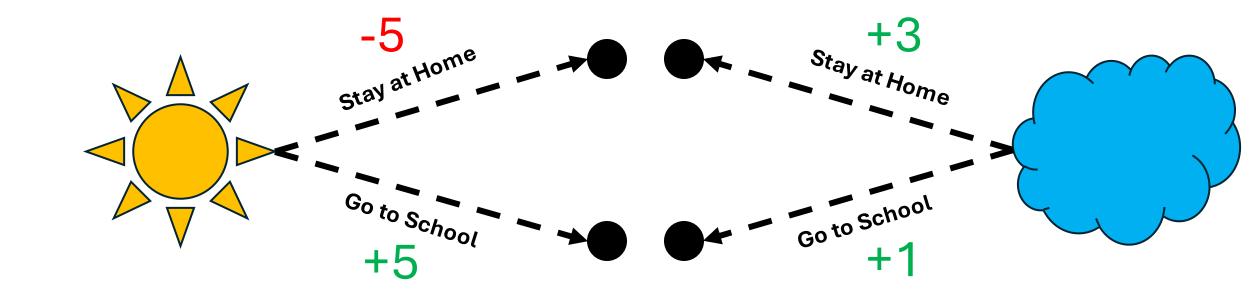


**States** *s*: {Sunny, Cloudy}

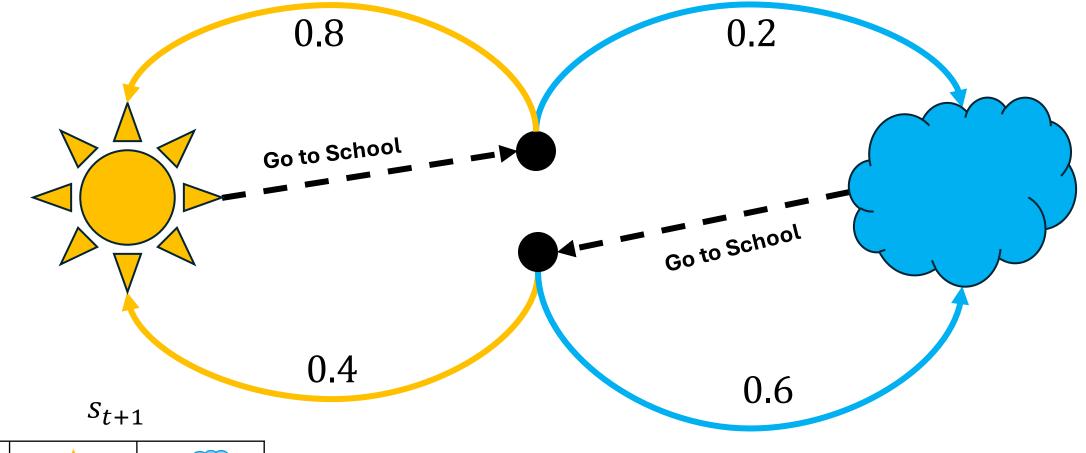
**Actions** *a*: {Go to School, Stay at Home}

**Discount**  $\gamma = 0.9$ 

Go to School	Stay at Home
+5	-5
+3	+1



$$R_{picnic} = ?$$
  $R_{stay} = ?$ 

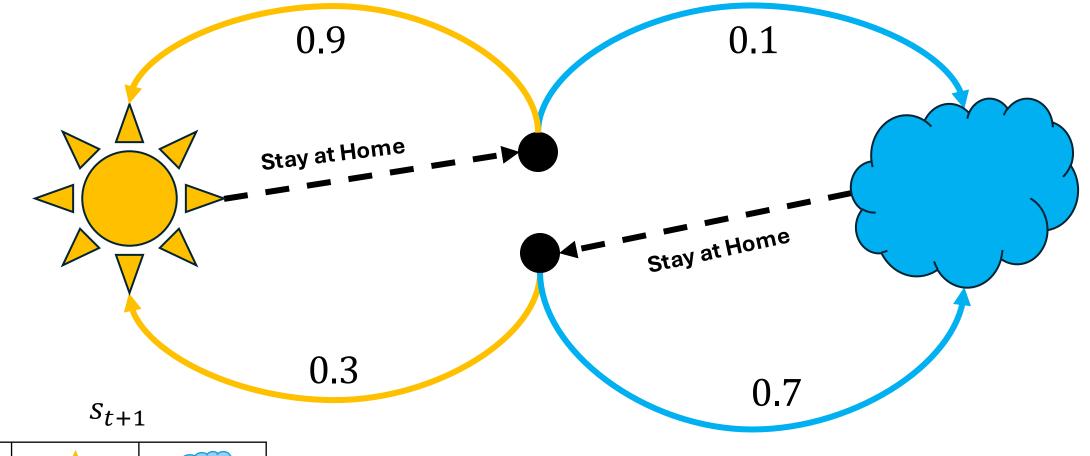


	**	
*	0.8	0.2
	0.4	0.6

 $s_t$ 

 $P_{picnic} = \begin{bmatrix} 0.8 & 0.2 \\ 0.4 & 0.6 \end{bmatrix}$ 

**State Transition Matrix** 



	0.9	0.1
	0.3	0.7

 $s_t$ 

 $P_{stay} = \begin{bmatrix} 0.9 & 0.1 \\ 0.3 & 0.7 \end{bmatrix}$ 

**State Transition Matrix** 

# Step 1: Compute state-wise average reward under the policy $\pi$

1. Find  $r_{\pi}$  for sunny =?

2. Find  $r_{\pi}$  for cloudy =?

3. Find  $r_{\pi}$  matrix = ?

#### Step 2: Compute the policy transition matrix

#### Row 1 (Sunny):

- $P\pi(1,1) = ??$
- $P\pi(1,2) = ??$

#### Row 2 (Cloudy):

- $P\pi(2,1) = ??$
- $P\pi(2,2) = ??$

$$4. Find P_{\pi} = \begin{bmatrix} ? & ? \\ ? & ? \end{bmatrix}$$

# Step 3: Write the Bellman expectation equations $v_{\pi}(sunny)$

General Form:

$$v_{\pi}(s) = r_{\pi}(s) + \gamma \sum P_{\pi}(s, s') v_{\pi}(s')$$

5.  $find v_1 = ??$ 

# Step 3: Write the Bellman expectation equations $v_{\pi}(cloudy)$

General Form:

$$v_{\pi}(s) = r_{\pi}(s) + \gamma \sum P_{\pi}(s, s') v_{\pi}(s')$$

6. Find  $v_2 = ?$ 

### Step 4: Solve for $v_{\pi}(cloudy)$

7.  $v_{\pi}(cloudy) = ??$ 

### Step 4: Solve for $v_{\pi}(sunny)$

8.  $v_{\pi}(sunny) = ???$ 

### Step 5: Write the Bellman optimality equations

General Form:

$$v_*(s) = \max_{a} \{R(s, a) + \gamma s' \sum P(s' \mid s, a)v * (s')\}$$

Find Sunny  $(v_1)$  using Go to School:

$$9. v_*(sunny) = ???$$

Find Cloudy  $(v_2)$  using Go to School:

10. 
$$v_*(cloudy) = ???$$

#### Step 6: Solve for $v_*$ (cloudy)

11.  $v_*$ (cloudy) = ???

#### Step 6: Solve for $v_*$ (sunny)

12.  $v_*$ (cloudy) = 21.538

#### Step 7: Solve for $q_*$

13. q(1, School) = ??

14.q(1, Home) = ??

15.q(2, School) = ??

16.q(2, Home) = ??