

Empirical Analysis of $Q(\sigma)$

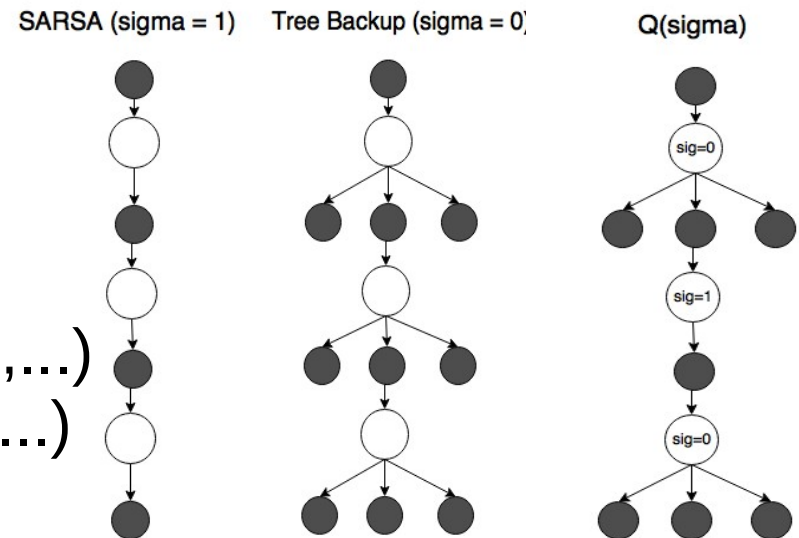
COMP 767 – Reinforcement Learning
February 24th

Code: <https://github.com/NicolasAG/Q-sigma>

Algorithms

- All **OnPolicy**: bcs reduce variance & not expensive to sample from target policy

- n-step **SARSA** ($\sigma = 1$)
- n-step **Tree Backup** ($\sigma = 0$)
- n-step **Q(σ)**
 - alternating σ (0,1,0,1,0,1,...)
 - decreasing σ (1,1,...,1,0,1,0,...,0,0,...)
 - increasing σ (0,0,...,0,1,0,1,...,1,1,...)



- number of episodes: 1,000 – repeat 10 times and take the average.
- no environment stochasticity
- $\gamma = 0.99$

Q(sigma) Variations

- alternating sigma (0,1,0,1,0,1,...)

```
return 1 - sigmas[-1]
```

- decreasing sigma (1,1,1,...,1,0,1,0,...,0,0,0,...)

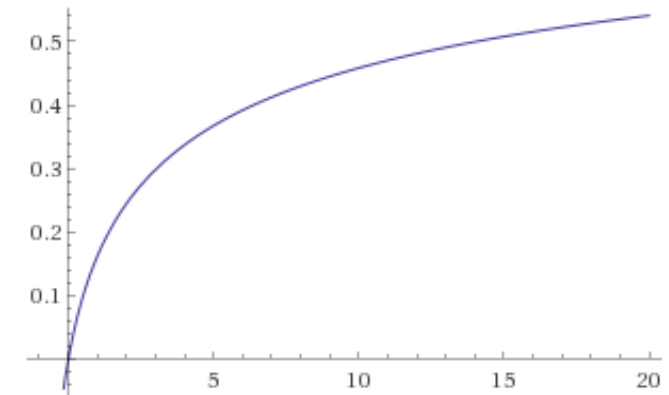
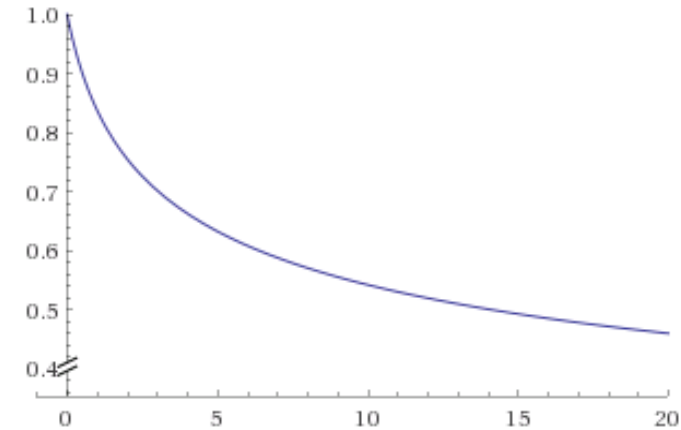
$sample\ proba = e^{-\log_{base}(1+t)}$

```
return 1 with proba sample_proba else 0
```

- increasing sigma (0,0,0,...,0,1,0,1,...,1,1,1,...)

