DRather than treating blackjack as a 2-player game where one player is Fate, we could madel it as the following (nondeterministic) state machine:

i.e.
$$M = (Q, \Sigma, \Delta, q_0, F)$$
 where:
- $Q = \{A19, 519, A20, 520, 521, 8057\}$
- $\Sigma = \{H1T, 5TAY\}$

- q. = A19 - F = {519, 520, 521, BUST}

3) In addition, we want to specify a reward Ry for reaching a state after to transitions:

$$\forall t \ge 0$$
 $R_{t}(520) = .58$ $R_{t}(A20) = 0$ $R_{t}(521) = .88$ $R_{t}(Bust) = -1$ $R_{t}(519) = .27$ $R_{t}(A19) = 0$

3) And binally, we want to know the likelihood of each transition, given we take a particular action in a particular state.

$$W(<19, STAY, S19^{2}) = 1$$
 $W(<20, STAY, S20^{2}) = 1$
 $W(<19, HIT, 20^{2}) = \frac{1}{13}$
 $W(<19, HIT, S21^{2}) = \frac{1}{13}$
 $W(<19, HIT, BUST?) = \frac{11}{13}$
 $W(<20, HIT, S21^{2}) = \frac{11}{13}$

W (< 20, HIT, BUST>) = 12

$$w(19, Hit, q')$$

$$= P(g'|q=19, \sigma=Hit)$$
Sum $w(19, Hit, q') = 1$

- Sum w(<20, HIT, q'>) = 1

4) This is called a Markov Decision Process (MDP). Formally an MDP is a triple (M, R, w), where:

- M= (Q, E, A, go, F) is a state machine

- R: Q × IN -> IR is a "reward function"

- W: AHR s.t. for all g∈Q, σ∈ Z: ∑ W('q, σ, q')= (q, σ, q') ∈ A

We assume that $R(q,t) = \gamma \cdot R(q,t-1)$ $\forall q \in Q, t \ge 1$ for some "discounting factor" $\gamma \in S$. s.t. $0 < \gamma \le 1$.

5) It can be helpful to define the following shorthand for dealing with MDPs:

 $+R_{t}(q)=R(q,t)$ $\forall q \in Q, t>0$

> P(q'|q,0) = w(<q,0,q'>) Y(q,0,q'> E A

The write path ((q, 00, q,), (q, 0, q2), ..., (qn-1, 0n-1, qn)>

9 50 9, 57 ... on-1

reward (q = q, oi ... on-i qn)

 $= R_{o}(q) + R_{i}(q_{i}) + ... + R_{n}(q_{n})$ $\to P(q = q_{i} = ... = q_{n})$

 $= P(q_1 | q_1, \sigma_0) \cdot P(q_2 | q_1, \sigma_1) \cdot \dots \cdot P(q_n | q_{n-1}, \sigma_{n-1})$

6) The main computational challenge, given an MDP, is to determine the best decision to make in each state.

For example:

18 I have 19, should I HIT or STAY? 18 I have 20, should I HIT or STAY?

We can formalize this as a function $\pi:(Q|F) \to \Sigma$, which we call a policy.

e.g. Tr (A19) = HIT Tr (A20) = HIT F) Given a policy is, I can compute my expected reward Ul, starting from various states:

B) These expected rewards (usually, called expected utility) can be expressed in terms of each other:

this equals

is a prob.

1, b/c it

distribution.

(a)
$$U^{q}(A_{1}q) = R_{0}(A_{1}q)$$
 $+ P(A_{2}o|A_{1}q, H_{1}r) \left[(R(A_{2}o) + R(S_{2}i))P(A_{2}o + S_{2}i) + (R(A_{2}o) + R(B_{1}s_{1}r))P(A_{2}o + B_{1}s_{1}r) + (R(A_{2}o) + R(B_{1}s_{1}r))P(A_{2}o + R(B_{1}s_{1}r))P(A_{2}o + R(B_{1}s_{1}r)) + (R(A_{2}o) + R(B_{1}s_{1}r))P(A_{2}o + R(B_{1}s_{1}r))P(A_{2}o + R(B_{1}s_{1}r))P(A_{2}o + R($

- 9 This is a general result: $U'''(q') = R_o(q) + Y \ge U'''(q') \cdot P(q'|q, \pi(q))$ $q' \in Q$
- 10) Usually we're not simply interested in computing the expected utility of a state, given some arbitrary policy or. Rather, we'd like to know how much reward we should expect if we execute the best policy or.

$$U(q) = \max_{\pi} U^{\pi}(q)$$

$$= \max_{\pi} \left[R_{o}(q) + T \sum_{q' \in Q} U^{\pi}(q') \cdot P(q'|q, \pi(q)) \right]$$

$$= R_{o}(q) + Y \cdot \max_{q' \in Q} \sum_{q' \in Q} U^{\pi}(q') \cdot P(q'|q, \pi(q))$$

we choose some action or for state q

reward from

maximum expected utility of the next state, given optimal action

(1) For our blackjack example, we get the following equations.

$$U(A20) = max \left(U(520) \cdot P(520 | A20, STAY), \right)$$

 $\left\{ U(521) \cdot P(521 | A20, HIT) + U(805T) \cdot P(BUST | A20, HIT) \right\}$

U(519) = Ro(519) U(520) = Ro(520)

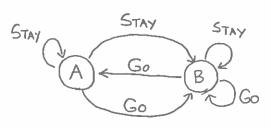
U(521) = R. (521)

U(BUST) = R. (BUST)

We have six equations for six unknowns (U(A19), U(A20), U(S19), U(S20), U(S21), U(BUST)).

