

Master's degree in Control System Engineering

Reinforcement Learning LAB 2

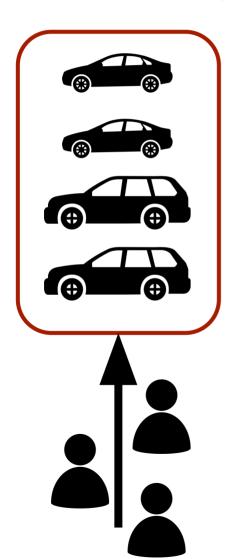
Dynamic Programming & car rental problem



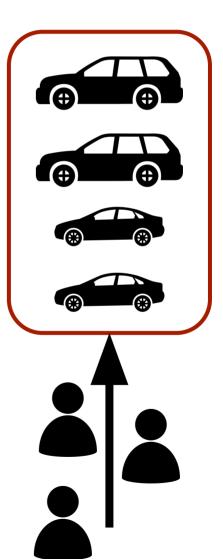
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2 locations managed by Jack for a nationwide car rental company

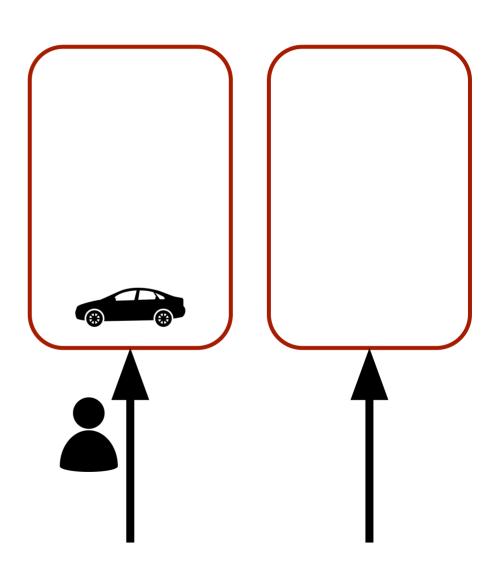


Customers arrive with an unknown distribution



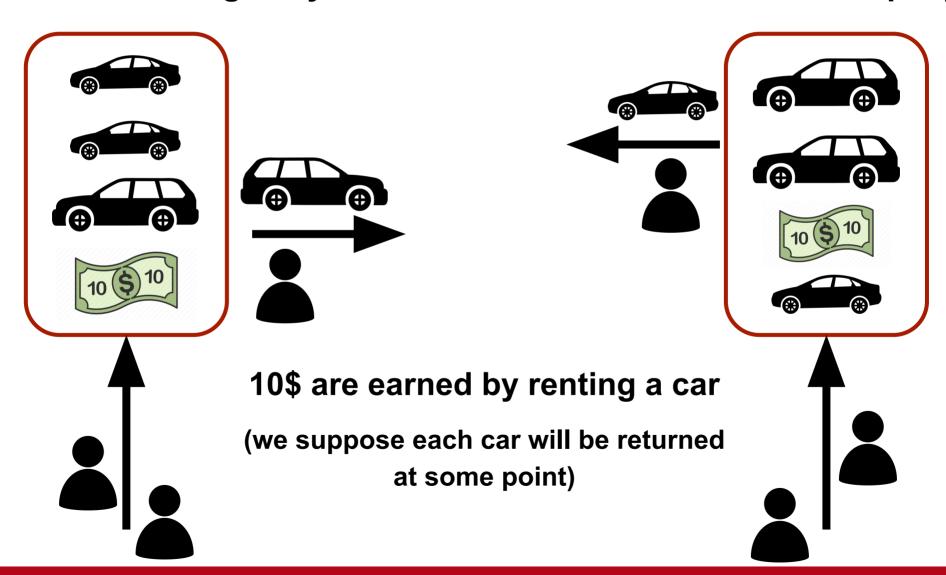


If there is a car at one location a customer can arrive.