$sample\ proba = 1 - e^{-\log_{base}(1+t)}$

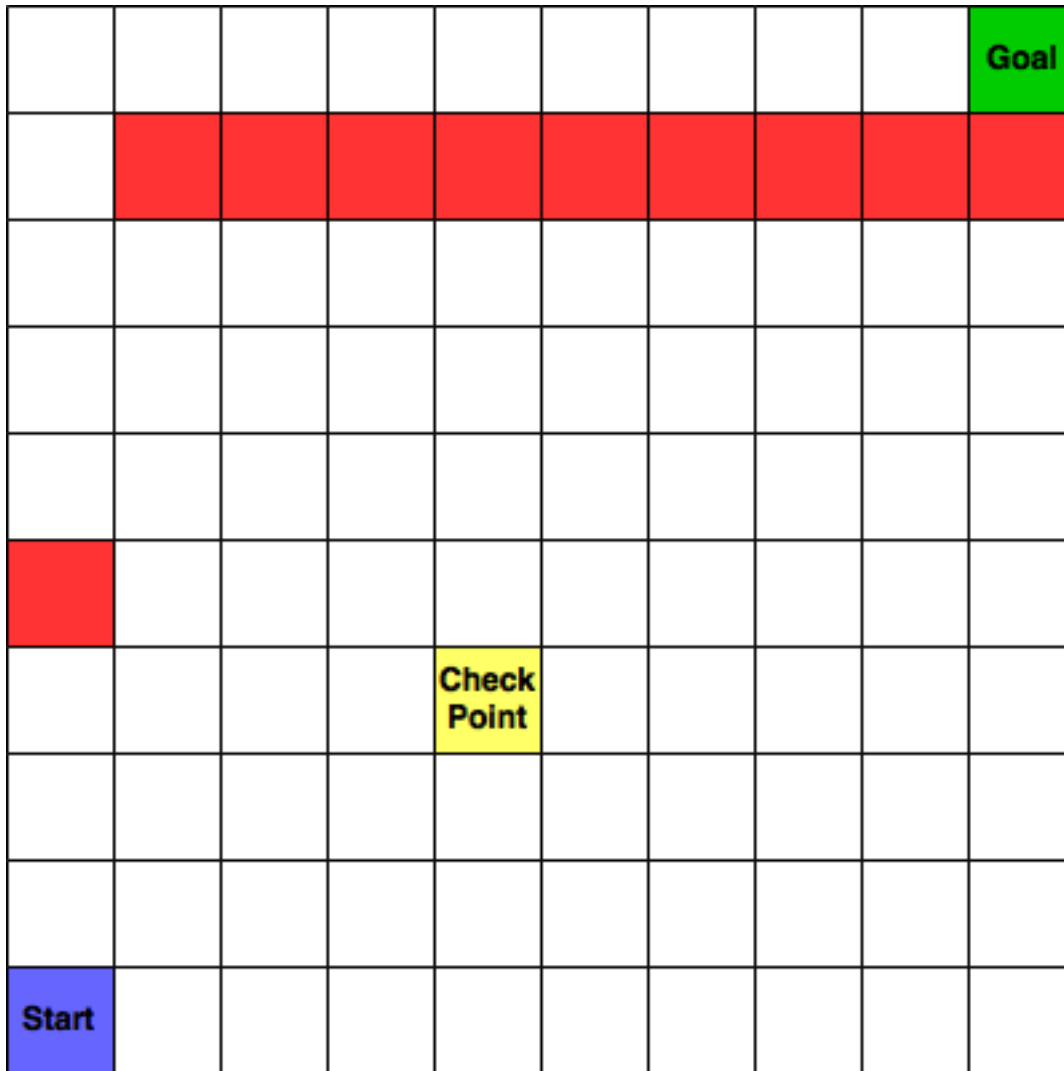
```
return 1 with proba sample_proba else 0
```



With base=50, $p \sim 0.5$ at $t=15$

Extra parameter: log base!
(used 50 in these experiments)

Grid World



Rewards:

STEP = -1

WALL = -10

CHECK POINT = +0

GOAL = +1,000

Actions: V in [0, V_MAX]

	V - 1	V + 0	V + 1
RIGHT	0	1	2
UP	3	4	5
LEFT	6	7	8

Crash:

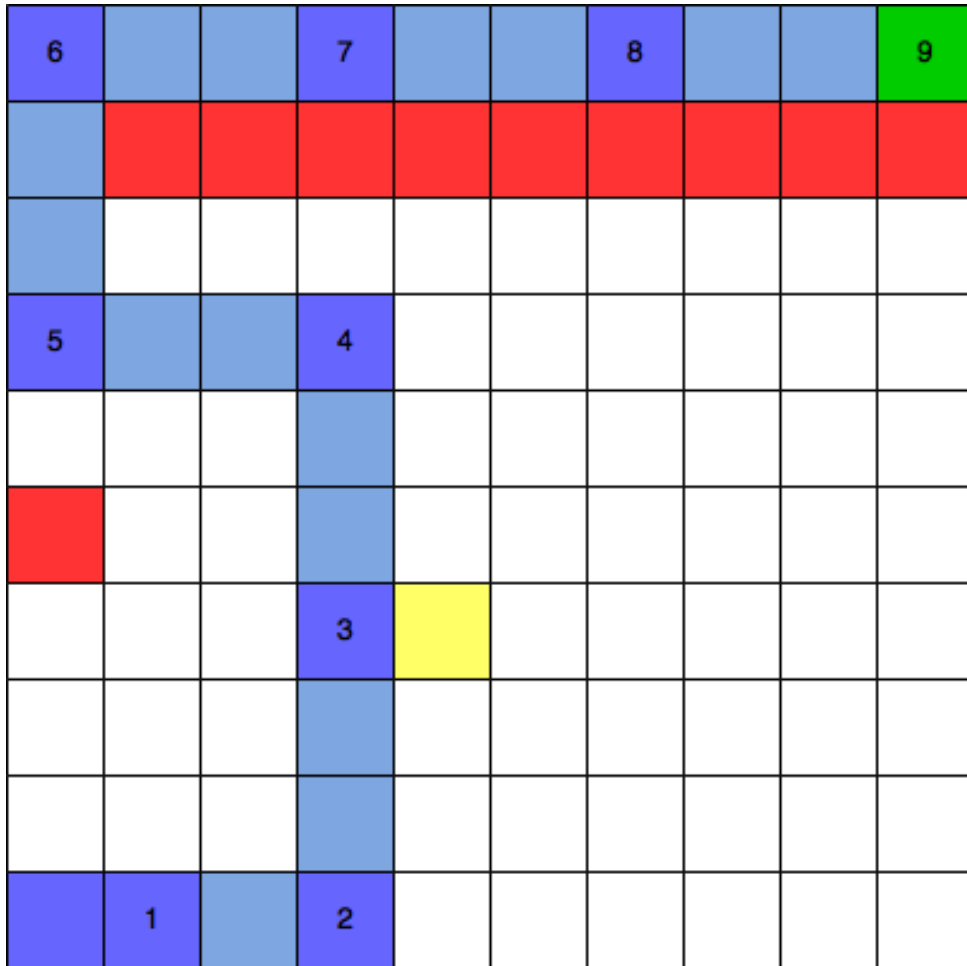
Return to Start & V=0 &

V_MAX=3

Checkpoint:

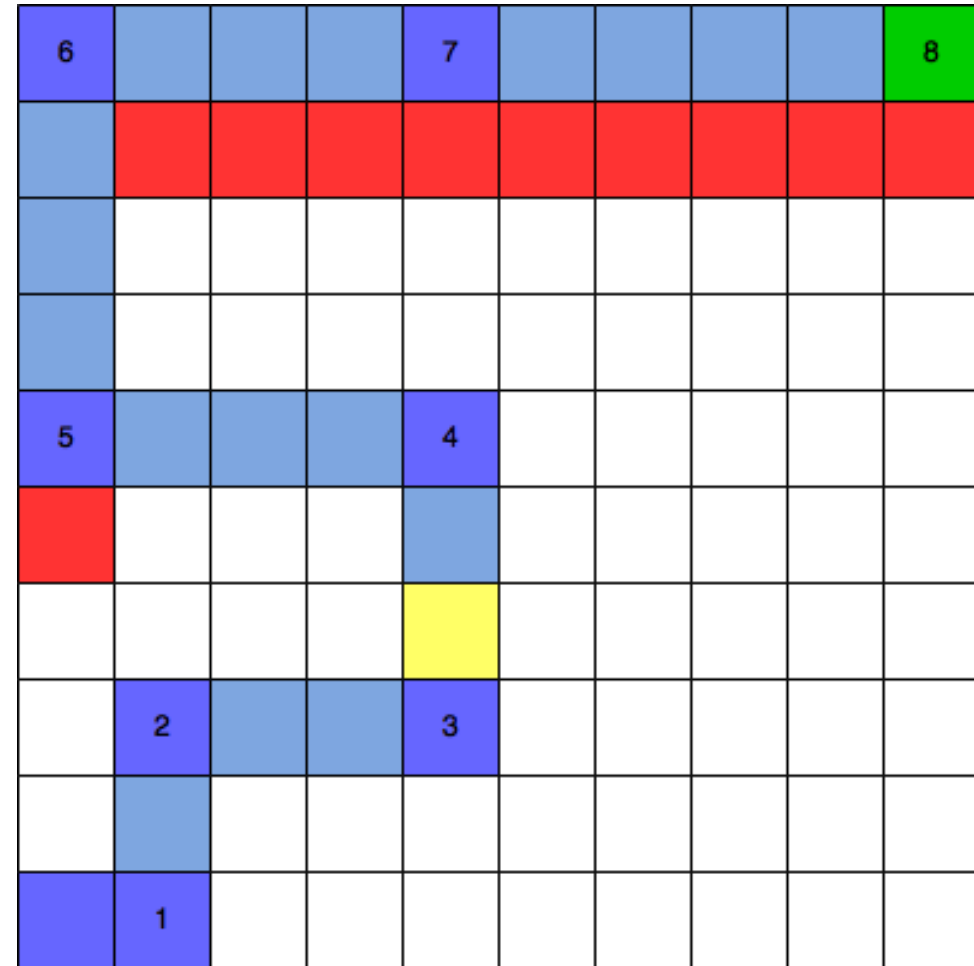
V_MAX = 5

Grid World



No Bonus: $V_MAX = 3$
 Minumum nuber of steps: 9

~ALWAYS

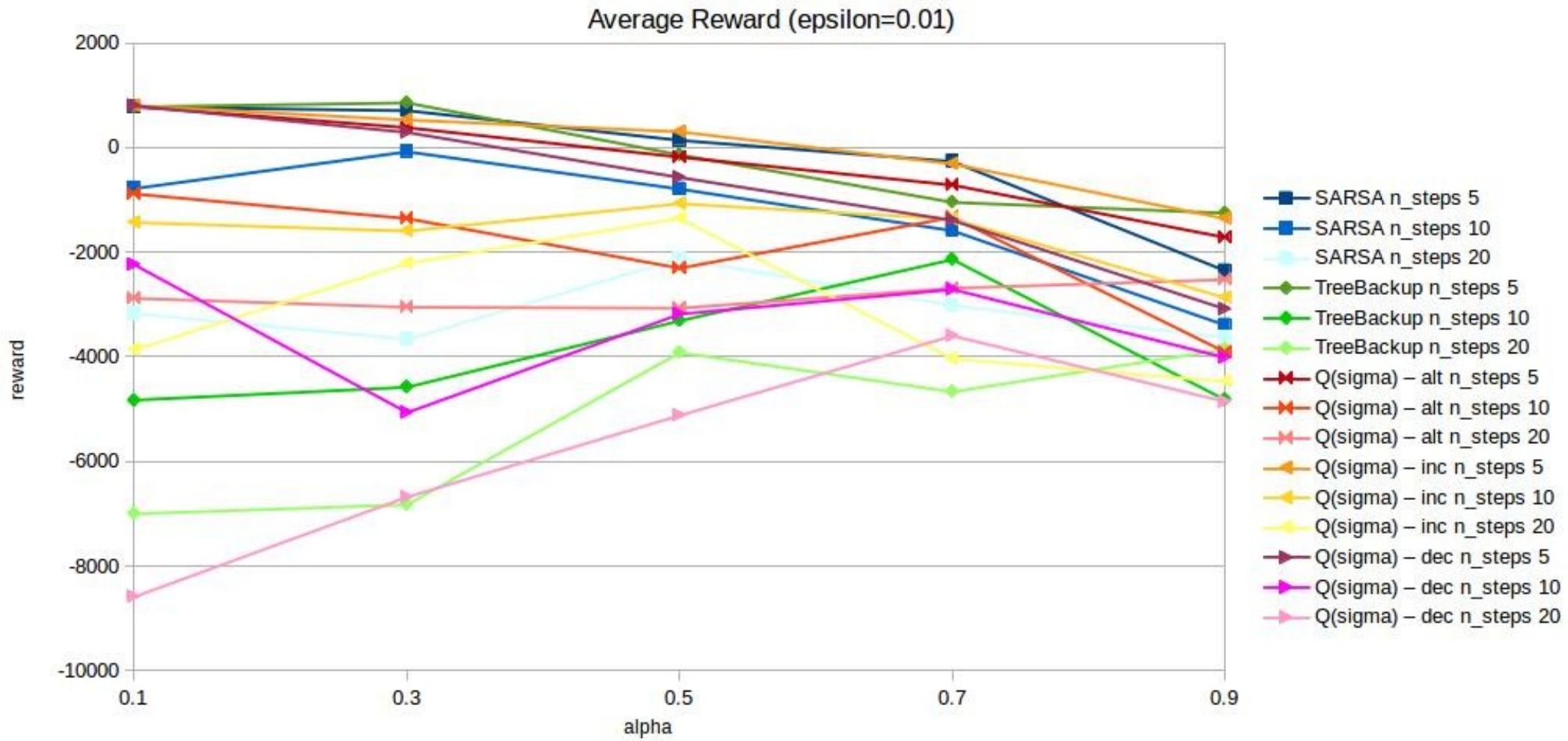


