

Answer any THREE questions. Each question is worth 20 marks. Use separate answer books for PART A and PART B. **Gatsby PhD students only:** answer *either* TWO questions from PART A and ONE question from PART B; *or* ONE question from PART A and TWO questions from PART B.

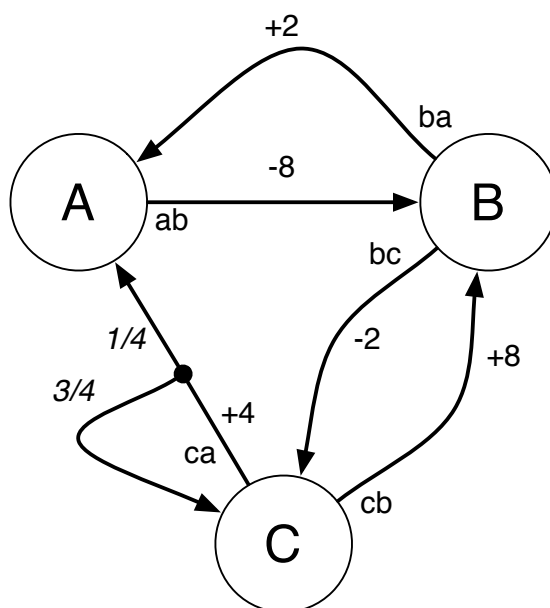
Marks for each part of each question are indicated in square brackets

Calculators are NOT permitted

## Part A: Kernel Methods

## Part B: Reinforcement Learning

1. Consider the following Markov Decision Process (MDP) with discount factor  $\gamma = 0.5$ . Upper case letters A, B, C represent states; arcs represent state transitions; lower case letters  $ab, ba, bc, ca, cb$  represent actions; signed integers represent rewards; and fractions represent transition probabilities.



- Define the *state-value function*  $V^\pi(s)$  for a discounted MDP

[1 marks]

**Answer:**  $V^\pi(s) = \mathbb{E}_\pi [r_{t+1} + \gamma r_{t+2} + \dots | s_t = s]$

- Write down the *Bellman expectation equation* for state-value functions

[2 marks]

**Answer:**

$$V^\pi(s) = \mathbb{E}_\pi [r_{t+1} + \gamma V^\pi(s_{t+1}) | s_t = s] \text{ or}$$

$$V^\pi(s) = \sum_{a \in \mathcal{A}} \pi(s, a) \left( \mathcal{R}_s^a + \gamma \sum_{s' \in \mathcal{S}} \mathcal{P}_{ss'}^a V^\pi(s') \right) \text{ or}$$

$$V^\pi = \mathcal{R}^\pi + \gamma \mathcal{P}^\pi V^\pi$$

- Consider the uniform random policy  $\pi_1(s, a)$  that takes all actions from state  $s$  with equal probability. Starting with an initial value function of  $V_1(A) = V_1(B) = V_1(C) = 2$ , apply one synchronous iteration of iterative policy evaluation (i.e. one backup for each state) to compute a new value function  $V_2(s)$

[3 marks]

**Answer:**

- $V_2(A) = -8 + 0.5V_1(B) = -7$   
 $V_2(B) = 0.5(2 + 0.5V_1(A)) + 0.5(-2 + 0.5V_1(C)) = 1$   
 $V_2(C) = 0.5(8 + 0.5V_1(B)) + 0.5(4 + 0.5(1/4V_1(A) + 3/4V_1(C))) = 7$
- Apply one iteration of greedy policy improvement to compute a new, deterministic policy  $\pi_2(s)$

[2 marks]

**Answer:**  $\pi_2(A) = ab$

$$Q_2(B, ba) = 2 + 0.5V_2(A) = -1.5,$$

$$Q_2(B, bc) = -2 + 0.5V_2(C) = 1.5 \implies \pi_2(B) = bc$$

$$Q_2(C, ca) = 4 + 0.5(1/4V_2(A) + 3/4V_2(B)) = 5.75,$$

$$Q_2(C, cb) = 8 + 0.5V_2(B) = 8.5 \implies \pi_2(C) = cb$$

- Consider a deterministic policy  $\pi(s)$ . Prove that if a new policy  $\pi'$  is greedy with respect to  $V^\pi$  then it must be better than or equal to  $\pi$ , i.e.  $V^{\pi'}(s) \geq V^\pi(s)$  for all  $s$ ; and that if  $V^{\pi'}(s) = V^\pi(s)$  for all  $s$  then  $\pi'$  must be an optimal policy.

