

PART B

Input:

X/10	0	0	X
0	0	0	0
0	0	0	0
0	0	-X/5	0

Green color => Goal states with positive reward.

Red color => Goal states with negative reward.

Brown color => wall states.

1. Discount factor:

a) $r = 0.1$

Utility values:

2.2	0	-0.44	2.2
-2.024	-2.2	-2.2	-0.44
-2.2	-2.2	0	-2.2
-2.2	-2.2	-4.4	-2.2

Policy:

```

_ _ E _
N W E N
N E _ N
E W _ E

```

b) $r = 0.99$

Utility values:

2.2	0	18.654	22
8.685	12.659	16.004	18.654
6.481	9.398	0	15.678
3.824	5.185	-4.4	10.856

Policy:

—	—	E	—
E	E	E	N
E	N	—	N
N	N	—	N

If discount factor is less

- delta is more => number of iterations are less.
- It considers less past into account and gives utility.

If discount factor is more

- It does less iterations and has more consideration of the past iteration impact but number of iterations are more.

2. Step cost :

a) 22

Utility values:-

2.2	0	2199.853	22
2199.853	2199.853	2199.853	2199.853
2199.853	2199.853	0	2199.853
2199.853	2199.853	-4.4	2199.853

Policy:-

$\begin{array}{cccc} & & W & \\ \hline S & S & S & S \\ S & S & _ & S \\ S & W & _ & E \end{array}$

b) -4.4

Utility values:-

2.2	0	15.616	22
-1.499	4.189	10.56	15.616
-6.411	-1.906	0	9.934
-11.34	-7.468	-4.4	3.366

Policy:-

—	—	E	—
E	E	E	N
N	N	—	N
N	N	—	N

c) -5.5

Utility values:

2.2	0	14.094	22
-4.172	-0.019	7.832	14.094
-10.572	-7.282	0	7.06
-16.581	-10.772	-4.4	-0.382

Policy:

—	—	E	—
N	E	E	N
N	N	—	N
N	E	—	N

d) -22

Utility values:

2.2	0	-4.576	22
-20.258	-22	-22	-4.576
-22	-22	0	-22
-22	-22	-4.4	-22

Policy:

```
  _ _ E _  
N W E N  
N E _ N  
E E _ W
```

We can see how the policy changes , as step cost value increases.

- If step cost is so high => In a position we don't want to reach nearest goal position fastly as that may decrease the utility values compared to other routes where more steps are involved.
- If stepcost is less, we wanted to maximise utility and so reaches the nearest goal state in less number of steps.

Step cost $\Rightarrow 22$
policy(1,3)=S

Step cost = -22
policy(1,3)=N

Here each case follows the **MEU Principle**.