

HOMEWORK 1 TEMPLATE

Use this template to record your answers for Homework 1. Add your answers using \LaTeX and then save your document as a PDF to upload to Gradescope. You are required to use this template to submit your answers. **You should not alter this template in any way** other than to insert your solutions. You must submit all **10** pages of this template to Gradescope. Do not remove the instructions page(s). Altering this template or including your solutions outside of the provided boxes can result in your assignment being graded incorrectly.

You should also export your code as a .py file and upload it to the **separate** Gradescope coding assignment. Remember to mark all teammates on **both** assignment uploads through Gradescope.

Instructions for Specific Problem Types

On this homework, you must fill in blanks for each problem. Please make sure your final answer is fully included in the given space. **Do not change the size of the box provided.** For short answer questions you should **not** include your work in your solution. Only provide an explanation or proof if specifically asked.

Fill in the blank: What is the course number?

10-703

Problem 0: Collaborators

Enter your team members' names and Andrew IDs in the boxes below. If you worked in a team with fewer than three people, leave the extra boxes blank.

Name 1:	<input type="text" value="Kimberly Nestor"/>	Andrew ID 1:	<input type="text" value="kimberln"/>
Name 2:	<input type="text"/>	Andrew ID 2:	<input type="text"/>
Name 3:	<input type="text"/>	Andrew ID 3:	<input type="text"/>

Problem 1: Value Iteration & Policy Iteration (30 pts)

1.1: Contraction Mapping (3 pts)

Solution

1. False, because we only need one use case in the set of possible solutions to break this theory
2. True, because there is guaranteed convergence
3. True, because π_k and π_{k+1} would be the same if the algorithm reached convergence and $\pi_k = \pi_*$

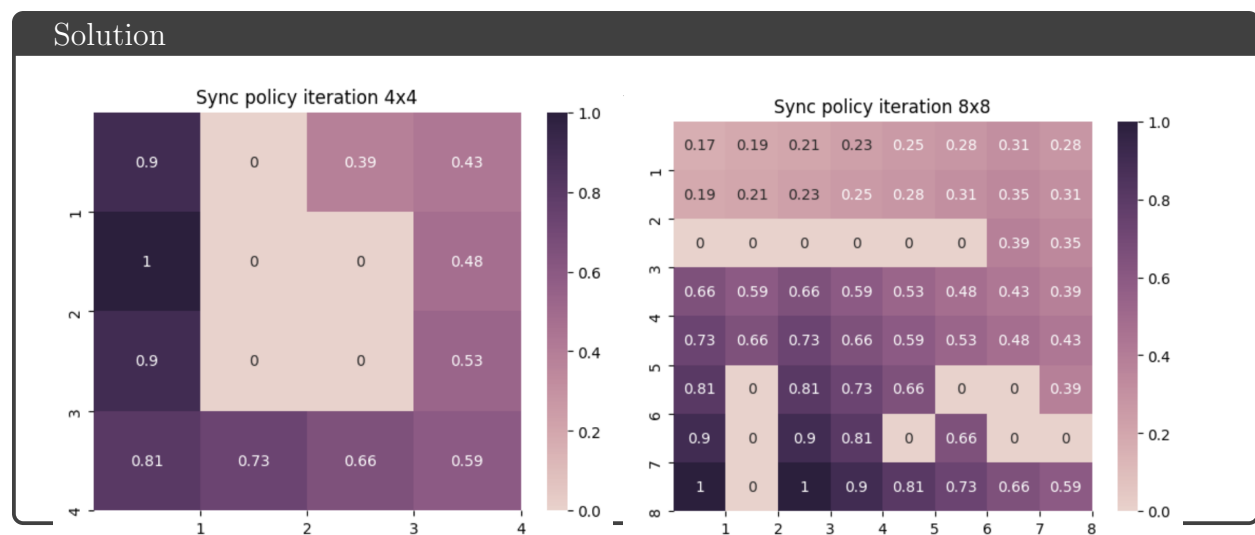
1.2.1 Table: Policy Iteration (4 pts)