With Bonus: $V_MAX = 5$
 Minumum nuber of steps: 8

~NEVER :(

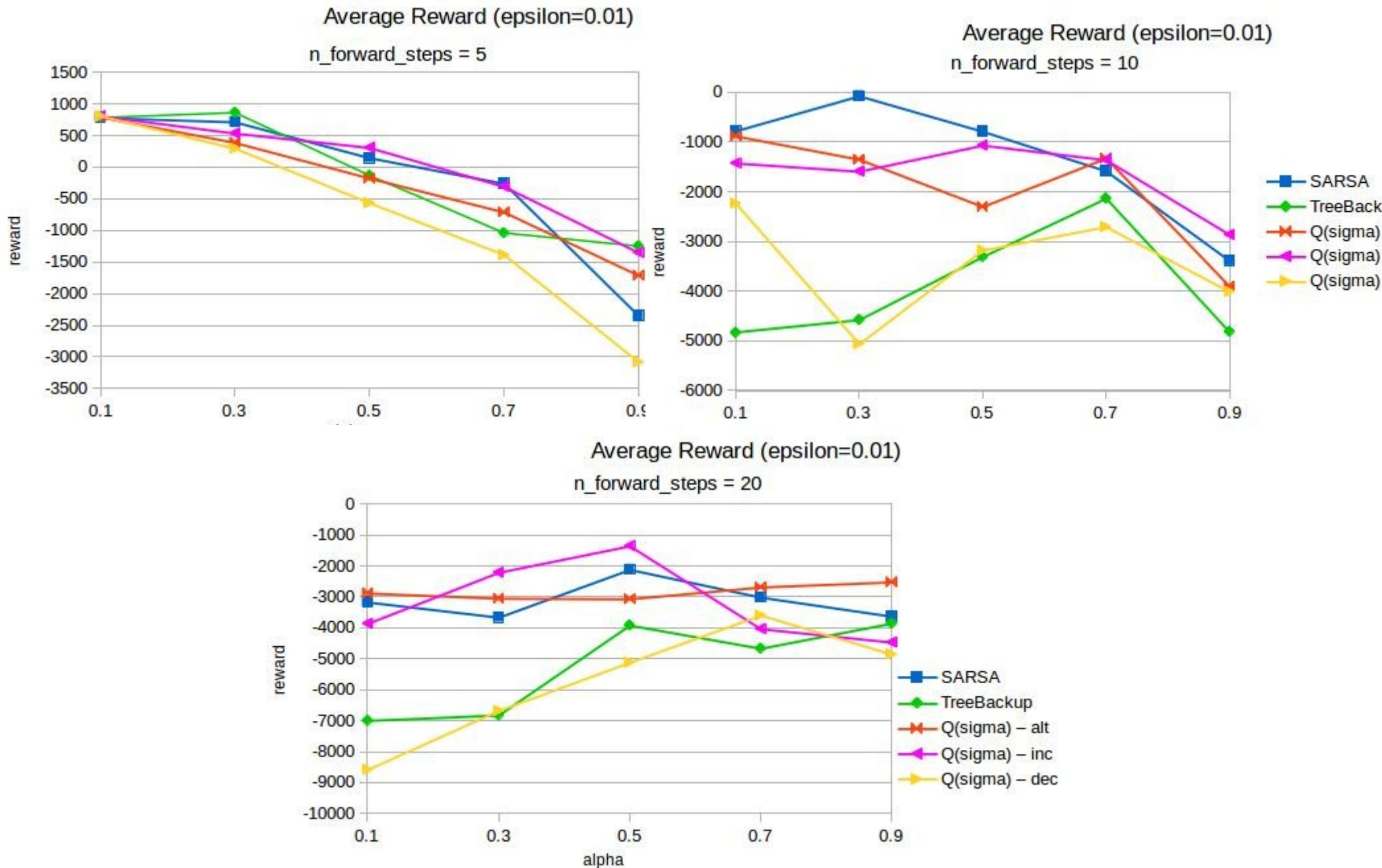
Results

(epsilon=0.01)



