**Project 3 - Question 9**

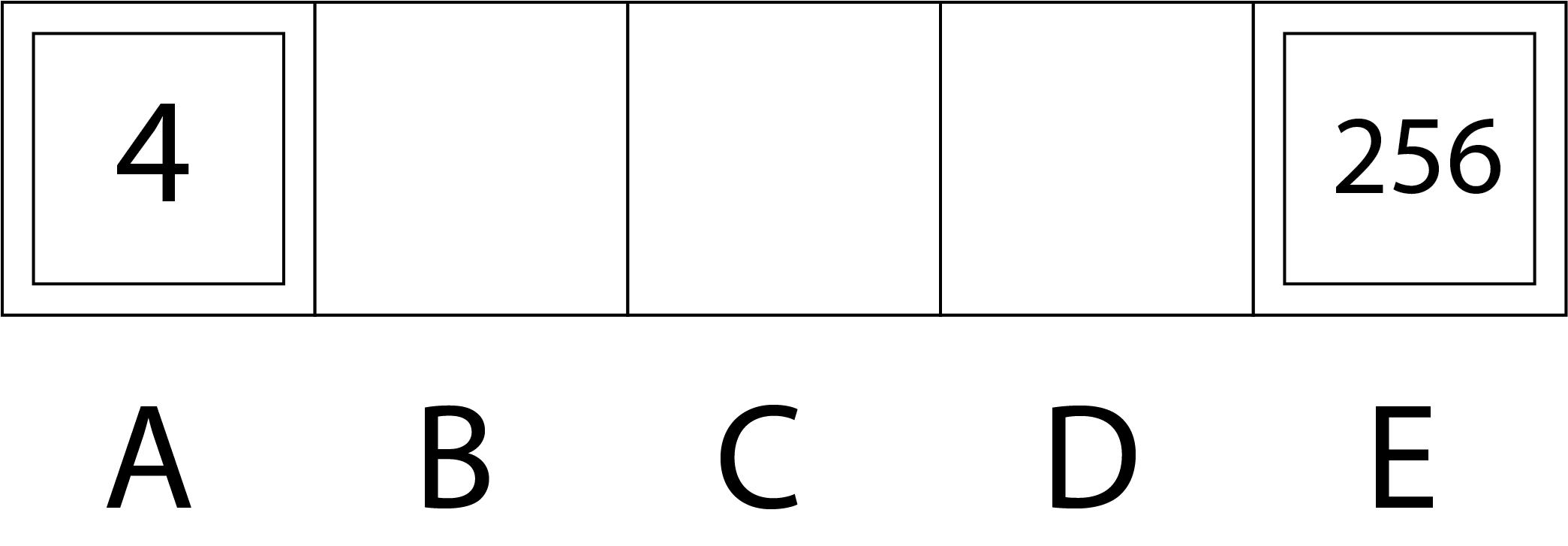
This non-programming problem is part of Project 3. Please add your answers to this document and submit your completed document along with your solution to the Pac-Man project.

The following problems take place in various scenarios of a 1D gridworld MDP.

In all cases double-rectangle states are exit states. From an exit state, the only action available is Exit, which results in the listed immediate reward and ends the game (by moving into a terminal state; not shown).

From non-exit states, the agent can choose either Left (L) or Right (R) actions, which move the agent in the corresponding direction. There are no living rewards; the only non-zero rewards come from exiting the grid. Throughout this problem, assume that value iteration begins with initial values V0(s) = 0 for all states.

Consider the following scenario:



Let the discount factor be γ = 0.75, and let transitions be deterministic. Fill in the missing values for each state following the value iteration algorithm in the following table:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Step t | Vt(A) | Vt(B) | Vt(C) | Vt(D) | Vt(E) |
| 0 | 0 | 0 | 0 | 0 | 0 |
| 1 |  |  |  |  |  |
| 2 |  |  |  |  |  |
| 3 |  |  |  |  |  |
| 4 |  |  |  |  |  |

What are the actions for states B, C, and D for each time step, according to the best policy that corresponds to the values at step t?

|  |  |  |  |
| --- | --- | --- | --- |
| Time | πt (B) | πt (C) | πt (D) |
| 1 |  |  |  |
| 2 |  |  |  |
| 3 |  |  |  |
| 4 |  |  |  |