Environment	# Policy Improvement Steps	Total # Policy Evaluation Steps
Deterministic-4x4	9	19
Deterministic-8x8	17	40

1.2.2 Optimal Policies for Deterministic-4x4 and 8x8 Maps (2 pts)

Solution	
4x4 grid	8x8 grid
DURD	RRRRRRDD
RUUD	RRRRRRDD
UUUD	UUUUUDD
ULLL	DRDDDDDD
	DRDDDLLL
	DUDDLUUU
	DUDDUDUU
	RULLLLLL

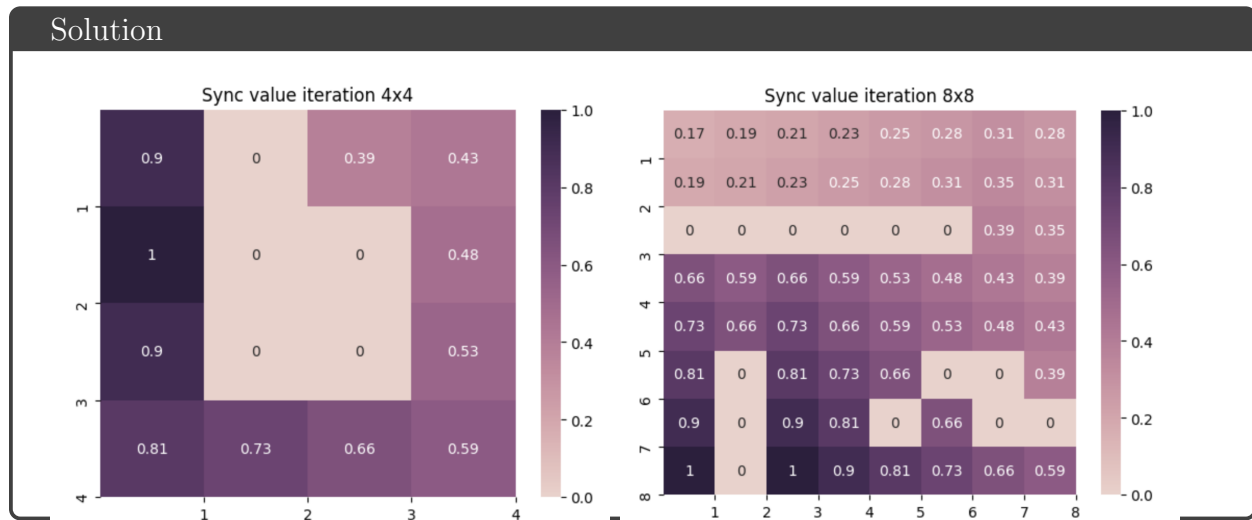
1.2.3 Value Functions of the Optimal Policies (2 pts)



1.3.1 Table: Synchronous Value Iteration (3 pts)

Environment	# Iterations
Deterministic-4x4	6
Deterministic-8x8	15

1.3.2 Value Functions from Synchronous Value Iteration (2 pts)



1.3.3 Optimal Policies from Synchronous Value Iteration (2 pts)

Solution

4x4 grid	8x8 grid
DURD	RRRRRRDD
RUUD	RRRRRRDD
UUUD	UUUUUDD
ULLL	DRDDDDDD
	DRDDDLLL
	DUDDLUUU
	DUDDUDUU
	RULLLLLL

1.4.1 Table: Asynchronous Policy Iteration (4 pts)

Heuristic	Policy Improvement Steps	Total Policy Evaluation Steps
Ordered	8x8 = 17	8x8 = 40
Randperm	8x8 = 17	8x8 = 40