SARSA, TreeBackup, Qsigma-alt, Qsigma-inc, Qsigma-dec: for n_steps = 5, 10, 20

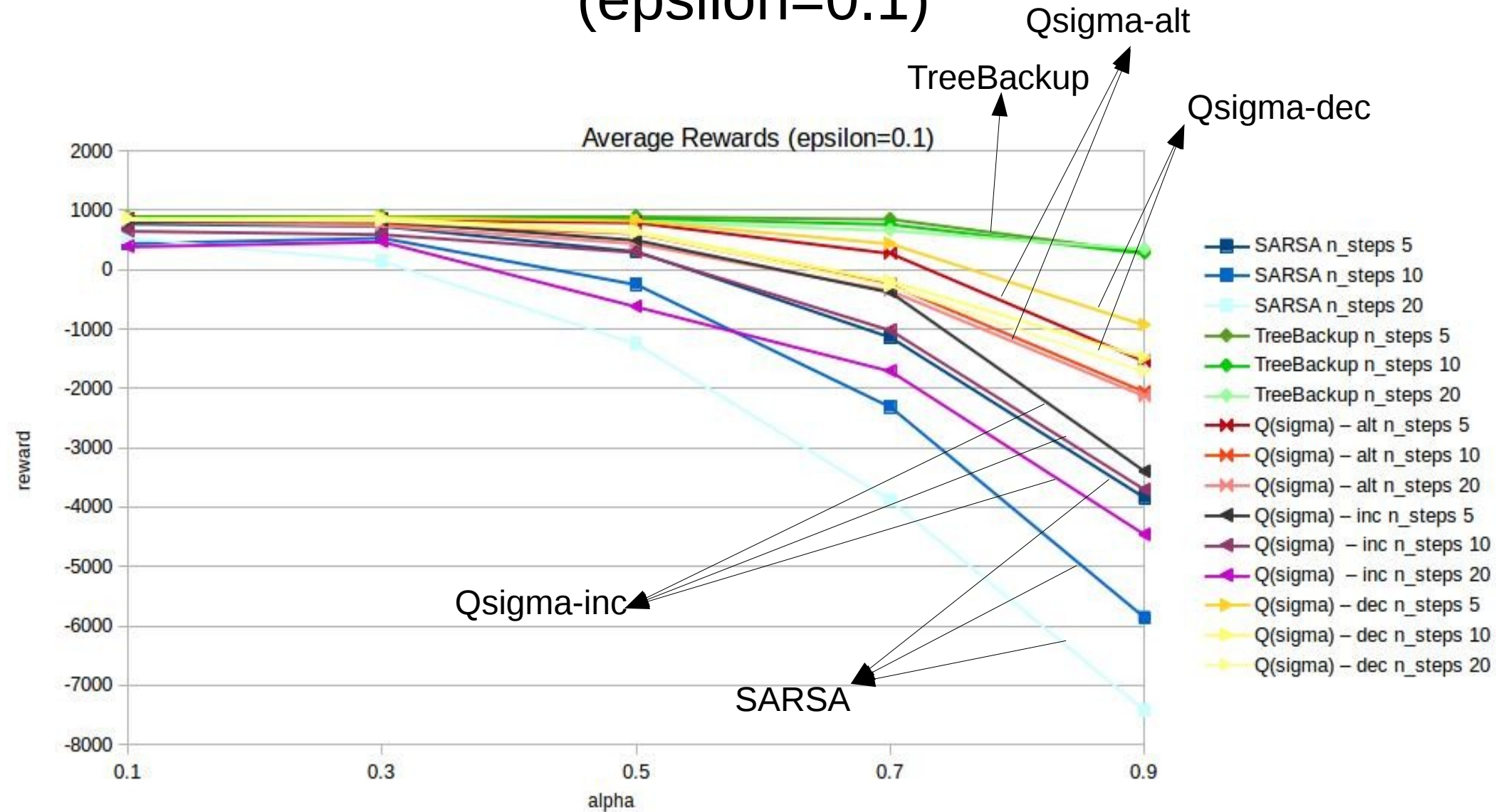
Results (epsilon=0.01)



SARSA, TreeBackup, Qsigma-alt, Qsigma-inc, Qsigma-dec: for n_steps = 5, 10, 20

Results

(epsilon=0.1)

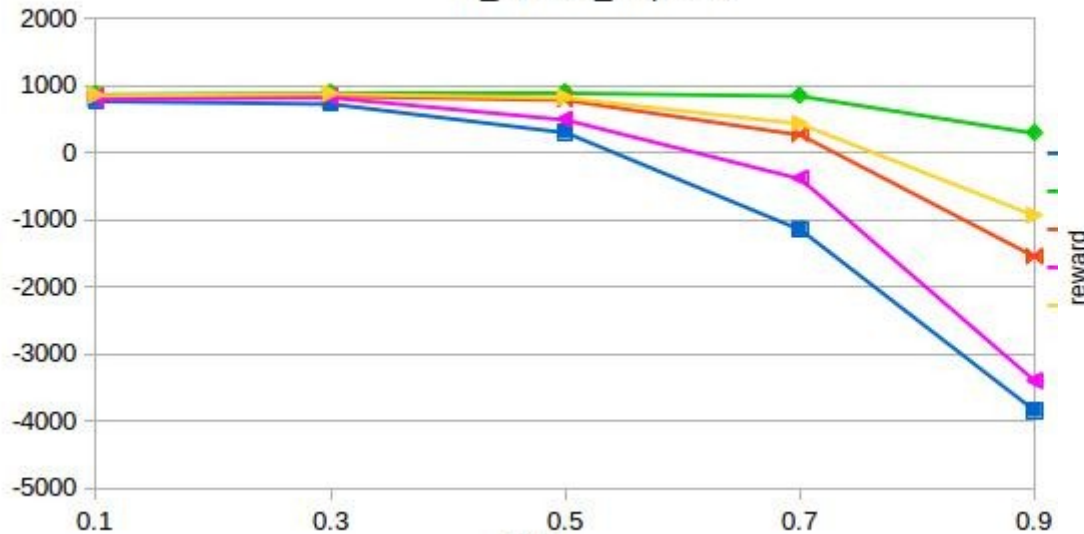


SARSA, TreeBackup, Qsigma-alt, Qsigma-inc, Qsigma-dec: for n_steps = 5, 10, 20

Results (epsilon=0.1)

