

# D3

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## Exercise 1

How would you generalize this game with arbitrary value of  $m_1$  (minimum increment),  $m_2$  (maximum increment), and  $N$  (the winning number)?

- $m_1 = 1$
- $m_2 = 2$
- $N = 31$

## Exercise 2

Two players are to play a game. The two players take turns to call out integers. The rules are as follows. Describe A's winning strategy.

### Exercise 3

There is only finite number of deterministic stationary policy. How many is it?

Answer is  $|\pi| = |A|^{|S|}$  (*length of policy matrix<sup>finite number</sup>*)

## Exercise 4

**Formulate the first example in this lecture note using the terminology including state, action, reward, policy, transition. \ Describe the optimal policy using the terminology as well.**

A and B are to play a game. They take turn to call out integers. \ 1. The serving player must call out an integer between 1 or 2. \ 2. The opponent player 1) takes the other player's number and 2) increments it by 1 or 2, then 3) call out the number. \ 3. Keep playing back and forth until someone calling out the number 31. The person calling out 31 is winner. }% }

- State =  $1 \leq S_t \leq 31$  &  $S_t$  is integer
- $a_1$  is increased by 1
- $a_2$  is increased by 2

Policy

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if  $S_t == 0$ :  $a_1$  elif  $S_t \% 3 == 1$ :  $a_2$  elif  $S_t \% 3 == 2$ :  $a_1$

Reward

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- If  $S_t == 31$  reward is 100
  - otherwise 0

Transition

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$$P_{ss'}^a = P(S_{t+1} = S' \mid S_t = s, A_t = a) = 1$$

## Exercise 5

### From the first example

- Assume that your opponent increments by 1 with prob 0.5 and by 2 with prob 0.5
- Assume that the winning number is 0 instead of 31
- your opponent played first and she called out 1
- your current a policy  $\pi_0$  is that
  - if the current state  $s \leq 5$  then increment by 2
  - if the current state  $s > 5$  then increment by 1

**Evaluate**  $V^{\pi_0}(1)$

$S_1 = 1$

while  $S_t \leq 10$

$P = \text{random Prob}$

    if  $P > 0.5$

$S_t = S_t + 1$

    elif  $P \leq 0.5$

$S_t = S_t + 2$

    If  $S_t == 10$  # when you lose

        return 0

    If  $S_t \leq 5$

$S_{t+1} = S_t + 2$

    If  $S_t > 5$

$S_{t+1} = S_t + 1$

    If  $S_t == 10$  # when you win

        return 1