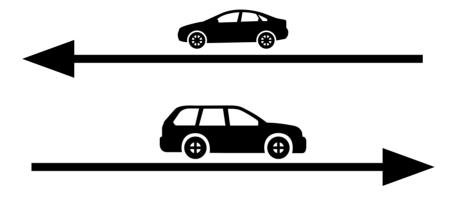
2 locations managed by Jack for a nationwide car rental company





2 locations managed by Jack for a nationwide car rental company







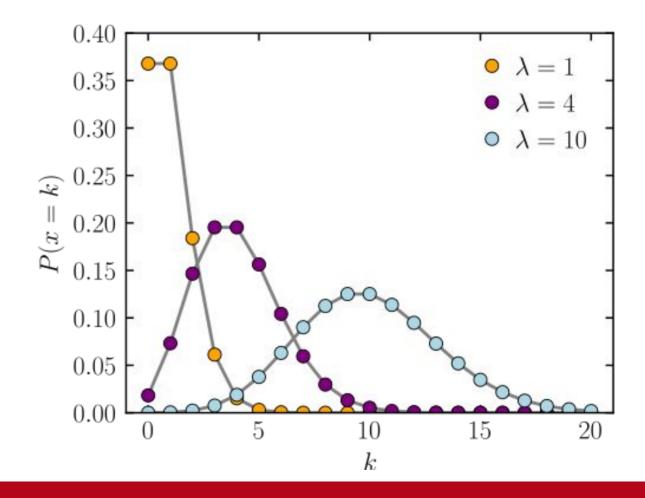
Jack can move the cars overnight, paying 2\$ for each car

(we'll suppose there's an upper bound to the number of cars he can move)



Cars requested and returned are modelled either through a Poisson random variable (or through a constant value)

$$\mathsf{PMF} = \frac{\lambda^k e^{-\lambda}}{k!}$$
(mean, variance=\lambda)





Jack can decide to move cars at the end of the working day!

$$a \in [-Max_M, Max_M]$$

```
actions = np.arange(-MAX_MOVE_OF_CARS, MAX_MOVE_OF_CARS + 1)
```

If a car is available and a customer arrives, he will rent the car! (no questions asked)



The state of the environment is the pair of numer:

[# of cars in first location, # of cars in second location]

$$s \in \mathbb{R}^2$$

The Value function of the environment is a Matrix!

$$V(s) \in Mat[\mathbb{R}]$$



Code for policy iteration algorithm

```
# Assumption
constant_returned_cars = True

# Initialization of the value-function
value = np.zeros((MAX_CARS + 1, MAX_CARS + 1))

# We start considering the simplest policy: for every possible state, no car is moved
# It makes sense: if is not clear what a meaningful action might be, better not to pay the
cost of moving cars!
policy = np.zeros(value.shape, dtype=np.int)
...
```



Code for policy iteration algorithm

```
while True:
   # policy evaluation (in-place)
   while True:
        old value = value.copv()
        # Sweep through all states following the same policy
        for i in range(MAX CARS + 1):
            for j in range(MAX CARS + 1):
                new_state_value = expected_return([i, j], policy[i, j], value)
                # in-place update!
                value[i, j] = new state value
        max value change = abs(old value - value).max()
        if max value change < eps val:
            break
```



Code for policy iteration algorithm

```
. . .
# policy improvement
policy_stable = True
for i in range(MAX CARS + 1):
    for j in range(MAX_CARS + 1):
        old action = policy[i, j]
        action returns = []
        for action in actions:
            # if it is a 'legal' action,
            if (0 <= action <= i) or (-j <= action <= 0):
                action returns.append(expected return([i, j], action, value))
            else:
                action_returns.append(-np.inf)
        # Substitution with greedy policy at all states
        new action = actions[np.argmax(action returns)]
        policy[i, j] = new_action
        if policy_stable and old_action != new_action:
            policy stable = False
# If stable instead
if policy_stable:
    break
```