1.5.1 Table: Asynchronous Value Iteration (4 pts)

Heuristic	# Iterations
Ordered	8x8 = 15
Randperm	8x8 = 13

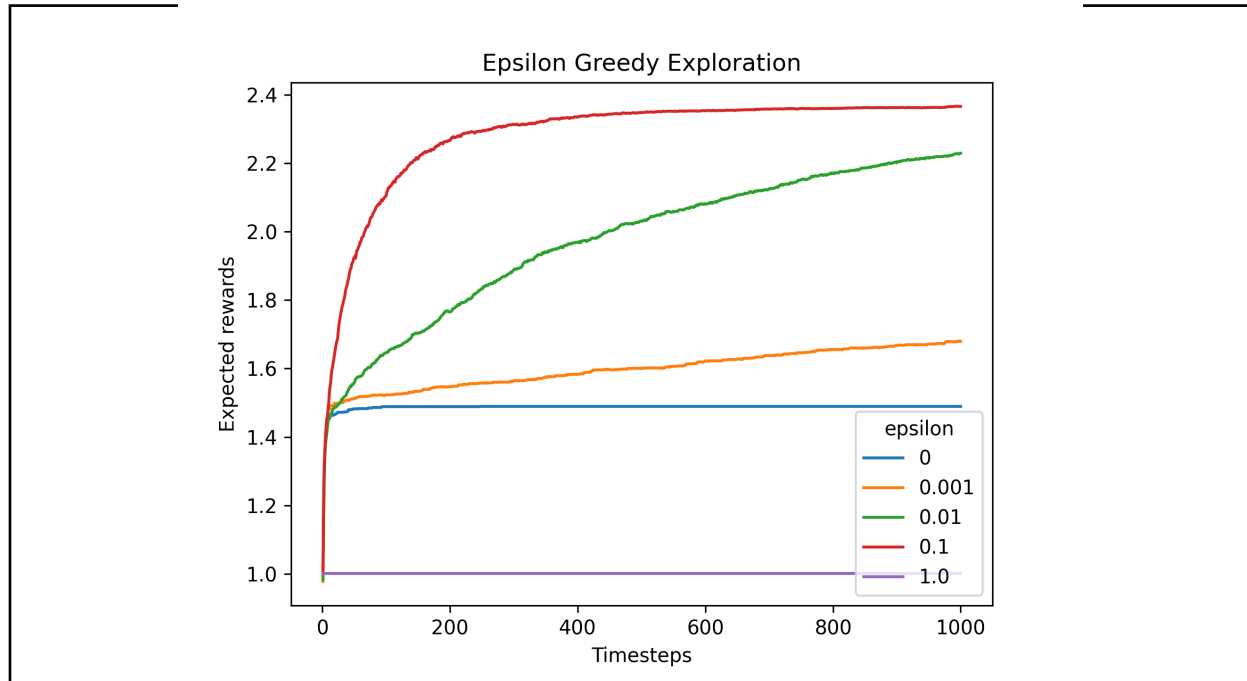
1.5.2 Asynchronous VI with Domain-specific Heuristic (4 pts)