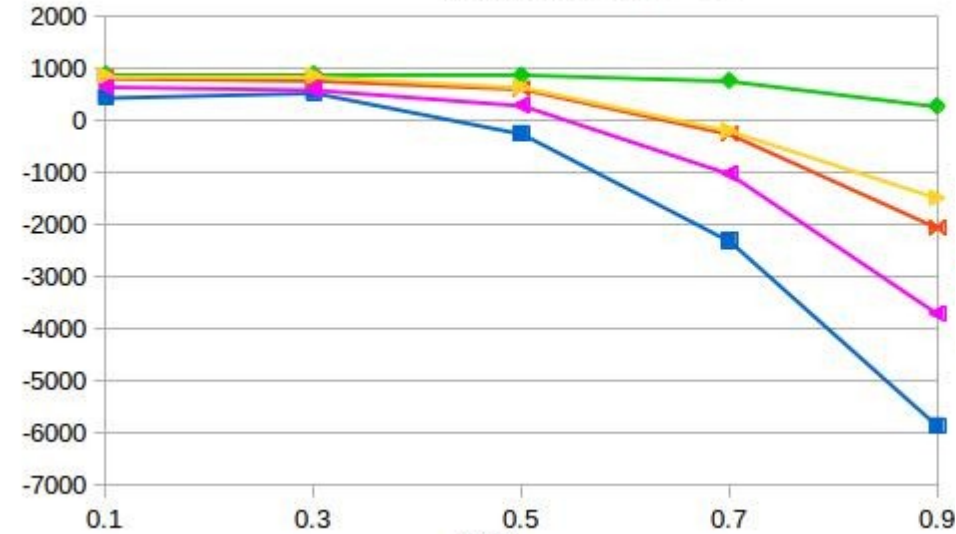
Average Reward (epsilon=0.1)

n_forward_steps = 5



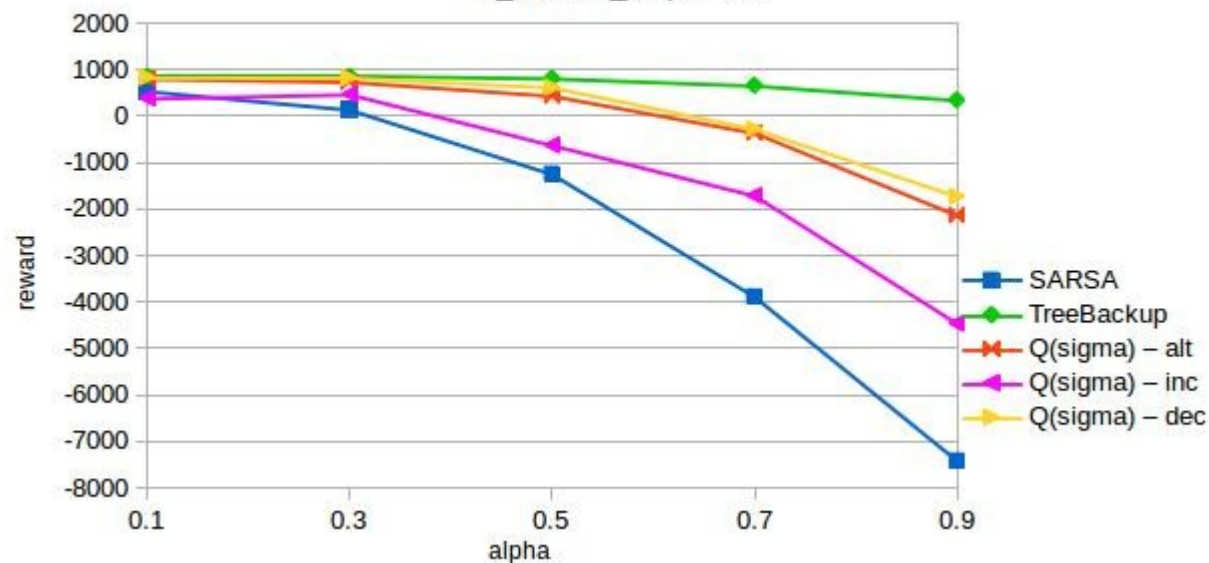
Average Reward (epsilon=0.1)

