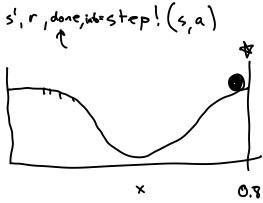
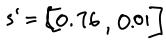
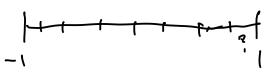
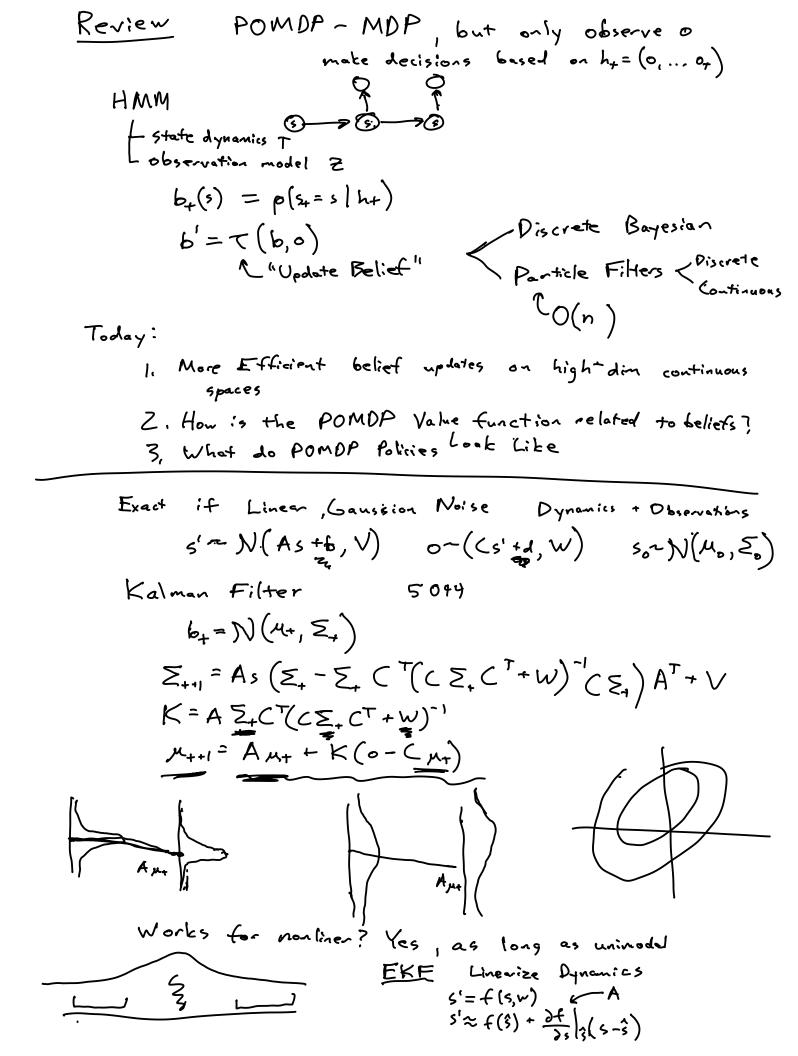
- 1. (5, A,T,R) MDP3
- 2. reset! RL Step! actions
- 1. Exploration + Exploitation E
- 2. Credit Assignment
- 3. Generalization

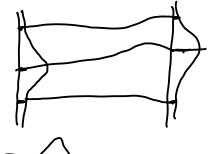








UKF



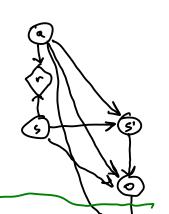
Mixture of Gaussians

POMDP

Value Functions? Policies?

MDP

POMDP



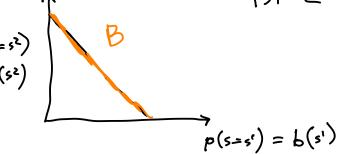
(5)=3

6(5')

$$b' = T(b,0)$$

 $b' = T(b,a,0)$

π: B->A



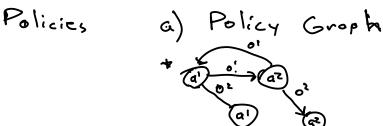
6(52)

T: static until open, reset

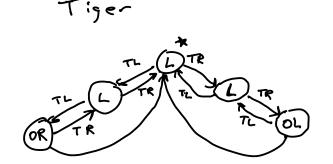
Z: 85%

R: +10 good door -100 gra

Crying Baby 5= {h, -h } T(5'=74 (5, f) A= {f, -f} =1.0 0={<, 7<} T: f-> 7h h,7f-> h - ht-> h 10% 足: トラく 80% 1h → c (0% R: f: -5 h: -10



Start at * raverse-graph on edge o



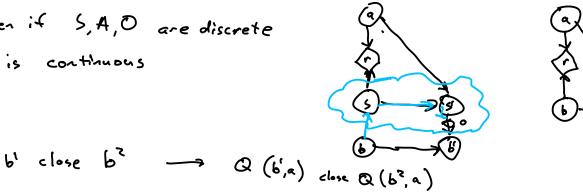
Feed when crying

Important : A POMDP is an

b) Alpha Vectors

MDP on the belief space Even if S,A,O are discrete

Bis continuous

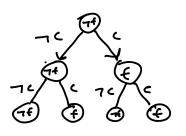


a veretor (S) - dimensional vector

each entry QP (6, po) a e R 15) $X^{P}[s^{2}] = Q^{P}(s_{s^{2}}, p_{\bullet})$

Conditional plan: history based policy with fixed steps

2 - step c.p. for crying boby

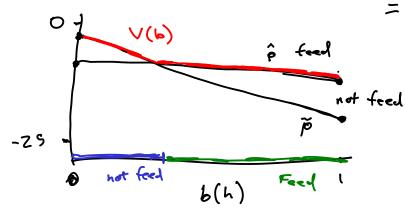


1 step c.p. p

Q

if
$$\zeta = h$$

 $Q^{r}(i,r)=-10 + \gamma (0.8 \times -15 + 0.2 \cdot -10)$
 $= -22.6$



Istep

Thursday: Value Iteration