Solution

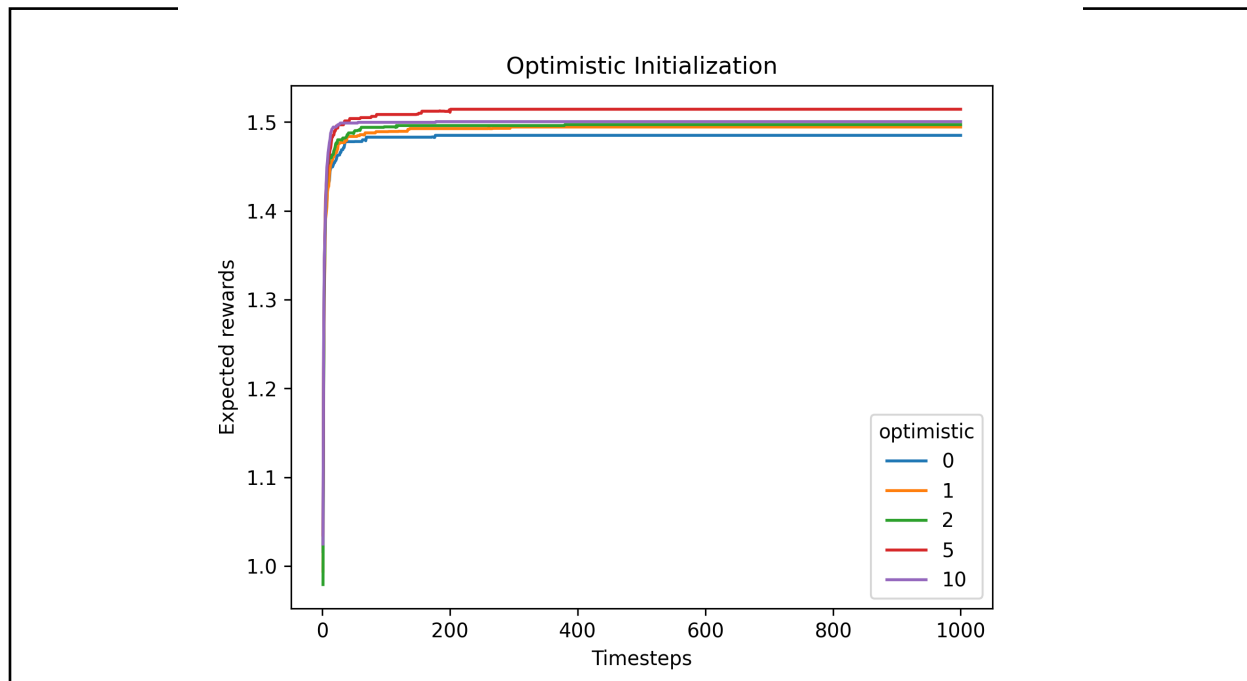
Env	# Iterations
Deterministic-4x4	6
Deterministic-8x8	14

Problem 2: Bandits (36 pts)

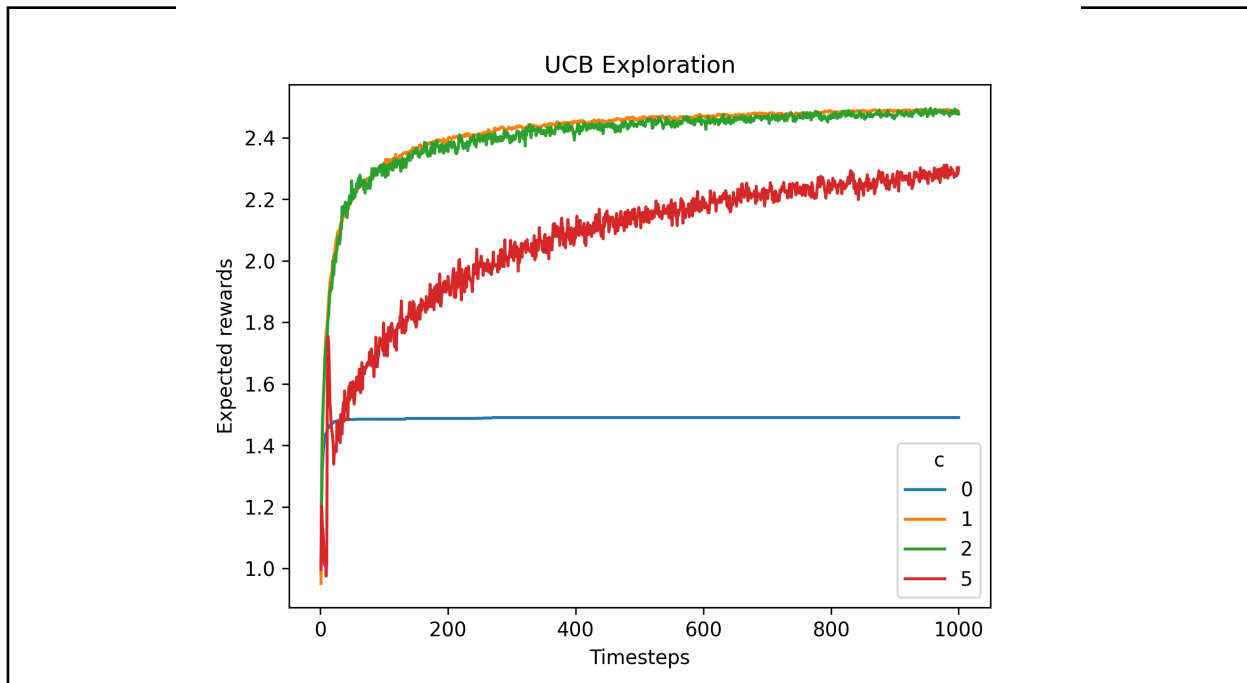
2.1 ϵ -Greedy Plot (8 pts)