n_forward_steps = 10



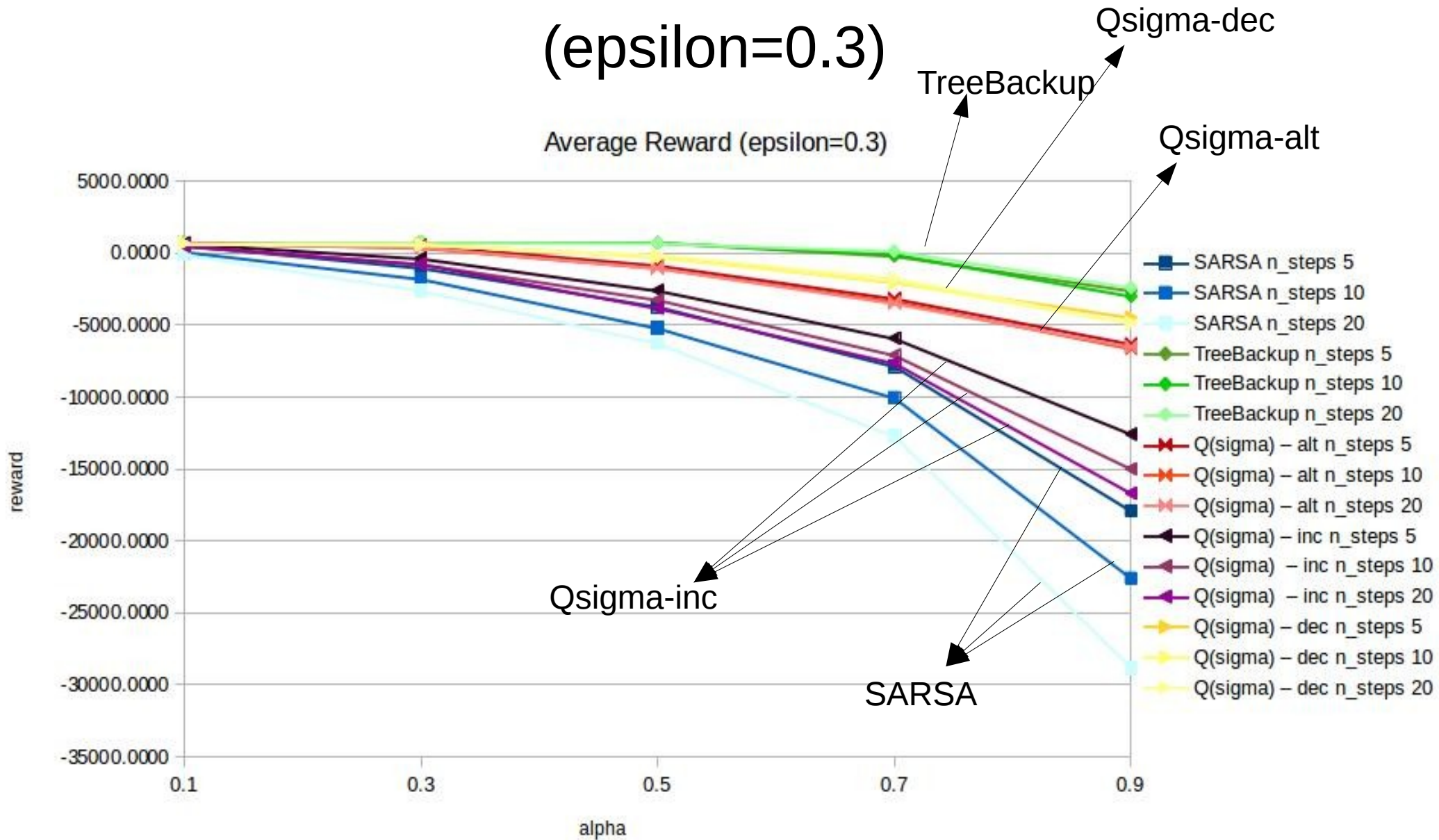
Average Reward (epsilon=0.1)

n_forward_steps = 20



SARSA, TreeBackup, Qsigma-alt, Qsigma-inc, Qsigma-dec: for n_steps = 5, 10, 20

Results (epsilon=0.3)

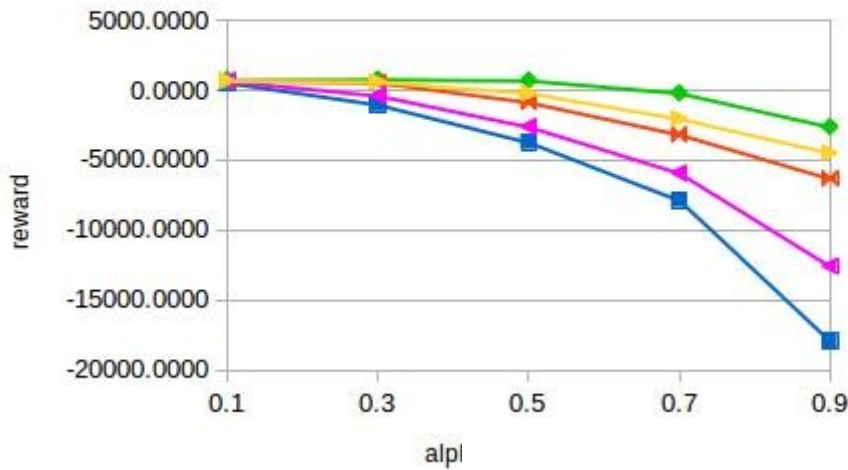


SARSA, TreeBackup, Qsigma-alt, Qsigma-inc, Qsigma-dec: for n_steps = 5, 10, 20

Results (epsilon=0.3)

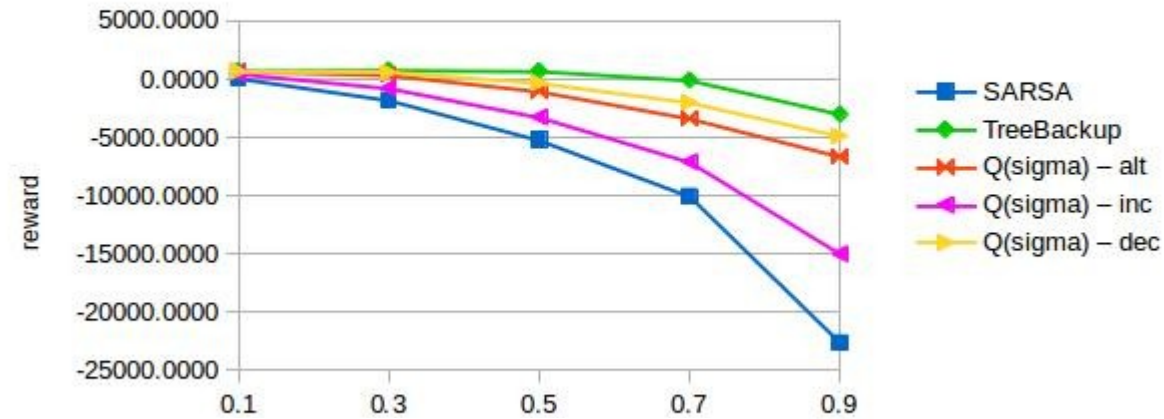
Average Reward (epsilon=0.3)

