

Table 1: Decision Making

Types	Value Function	Reward	Next Node *
sim	$Q = \frac{expect - true}{expect}$ $value_exp = \frac{e^{Q_i}}{\sum_{j=1}^k e^{Q_j}}$	-	$[expect \times value_exp]$
rl	$Q^{new}(s_t, a_t) \leftarrow Q(s_t, a_t) + \alpha \cdot [r_t + \gamma \cdot \max_a Q(s_{t+1}, a) - Q(s_t, a_t)]^{**}$ $value_exp = \frac{e^{Q_i}}{\sum_{j=1}^k e^{Q_j}}$	$r_t = \log(expect - true)^{***}$	$[expect \times value_exp]$
exp	$Q^{new}(s_t, a_t) \leftarrow Q(s_t, a_t) + \alpha \cdot [r_t + \gamma \cdot \max_a Q(s_{t+1}, a) - Q(s_t, a_t)]$ $value_exp = \frac{e^{Q_i} * expect_i}{\sum_{j=1}^k e^{Q_j} * expect_j}$	$r_t = \log(expect - true)$	$[value_exp]$
rl_true	$Q^{new}(s_t, a_t) \leftarrow Q(s_t, a_t) + \alpha \cdot [r_t + \gamma \cdot \max_a Q(s_{t+1}, a) - Q(s_t, a_t)]$ $value_exp = \frac{e^{Q_i}}{\sum_{j=1}^k e^{Q_j}}$	$r_t = true$	$[expect + \max_{\mathcal{N}}(value_exp)]^{***}$

$$Q^{new}(s_t, a_t) \leftarrow \underbrace{Q(s_t, a_t)}_{\text{old value}} + \underbrace{\alpha}_{\text{learning rate}} \cdot \underbrace{\left(\underbrace{r_t}_{\text{reward}} + \underbrace{\gamma}_{\text{discount factor}} \cdot \underbrace{\max_a Q(s_{t+1}, a)}_{\text{estimate of optimal future value}} - \underbrace{Q(s_t, a_t)}_{\text{old value}} \right)}_{\text{new value (temporal difference target)}}$$

temporal difference

* Choosing neighbour with maximum value of - .Epsilon-greedy with $\epsilon = 0.1$

** For this simulation, $\alpha = 0.1, \gamma = 0.95$

*** If $expect = true, r_t = 0$

**** (expected idleness + $\max(value_exp$ of next neighbours))

Table 2: Estimating Idleness

Types	Expression
sim	<p>AGENT MODEL</p> <p>Expected idleness = Time elapsed since last visit of that bot to that node</p>
avg	<p>OBSERVATION MODEL 1</p> <p>Expected Idleness = Average of all true idleness observed on the previous visits</p> $expect_n = \frac{1}{n-1} * \sum_{j=1}^{n-1} true_j$
ses *	<p>OBSERVATION MODEL 2</p> <p>Expected Idleness = Simple Exponential Smoothing (SES) of all true idleness observed on previous visits</p> $expect_n = \alpha true_{n-1} + \alpha(1 - \alpha) true_{n-2} + \alpha(1 - \alpha)^2 true_{n-3}...$

* $\alpha = 0.9$