## $9 \quad$ Dynamic Programming

### 9.1 Policy Improvement for a Markov Decision (4 units) Process

This project is self-contained mathematically; background information is provided in the Part II course on Optimisation and Control (see reference [1]).

## 1 A Car Replacement Problem

Car owners are haunted by the following problem. Every day, the operating cost for their car increases, as does the probability that the car breaks down. Even worse, when trading in the car for a different one dealers will pay less for older cars and charge more for newer ones. The problem, then, is to find an optimal policy for trading in the car.
We model the problem as a Markov decision process. Let $g_{j}(u)$ be the instantaneous cost incurred if one takes action $u$ in state $j$ and let $p_{j k}(u)$ be the probability of then moving to state $k$. Define sequences $\gamma^{(n)}, f_{j}^{(n)}, u_{j}^{(n)}$ by the recursions

$$
\begin{equation*}
\gamma^{(n)}+f_{j}^{(n)}=g_{j}\left(u_{j}^{(n)}\right)+\sum_{k} p_{j k}\left(u_{j}^{(n)}\right) f_{k}^{(n)} \tag{1}
\end{equation*}
$$

and

$$
\begin{equation*}
u_{j}^{(n+1)} \text { is the } u \text {-value minimising } g_{j}(u)+\sum_{k} p_{j k}(u) f_{k}^{(n)} \tag{2}
\end{equation*}
$$

The following exercise may help to gain some intuition.

Question 1 Consider the following stationary policy: for fixed $n$, whenever state $j$ occurs take action $u_{j}^{(n)}$. What is the long-term average cost of this policy? Explain.

Note that the values $f_{j}^{(n)}$ determined by (1) are arbitrary up to an additive constant and can be normalised, for example by letting $f_{1}^{(n)}=0$. If the matrix of transition probabilities is irreducible in every stage, then (1) will always have a solution for $f$. The sequence $\gamma^{(n)}$ is non-increasing, and will converge to a minimum value $\gamma$ in a finite number of steps if $u$ can take only a finite number of values. The policy $u_{j}^{(n)}$ will then have converged to an average optimal policy.

Question 2 Instantiate the above framework for the car replacement problem. You may want to introduce states representing the age of the car in appropriately chosen units of time, and an additional state in which the car is written off and has a trade-in value of zero. Describe the set of actions, and define the instantaneous costs $g_{j}(u)$ and the transition probabilities $p_{j k}(u)$.

Question 3 Write a program to find the optimal replacement policy. You are not required to write your own linear algebra routines, but you should describe any mathematical manipulations involved in bringing the equations in the desired form. Give a

| $j$ | age in <br> years | purchase <br> price | trade-in <br> price | operating <br> cost | survival <br> probability |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 1 | 0 | 5000 | 3500 | 860 | 0.963 |
| 2 | 2 | 3150 | 2170 | 1025 | 0.794 |
| 3 | 4 | 2285 | 1500 | 1225 | 0.568 |
| 4 | 6 | 1545 | 900 | 1430 | 0.255 |
| 5 | 8 | 1050 | 590 | 1815 | 0.001 |
| 6 | 10 | 600 | 330 | 2240 | 0.000 |

Table 1: Instance of the car replacement problem with time units of two years and $N=6$

$$
\begin{array}{rccccccc}
j: & 1 & 2 & 3 & 4 & 5 & 6 & 7 \\
\text { sell/keep: } & \text { keep } & \text { keep } & \text { keep } & \text { keep } & \text { keep } & \text { sell } & \text { sell } \\
\text { car of age: } & - & - & - & - & - & 2 & 2
\end{array}
$$

Table 2: Policy for the problem of Table 1

| $j$ | age in <br> years | purchase <br> price | trade-in <br> price | operating <br> cost | survival <br> probability |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 1 | 0 | 5000 | 3500 | 200 | 0.999 |
| 2 | 0.5 | 4285 | 3000 | 210 | 0.995 |
| 3 | 1 | 3750 | 2650 | 220 | 0.990 |
| 4 | 1.5 | 3430 | 2375 | 230 | 0.979 |
| 5 | 2 | 3150 | 2170 | 240 | 0.968 |
| 6 | 2.5 | 2900 | 1950 | 250 | 0.956 |
| 7 | 3 | 2645 | 1850 | 260 | 0.936 |
| 8 | 3.5 | 2475 | 1625 | 275 | 0.917 |
| 9 | 4 | 2285 | 1500 | 290 | 0.898 |
| 10 | 4.5 | 2130 | 1350 | 300 | 0.879 |
| 11 | 5 | 1970 | 1225 | 315 | 0.860 |
| 12 | 5.5 | 1760 | 1060 | 320 | 0.836 |
| 13 | 6 | 1545 | 900 | 335 | 0.801 |
| 14 | 6.5 | 1400 | 780 | 350 | 0.761 |
| 15 | 7 | 1260 | 700 | 365 | 0.697 |
| 16 | 7.5 | 1140 | 625 | 380 | 0.600 |
| 17 | 8 | 1050 | 590 | 400 | 0.482 |
| 18 | 8.5 | 940 | 520 | 430 | 0.300 |
| 19 | 9 | 830 | 470 | 465 | 0.129 |
| 20 | 9.5 | 720 | 400 | 520 | 0.020 |
| 21 | 10 | 600 | 330 | 560 | 0.000 |

Table 3: Instance of the car replacement problem with time units of six months and $N=21$
clear and concise description of your algorithm; don't forget to mention what starting conditions you use. Run your program on the data contained in the file table1.csv available from the CATAM website and displayed in Table 1, and compare your results to the policy in Table 2. What is the value of $\gamma$ ?

Question 4 Give the optimal replacement policy for the data in the file table2.csv available from the CATAM website and displayed in Table 3 . What is the value of $\gamma$ ?

Question 5 Suppose that purchase price, trade-in price, operating cost, and survival probability are all monotonically increasing or decreasing in the obvious direction. Suppose further that the optimal policy tells you to sell a car when it reaches a certain age, but that you neglect to do so. Is it possible that the same policy stipulates hanging on to the car now that it is older? Either construct an example for which the optimal policy is of this kind, or prove that this is impossible.

## References

[1] R.R.Weber, Course notes on Optimisation and Control, Section 8.4. http://www.statslab.cam.ac.uk/~rrw1/oc/.

