

Dynamic Programming and Optimal Control

Fall 2021

Problem Set:
Infinite Horizon Problems, Value Iteration, Policy
Iteration

Notes:

- Problem marked with BERTSEKAS are taken from the book *Dynamic Programming and Optimal Control* by Dimitri P. Bertsekas, Vol. I, 3rd edition, 2005, 558 pages, hardcover.
- The solutions were derived by teaching assistants. Please report any error that you may find on Piazza forum.

Problem Set 2

Problem 1 (BERTSEKAS, p. 445, exercise 7.1, Lecture 4)

A tennis player has a Fast serve and a Slow serve, denoted F and S respectively. The probability of F (or S) landing in bounds is p_F (or p_S , respectively). The probability of winning the point assuming the serve landed in bounds is q_F (or q_S , respectively). We assume that $p_F < p_S$ and $q_F > q_S$. The problem is to find the serve to be used at each possible scoring situation during a single game in order to maximize the probability of winning that game.

1. Formulate this as a stochastic shortest path problem, and write Bellman's equation.
2. Computer assignment: Assume that $q_F = 0.6$, $q_S = 0.4$, and $p_S = 0.95$. Use value iteration to calculate and plot (in increment of 0.05) the probability of the server winning a game with optimal serve selection as a function of p_F .

Problem 2 (BERTSEKAS, p. 446, exercise 7.3, Lecture 5)

A computer manufacturer can be in one of two states. In state 1 his product sells well, while in state 2 his product sells poorly. While in state 1 he can advertise his product in which case the one-stage reward is 4 units, and the transition probabilities are $P_{11} = 0.8$ and $P_{12} = 0.2$. If in state 1, he does not advertise, the reward is 6 units and the transition probabilities are $P_{11} = P_{12} = 0.5$. While in state 2, he can do research to improve his product, in which case the one-stage reward is -5 units, and the transition probabilities are $P_{21} = 0.7$ and $P_{22} = 0.3$. If in state 2 he does not do research, the reward is -3, and the transition probabilities are $P_{21} = 0.4$ and $P_{22} = 0.6$. Consider the infinite horizon, discounted version of the problem

1. Show that when the discount factor α is sufficiently small, the computer manufacturer should follow the "shortsighted" policy of not advertising (not doing research) while in state 1 (state 2). By contrast, when α is sufficiently close to unity, he should follow the "farsighted" policy of advertising (doing research) while in state 1 (state 2).
2. For $\alpha = 0.9$ calculate the optimal policy using policy iteration.
3. For $\alpha = 0.99$, use a computer to solve the problem by value iteration.

Problem 3 (BERTSEKAS, p. 60, exercise 1.23, Lecture 5)

An evident, yet very important property of the DP algorithm is that if the terminal cost g_N is changed to a uniformly larger cost \bar{g}_N (i.e., $g_N(x_N) \leq \bar{g}_N(x_N)$ for all x_N), then the last stage cost-to-go $J_{N-1}(x_{N-1})$ will be uniformly increased. More generally, given two functions J_{k+1} and \bar{J}_{k+1} with $J_{k+1}(x_{k+1}) \leq \bar{J}_{k+1}(x_{k+1})$ for all x_{k+1} , we have, for all x_k and $u_k \in \mathcal{U}_k(x_k)$

$$\mathbb{E}_{(w_k|x_k, u_k)} [g_k(x_k, u_k, w_k) + J_{k+1}(f_k(x_k, u_k, w_k))] \leq \mathbb{E}_{(w_k|x_k, u_k)} [g_k(x_k, u_k, w_k) + \bar{J}_{k+1}(f_k(x_k, u_k, w_k))]$$

Suppose now that in the basic problem the system and cost are time invariant; that is, $\mathcal{S}_k \equiv \mathcal{S}$, $\mathcal{U}_k(x_k) \equiv \mathcal{U}(x_k)$ for all $x_k \in \mathcal{S}$, $f_k(\cdot, \cdot, \cdot) \equiv f(\cdot, \cdot, \cdot)$, $w_k \sim p_{w|x, u}$ and $g_k(\cdot, \cdot, \cdot) \equiv g(\cdot, \cdot, \cdot)$ for some \mathcal{S} , $\mathcal{U}(\cdot)$, $f(\cdot, \cdot, \cdot)$, and g . Show that if in the DP algorithm we have $J_{N-1}(x) \leq J_N(x)$ for all $x \in \mathcal{S}$, then

$$J_k(x) \leq J_{k+1}(x) \quad \text{for all } x \in \mathcal{S} \text{ and } k.$$

Similarly, if we have $J_{N-1}(x) \geq J_N(x)$ for all $x \in \mathcal{S}$, then

$$J_k(x) \leq J_{k-1}(x) \quad \text{for all } x \in \mathcal{S} \text{ and } k.$$