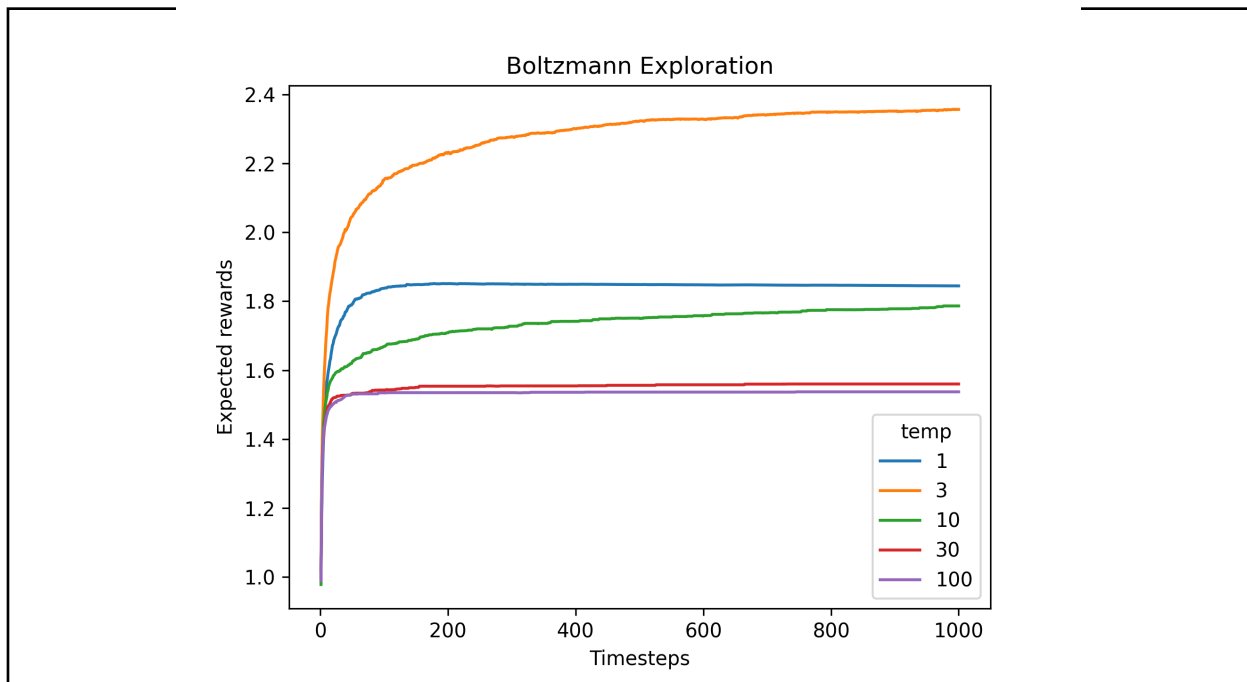
2.2 Optimistic Initialization Plot (8 pts)



