Assignment 3

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In For this MRP, the Value function represents how "good" it is for the agent to travel to a particular island. More specifically it determines which islands the agent should travel to to maximize its cummulative reward. The treasure islands from the just assignment have a reward of 2 instead of -1 just for traveling to them. The final island has a reward of 15 for reaching, and se cause the discount factor is still 0.95 it will be important for the agent to reach the terminal island quickly.

The value function can be solved for using either the iterative or close form solution of the pellman equation. For this assignment, since the MDP is small and secause number has helpful tools for linear algebra, I decided to use the close form solution:

 $V = (I - \gamma P)^{-1} R$ 

where V is a vector of the Values I is the identity Matrix Y is the discount factor. P is the Drobability Matrix and R is a vector of the newards for taking the action of travelly to that island. We've eliminated the "dig" action, so the only possible action is to travel from one island to another.

We can set this equation up as such:

 $\gamma = 0.95$ 

$$R = \begin{bmatrix} 0 \\ -1 \\ -1 \\ 2 \\ -1 \\ -1 \\ -1 \\ 2 \\ -1 \\ 15 \end{bmatrix}$$

Key Observations:

- · I is the 12x12 identity matrix
- · P is the same from the last assignment
- · (I-YP) is the Muerse
- ·Ris O for s the starting island, and 15 for size the terminating island.
- · 55, 57, and 5,0 have a reward of 2 instead of -1 because that's where the treasure was.

## When we solve for I we get:

190.76 196.68 200.26 205.80 1= 212.52 211.45 221.74 217.69 244.53 216.91 226.22 300.00

where all values have been rounded to a decimal places.

Based on these values we can pick the optimal set of actions:
1 Move from 5, to 55: 212.525
Ly Max (196.68, 200, 26, 205.80, 212.52)
1 Move From S5 to S12: 300.005
max (205.80, 221.74 300.00)
This results in a currulative reward of
6,= R++ + Y R+2 =
L
$\lambda + (0.95 \cdot 15) = 16.25$
Therefore, the MDP is solved given this optimal
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