

SARSA

SARSA (State-Action-Reward-State-Action) is a reinforcement learning algorithm that belongs to the family of temporal difference (TD) methods. It's an on-policy algorithm, meaning it learns a policy while following that policy.

How SARSA Works:

1. Initialize:

- Initialize the Q-value function $Q(s, a)$ for all state-action pairs to an arbitrary value (often 0).
- Set the learning rate α and discount factor γ .

2. Choose Action:

- Given the current state s , choose an action a using an ϵ -greedy policy. This means that with probability ϵ , a random action is chosen, and with probability $1-\epsilon$, the action with the highest estimated Q-value is chosen.

3. Take Action and Observe:

- Take action a in state s and observe the next state s' and the reward r .

4. Update Q-Value:

- Update the Q-value function using the following equation:

where

a' is the next action chosen using the ϵ -greedy policy in state s' .

$$Q(s, a) \leftarrow -Q(s, a) + \alpha * (r + \gamma * Q(s', a') - Q(s, a))$$

5. Repeat:

- Repeat steps 2-4 until convergence or a desired number of episodes.

Advantages of SARSA:

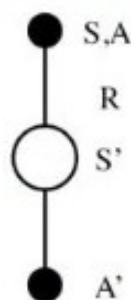
- **Simple to implement:** SARSA is relatively easy to understand and implement.
- **Online learning:** It can learn from experience as it is acquired, making it suitable for tasks with long or infinite episodes.
- **Efficient:** SARSA can be computationally efficient, making it suitable for large-scale problems.

Disadvantages of SARSA:

- **Can be slow to converge:** SARSA can be slow to converge, especially for complex environments.
- **Sensitive to hyperparameters:** The learning rate and discount factor can significantly affect the performance of SARSA.

Applications of SARSA:

- **Game playing:** SARSA has been successfully applied to various games, including tic-tac-toe and backgammon.
- **Robotics:** SARSA can be used to learn control policies for robots.
- **Natural language processing:** SARSA can be used for tasks such as machine translation and dialogue systems.



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