[5 marks]

**Answer:** Greedy policy improvement is given by  $\pi'(s) = \operatorname{argmax}_{a \in \mathcal{A}} Q^\pi(s, a)$ . This is an improvement over one step because for any state  $s$ ,  $Q^\pi(s, \pi'(s)) = \max_{a \in \mathcal{A}} Q^\pi(s, a) \geq$

$Q^\pi(s, \pi(s)) = V^\pi(s)$ . It therefore improves the value function,  $V^\pi(s) \leq Q^\pi(s, \pi'(s)) = \mathbb{E}_{\pi'}[r_{t+1} + \gamma V^\pi(s_{t+1}) | s_t = s] \leq \mathbb{E}_{\pi'}[r_{t+1} + \gamma Q^\pi(s_{t+1}, \pi'(s_{t+1})) | s_t = s] \leq \dots \leq \mathbb{E}_{\pi'}[r_{t+1} + \gamma r_{t+2} + \dots | s_t = s] = V^{\pi'}(s)$ . If improvements stop, i.e.  $Q^\pi(s, \pi'(s)) = \max_{a \in \mathcal{A}} Q^\pi(s, a) = Q^\pi(s, \pi(s)) = V^\pi(s)$  then  $V^\pi$  has satisfied the Bellman optimality equation, so  $\pi$  and must be an optimal policy.

- Define the *optimal state-value function*  $V^*(s)$  for an MDP

[1 marks]

**Answer:**  $V^*(s) = \max_{\pi} V^\pi(s)$

- Write down the *Bellman optimality equation* for state-value functions

[2 marks]

**Answer:**

$$V^*(s) = \max_a \mathcal{R}_s^a + \gamma \sum_{s' \in \mathcal{S}} \mathcal{P}_{ss'}^a V^*(s') \text{ or}$$

$$V^*(s) = \max_{\pi} \mathbb{E}_{\pi}[r_{t+1} + \gamma V^*(s_{t+1}) | s_t = s] \text{ or}$$

$$V^* = \max_a \mathcal{R}^a + \gamma \mathcal{P}^a V^*$$

- Starting with an initial value function of  $V_1(A) = V_1(B) = V_1(C) = 2$ , apply one synchronous iteration of value iteration (i.e. one backup for each state) to compute a new value function  $V_2(s)$ .

[3 marks]

**Answer:**  $V_2(A) = -7, V_2(B) = 3, V_2(C) = 9$

- Is your new value function  $V_2(s)$  optimal? Justify your answer.

[1 marks]

**Answer:** Applying one more iteration,  $V_3(A) = -6.5 \neq V_2(A)$  hence  $V_2$  is not a fixed point of the Bellman optimality equation.

[Total 20 marks]

2. Consider an undiscounted Markov Reward Process with two states  $A$  and  $B$ . The transition matrix and reward function are unknown, but you have observed two sample episodes:

$A + 3 \rightarrow A + 2 \rightarrow B - 4 \rightarrow A + 4 \rightarrow B - 3 \rightarrow \text{terminate}$

$B - 2 \rightarrow A + 3 \rightarrow B - 3 \rightarrow \text{terminate}$

In the above episodes, sample state transitions and sample rewards are shown at each step, e.g.  $A + 3 \rightarrow A$  indicates a transition from state  $A$  to state  $A$ , with a reward of  $+3$ .

- Using first-visit Monte-Carlo evaluation, estimate the state-value function  $V(A), V(B)$

[2 marks]

**Answer:**

$$V(A) = 1/2(2 + 0) = 1$$

$$V(B) = 1/2(-3 + -2) = -5/2$$

- Using every-visit Monte-Carlo evaluation, estimate the state-value function  $V(A), V(B)$

[2 marks]

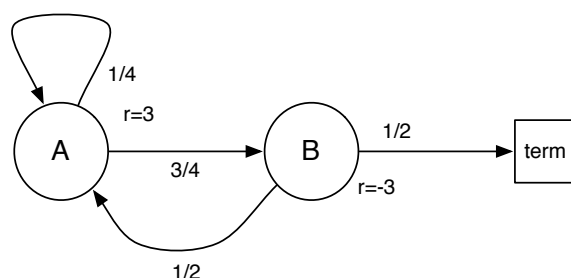
**Answer:**

$$V(A) = 1/4(2 + -1 + 1 + 0) = 1/2$$

$$V(B) = 1/4(-3 + -3 + -2 + -3) = -11/4$$

- Draw a diagram of the Markov Reward Process that best explains these two episodes (i.e. the model that maximises the likelihood of the data - although it is not necessary to prove this fact). Show rewards and transition probabilities on your diagram.

[4 marks]



**Answer:**

- Define the Bellman equation for a Markov reward process

[2 marks]

**Answer:**

$$V(s) = \mathbb{E}[r_{t+1} + \gamma V(s_{t+1}) | s_t = s] \text{ or}$$

$$V(s) = \mathcal{R}_s + \gamma \sum_{s' \in \mathcal{S}} \mathcal{P}_{ss'} V^\pi(s') \text{ or}$$

$$V = \mathcal{R} + \gamma \mathcal{P}V$$

- Solve the Bellman equation to give the true state-value function  $V(A), V(B)$ . Hint: solve the Bellman equations directly, rather than iteratively. **Answer:**

$$V(A) = 3 + 1/4V(A) + 3/4V(B)$$

$$V(B) = -3 + 1/2V(A)$$

$$V(A) = 2$$

$$V(B) = -2$$

[4 marks]

- What value function would batch TD(0) find, i.e. if TD(0) was applied repeatedly to these two episodes?

[2 marks]

**Answer:** The solution to the above MDP,

$$V(A) = 2$$

$$V(B) = -2$$

- What value function would batch TD(1) find, using accumulating eligibility traces?

[2 marks]

**Answer:** The same as every-visit Monte-Carlo

$$V(A) = 1/2$$

$$V(B) = -11/4$$

- What value function would LSTD(0) find?

[2 marks]

**Answer:** The same as batch TD(0)

$$V(A) = 2$$

$$V(B) = -2$$

[Total 20 marks]

3. A rat is involved in an experiment. It experiences one episode. At the first step it hears a bell. At the second step it sees a light. At the third step it both hears a bell and sees a light. It then receives some food, worth +1 reward, and the episode terminates on the fourth step. All other rewards were zero. The experiment is undiscounted.

- Represent the rat's state  $s$  by a vector of two binary features,  $bell(s) \in \{0, 1\}$  and  $light(s) \in \{0, 1\}$ . Write down the sequence of feature vectors corresponding to this episode.

[3 marks]

**Answer:**  $\begin{bmatrix} 1 \\ 0 \end{bmatrix}, \begin{bmatrix} 0 \\ 1 \end{bmatrix}, \begin{bmatrix} 1 \\ 1 \end{bmatrix}$

- Approximate the state-value function by a linear combination of these features with two parameters:  $b \cdot bell(s) + l \cdot light(s)$ . If  $b = 2$  and  $l = -2$  then write down the sequence of approximate values corresponding to this episode.

[3 marks]

**Answer:** 2, -2, 0 and also 0 for the terminal state

- Define the  $\lambda$ -return  $v_t^\lambda$

[1 marks]

**Answer:**

$$v_t^{(n)} = r_{t+1} + \gamma r_{t+2} + \dots + \gamma^{n-1} r_{t+n} + \gamma^n V(s_{t+n})$$

$$v_t^\lambda = (1 - \lambda) \sum_{n=1}^{\infty} \lambda^{n-1} v_t^{(n)}$$

- Write down the sequence of  $\lambda$ -returns  $v_t^\lambda$  corresponding to this episode, for  $\lambda = 0.5$  and  $b = 2, l = -2$

[3 marks]

**Answer:**

$$v_1^\lambda = 0.5(-2 + 0.5 \times 0 + 0.5 \times 1) = -3/4$$

$$v_2^\lambda = 0.5(0 + 1 \times 1) = 1/2$$

$$v_3^\lambda = 0.5(2 \times 1) = 1$$

- Using the forward-view TD( $\lambda$ ) algorithm and your linear function approximator, what are the sequence of updates to weight  $b$ ? What is the total update to weight  $b$ ? Use  $\lambda = 0.5, \gamma = 1, \alpha = 0.5$  and start with  $b = 2, l = -2$

[3 marks]

**Answer:**

$$\Delta b_1 = \alpha(v_1^\lambda - V(s_1))bell(s_1) = 0.5(-3/4 - 2)1 = -11/8$$

$$\Delta b_2 = \alpha(v_2^\lambda - V(s_2))bell(s_2) = 0.5(1/2 - -2)0 = 0$$

$$\Delta b_3 = \alpha(v_3^\lambda - V(s_3))bell(s_3) = 0.5(1 - 0)1 = 1/2$$

$$\sum \Delta b = (-11/8 + -1/2) = -7/8$$

- Define the TD( $\lambda$ ) *accumulating eligibility trace*  $\mathbf{e}_t$  when using linear value function approximation

[1 marks]

**Answer:**  $e_t = \gamma\lambda e_{t-1} + \phi(s)$

- Write down the sequence of eligibility traces  $\mathbf{e}_t$  corresponding to the bell, using  $\lambda = 0.5, \gamma = 1$

[3 marks]

**Answer:** 1, 1/2, 5/4

- Using the backward-view TD( $\lambda$ ) algorithm and your linear function approximator, what are the sequence of updates to weight  $b$ ? (Use offline updates, i.e. do not actually change your weights, just accumulate your updates). What is the total update to weight  $b$ ? Use  $\lambda = 0.5, \gamma = 1, \alpha = 0.5$  and start with  $b = 2, l = -2$

[3 marks]

$$\Delta b_1 = \alpha\delta_1 e_1 = 0.5(0 + -2 - 2)1 = -2$$

$$\Delta b_2 = \alpha\delta_2 e_2 = 0.5(0 + 0 - -2)1/2 = 1/2$$

$$\Delta b_3 = \alpha\delta_3 e_3 = 0.5(1 + 0 - 0)5/4 = 5/8$$

$$\sum \Delta b = (-2 + 1/2 + 5/8) = -7/8$$

[Total 20 marks]



END OF PAPER

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TURN OVER