	0.4	+1
warm	Slow	warm	0.6	+1
warm	fast	Over	1. 0	-10
	,	• •		

Math:

max
$$\S$$
 a = Slow $S' = (601 | [[1+0.8(0)] \rightarrow 1[1] = 1)$
a = fast $S' = (601 | 0.3[4+0.8(0)] \rightarrow 6.3[4] = 1.2 + = 4.0$
 $S' = warm | 0.7[4+0.8(0)] \rightarrow 0.7[4] = 2.8$

max
$$\xi$$
 a = slow s' = cool 0.1[1+0.8(0)] -> 0.4[1] = 0.4 = 1.4
s' = warm 0.6[1+0.8(0)] -> 0.6[1] = 0.6
a = fast s' = over 1[1+0.00] -> 1[1] = 1

max
$$S = 610W$$
 $S' = 600$ $1[1+0.8(4.0)] \rightarrow 1[4.2] = 4.2$
 $C = 600$ $C = 60$

max
$$\xi$$
 a = slow $s' = cool$ 0.4[1+0.8[1)] \rightarrow 0.4[1.8] = 0.72 += (80)
S' = warm 0.6[1+0.8(1)] \rightarrow 0.6[1.8] = 1.08 += (80)
a = fast s' = over 1[1+-10(1)] \rightarrow 1[-9] = -9