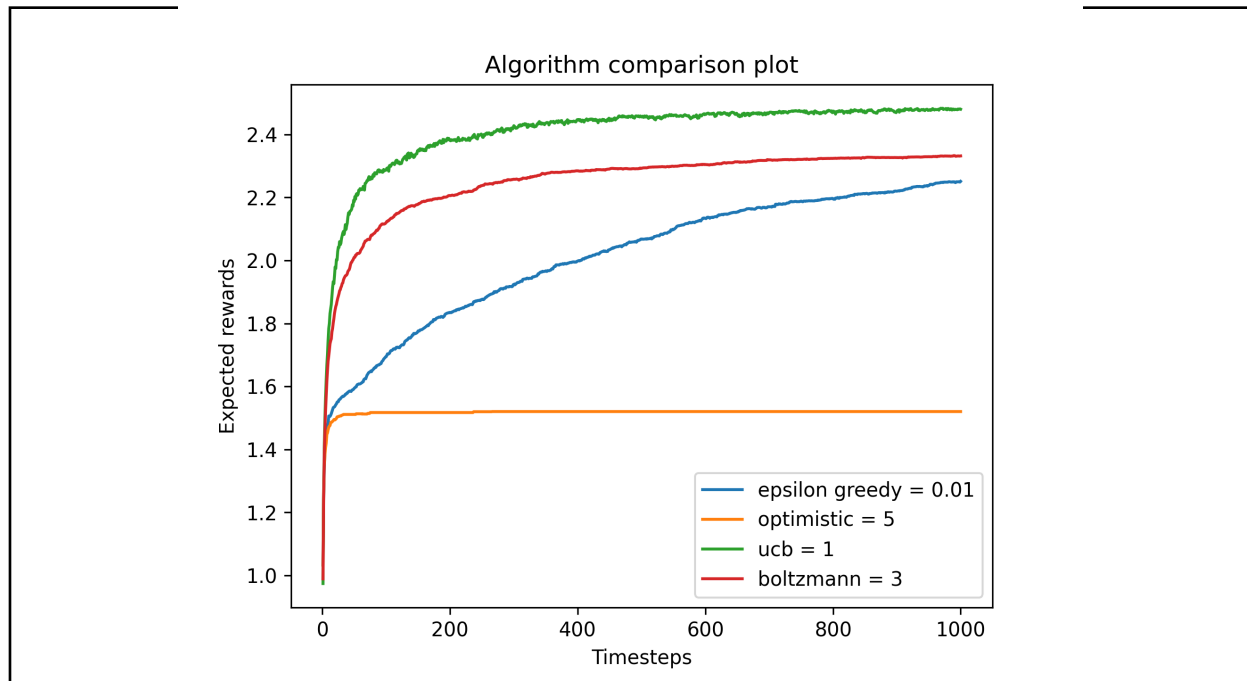
2.3 UCB Exploration Plot (8 pts)



2.4 Boltzmann Exploration Plot (8 pts)



2.5 Comparison Plot (8 pts)



2.6 Why not use the best-performing exploration strategy? (2-3 sentences) (4 pts)

In this experiment UCB converges first, followed by Boltzmann and then epsilon greedy algorithms. The best choice of the four algorithms depends on the task that is to be solved. We could select UCB for the task since it is the best performing algorithm in this set, but in the timesteps greater than 1000 not sampled here the algorithm could hit the upper limit of performance while epsilon greedy, which is steadily increasing could surpass UCB in performance. Additionally the task may require that the algorithm improve over time instead of hitting expert status early on in training for example in learning to play a game.

Problem 3: Feedback

Feedback: You can help the course staff improve the course by providing feedback. What was the most confusing part of this homework, and what would have made it less confusing?

For problem 2 it would be helpful to but the formulas for all the algorithms in the assignment like with the Boltzmann question.

For problem 1.5.2 it is a little confusing to understand, maybe needs to be rephrased or more detail is needed.

Collaboration: Detail the work division amongst your group in detail below.

Time Spent: How many hours did you spend working on this assignment? Your answer will not affect your grade.

Alone	30hrs
With teammates	
With other classmates	
At office hours	