¹²⁾ Importantly, these equations are not linear, so we can't use linear algebra techniques.

(13) To motivate our equation-solving technique, let's use a smaller MDP:



where.

$$P(A|A,STAY) = \frac{1}{2}$$

$$P(B|A,STAY) = \frac{1}{2}$$

$$P(B|A,Go) = 1$$

$$P(A|B,G_0) = \frac{1}{5}$$

 $P(B|B,G_0) = \frac{4}{5}$

$$R_{t}(A) = y^{t} \cdot 1$$

$$R_{t}(B) = y^{t} \cdot (-1)$$
where $y = \frac{1}{2}$

IH) We get the following equations:

$$U(A) = R_{o}(A) + V \cdot \max \left\{ U(B), U(A)P(A|A,STAY) + U(B)P(B|A,STAY) \right\}$$

$$= 1 + \frac{1}{2} \max \left\{ U(B), \frac{1}{2} U(A) + \frac{1}{2} U(B) \right\}$$

$$U(B) = R_{o}(B) + V \cdot \max \left\{ U(B), U(A)P(A|B,G_{o}) + U(B)P(B|B,G_{o}) \right\}$$

$$U(B) = R_{o}(B) + \gamma \cdot \max_{max} \{ U(B), U(A)P(A|B,G_{o}) + U(B)P(B|B,G_{o}) \}$$

$$= -1 + \frac{1}{2} \max_{max} \{ U(B), \frac{1}{5} U(A) + \frac{4}{5} U(B) \}$$

Suppose we guess the values of U(A) and U(B):

Uo is our guess at U(A)

Uo is our guess at U(B)

Consider the following iterative algorithm:

let $U_i^A = 1 + \frac{1}{2} \max \left\{ U_{i-1}^B, \frac{1}{2} U_{i-1}^A + \frac{1}{2} U_{i-1}^B \right\}$ let $U_i^B = -1 + \frac{1}{2} \max \left\{ U_{i-1}^B, \frac{1}{5} U_{i-1}^A + \frac{4}{5} U_{i-1}^B \right\}$

At each iteration, we assume our guesses for U(A) and U(B) from the previous iteration are correct, and we compute new guesses using our equations.

16) Why would this ever work? Well, it soems to converge...

(17) But can we prove it? Assume for the moment that a solution exists, i.e. there's a vector

$$U^* = \begin{bmatrix} v^A \\ v^B \end{bmatrix}$$

such that:

$$U^{A} = 1 + \frac{1}{2} \max \{ U^{B}, \frac{1}{2} U^{A} + \frac{1}{2} U^{B} \}$$

$$U^{B} = -1 + \frac{1}{2} \max \{ U^{B}, \frac{1}{5} U^{A} + \frac{4}{5} U^{B} \}$$

18) Let's also measure how bad our guesses are.

Suppose the solution is [2] and our guess is [5].

We'll measure the distance of our guesses to the solution as the absolute difference between our wast guess and the solution, i.e.

$$dist([5],[2]) = max {[5-2], |3-4|} = 3$$

19) Now what if we could show that our guesses get better every iteration? i.e. that

for 0 ≤ K < 1.

That would mean:

Since dist
$$\left(\begin{bmatrix} U_{i}^{A} \end{bmatrix}, \begin{bmatrix} U_{i}^{A} \end{bmatrix}\right) \ge 0$$
, thus $\lim_{i \to ap} \operatorname{dist}\left(\begin{bmatrix} U_{i}^{A} \end{bmatrix}, \begin{bmatrix} U_{i}^{A} \end{bmatrix}\right) = 0$

So our guesses would converge te the solution.

20 50 then let's show it.

dist
$$\left(\begin{bmatrix} U_{i+1}^A \\ U_{i+1}^B \end{bmatrix}, \begin{bmatrix} U_B^A \end{bmatrix}\right) = \max_{q \in \{A,B\}} \left| U_{i+1}^q - U_B^q \right|$$

because
$$\forall f, g$$
 $\max_{x} f(\sigma) - \max_{y} g(\sigma)$
 $= x \cdot \max_{x} \left| \sum_{q'} (y' P(q' | q, \sigma) - \sum_{q'} (y' P(q' | q, \sigma)) \right|$
 $= x \cdot \max_{x} \left| \sum_{q'} (y' - y') P(q' | q, \sigma) \right|$

(because the weighted average of a set of numbers is at most the max)

Thus:

$$dist\left(\begin{bmatrix} U_{i+1}^{A} \\ U_{i+1}^{B} \end{bmatrix}, \begin{bmatrix} U_{i}^{A} \end{bmatrix}\right) \leq \max_{g} \left[X \cdot \max_{g} \left| U_{i}^{g'} - U_{i}^{g'} \right| \right]$$

$$= X \max_{g} \left| U_{i}^{g'} - U_{i}^{g'} \right|$$

$$= X \cdot dist\left(\begin{bmatrix} U_{i}^{A} \\ U_{i}^{B} \end{bmatrix}, \begin{bmatrix} U_{i}^{A} \end{bmatrix}\right)$$

(not-including 1), then our iterative technique (called "value iteration") will converge to the correct solution.