ENGS/QBS 108 Fall 2017 Assignment 4b Due November 14, 2017

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This problem involves a Frozen Lake-type dynamic programming problem The Canvas folder Assignments/hm4b contains 4 files.

- Assignment4b1.mat, Assignment4b2.mat, and Assignment4b3.mat describe three different Frozen Lake problems.
- After loading one of these files, run the FrozenLake.m to create two arrays: FL and FLCost.
- FL is a 4 dimensional array as follows. FL(r,s,t,u) is the probability of going in the direction specified by u given that the control/action is to move in the direction t when you are in cell i,j.
- t and u vary from 1 through 4 with the meaning that 1 is up, 2 is right, 3 is down and 4 is
- So entry FL(2,5,3,2) is the probability you move right given that your control/action is to move down. Note: If you are in the top row, you cannot move higher although you might select that action. If you are in the left column, you cannot move left although you might select that action.
- FLCost is an array of costs. You start in cell 1,1 and need to move to cell n,n. There is a large reward for arriving at n,n. Holes in the lake have large negative rewards (costs).
- Each of Assignment4b1.mat, Assignment4b2.mat, and Assignment4b3.mat include a seed for the random number generator so that all your generated problems are the same.

The problem is to find a optimal cost policy (highest reward) for going from 1,1 to n,n. Do not use any discount factor.

Your solutions will be submitted as policies so that for an n by n problem, you will submit an n by n array of integers between 1 and 4 called yourname4b1.mat, etc. That mat file should contain an array called 'policy that is your solution.

There are no moves possible in cell n,n, just accumulating the large reward for getting there. There are a variety of possible solution approaches. You can use any approach but implementing a Q-Learning approach using Tensorflow is worthwhile to learn how to use that technology.