n_forward_steps = 5



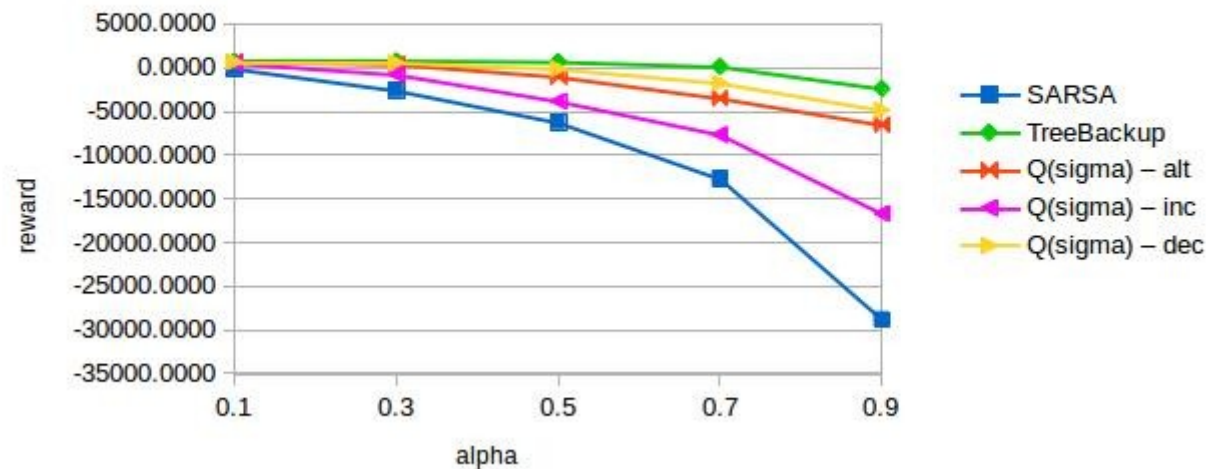
Average Reward (epsilon=0.3)

n_forward_steps = 10



Average Reward (epsilon=0.3)

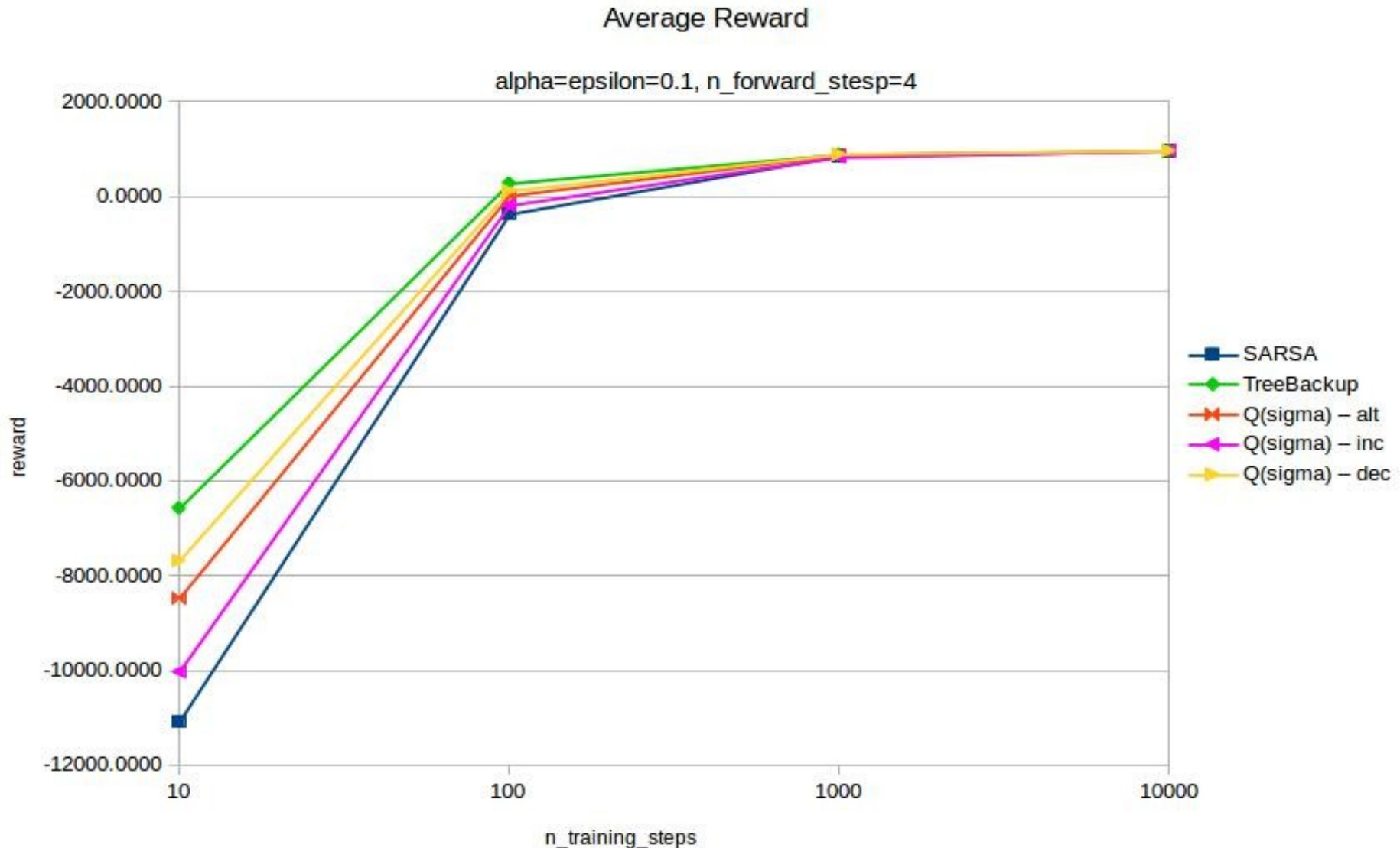
n_forward_steps = 20



SARSA, TreeBackup, Qsigma-alt, Qsigma-inc, Qsigma-dec: for n_steps = 5, 10, 20

Results

($\alpha = \epsilon = 0.1$, $n = 4$)



Average Reward as we increase the number of training episodes:

