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- What are the main challenges in Reinforcement Learning?

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- How do we categorize RL approaches?

First RL Algorithm:

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Tabular Maximum Likelihood Model-Based Reinforcement Learning

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Tabular Maximum Likelihood Model-Based Reinforcement Learning

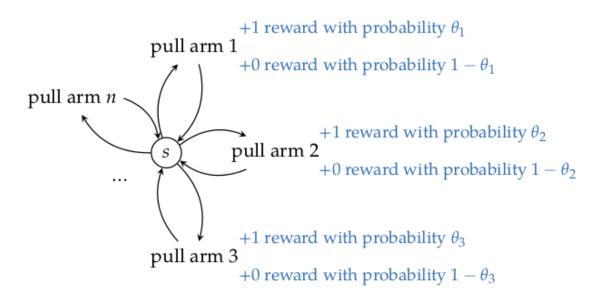
```
loop choose action a gain experience estimate T, R solve MDP with T, R
```

## **Guiding Questions**

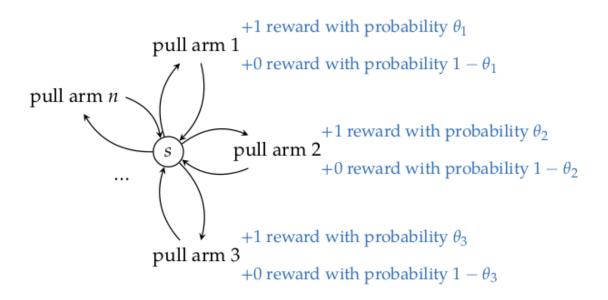
• What are the best ways to trade off Exploration and Exploitation?





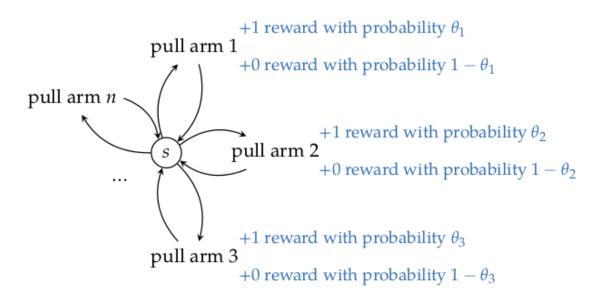






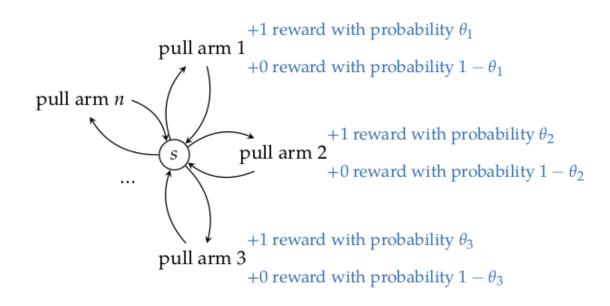
• Bernoulli Bandit with parameters  $\theta$ 





- Bernoulli Bandit with parameters  $\theta$
- $\theta^* \equiv \max \theta$





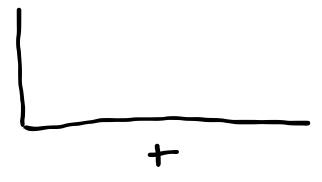
- Bernoulli Bandit with parameters  $\theta$
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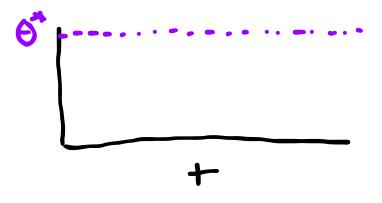
\*\*According to Peter Whittle, "efforts to solve [bandit problems] so sapped the energies and minds of Allied analysts that the suggestion was made that the problem be dropped over Germany as the ultimate instrument of intellectual sabotage."

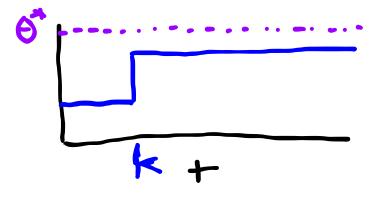
# **Greedy Strategy**

$$\rho_a = \frac{\text{number of wins}}{\text{number of tries}}$$

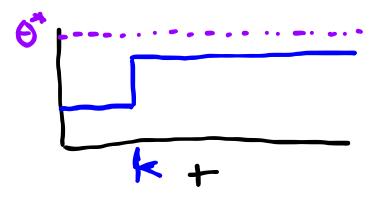
Choose  $\operatorname*{argmax}_{a} \rho_{a}$ 



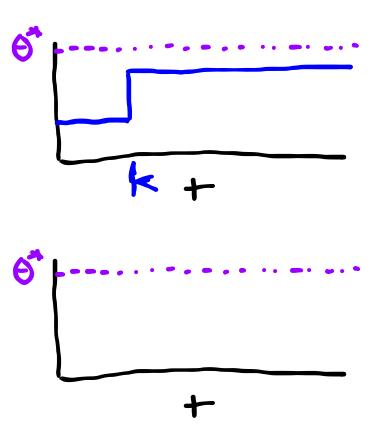




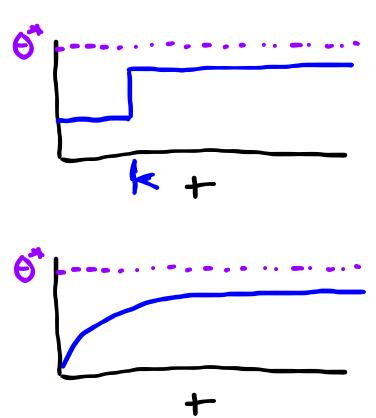
- Explore then Commit Choose a randomly for k steps Then choose  $\mathop{\rm argmax} \rho_a$
- $\epsilon$  greedy With probability  $\epsilon$ , choose randomly Otherwise choose  $rgmax 
  ho_a$



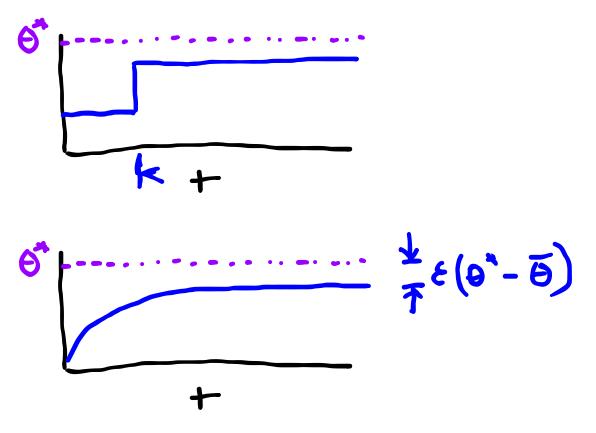
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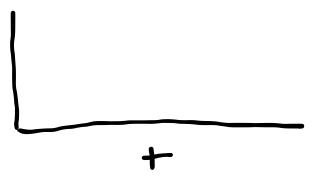


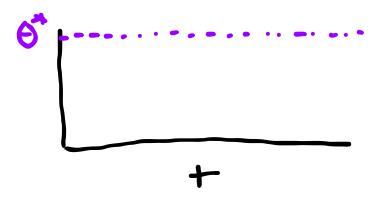
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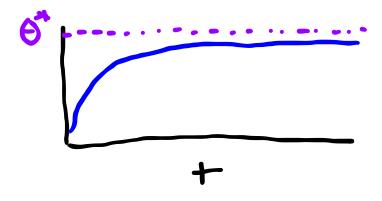


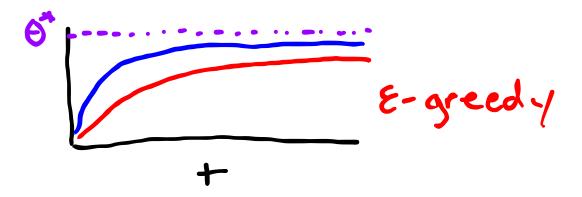
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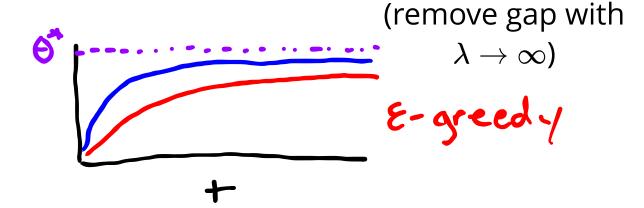




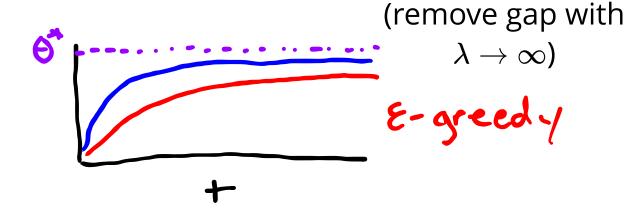




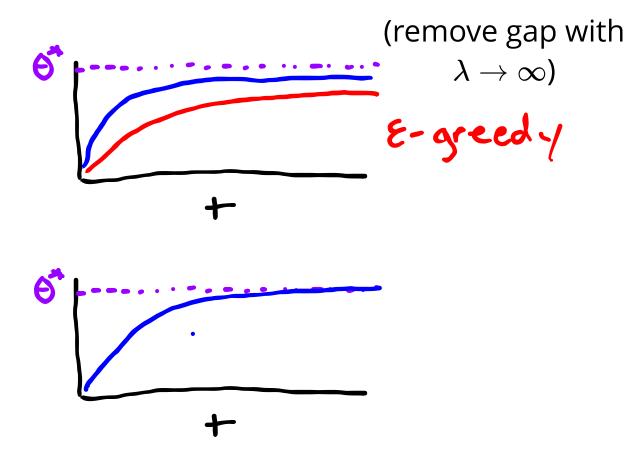




- Softmax Choose a with probability proportional to  $e^{\lambda \rho_a}$
- Upper Confidence Bound (UCB) Choose  $rgmax 
  ho_a + c \, \sqrt{rac{\log N}{N(a)}}$

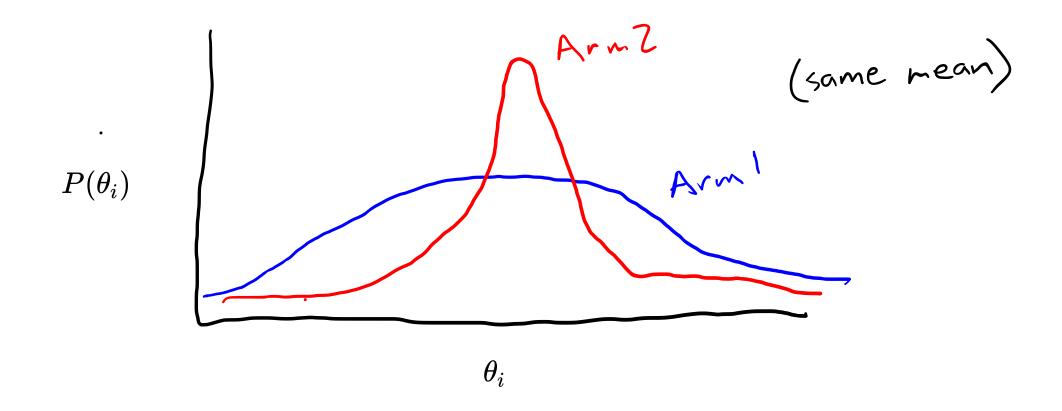


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- Upper Confidence Bound (UCB) Choose  $rgmax 
  ho_a + c \, \sqrt{rac{\log N}{N(a)}}$



#### Break

Discuss with your neighbor: Suppose you have the following *belief* about the parameters  $\theta$ . Which arm should you choose to pull next?



# **Bayesian Estimation**

# **Bayesian Estimation**

Bernoulli Distribution

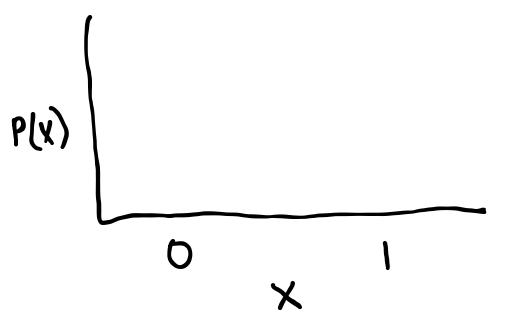
# **Bayesian Estimation**

Bernoulli Distribution

 $Bernoulli(\theta)$ 

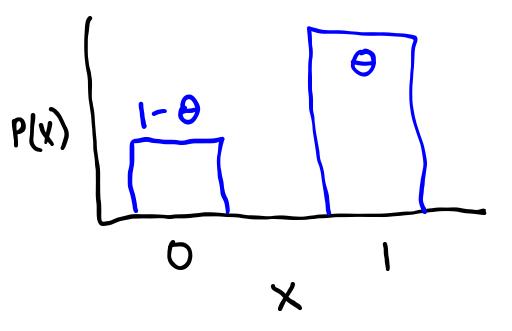
Bernoulli Distribution

 $Bernoulli(\theta)$ 



Bernoulli Distribution

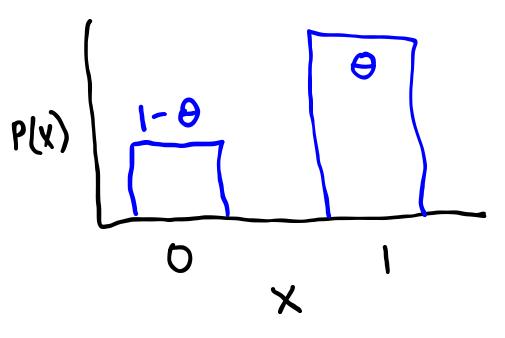
 $Bernoulli(\theta)$ 



Bernoulli Distribution

 $Bernoulli(\theta)$ 

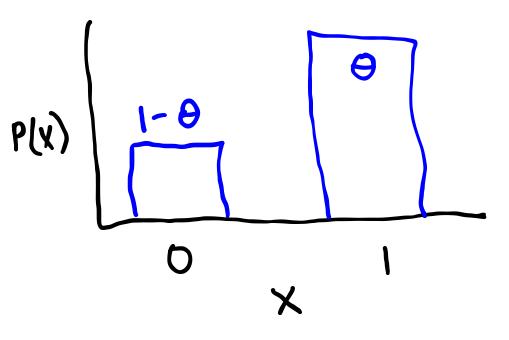
Discussion: Given that I have received w wins and l losses, what should my belief (probability distribution) about  $\theta$  look like?

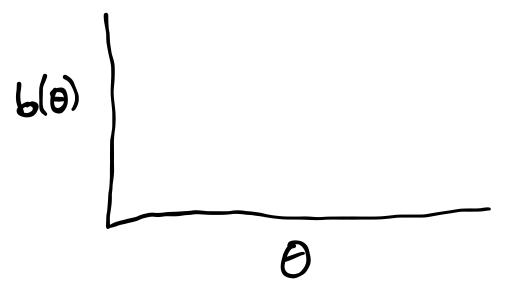


Bernoulli Distribution

 $Bernoulli(\theta)$ 

Discussion: Given that I have received w wins and l losses, what should my belief (probability distribution) about  $\theta$  look like?

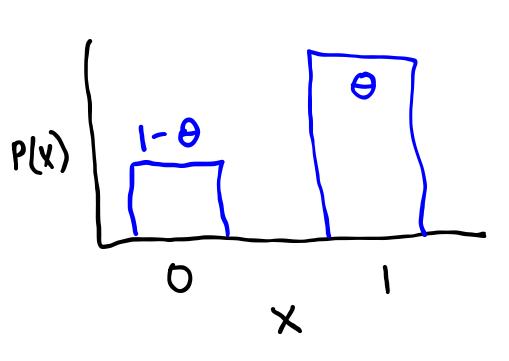


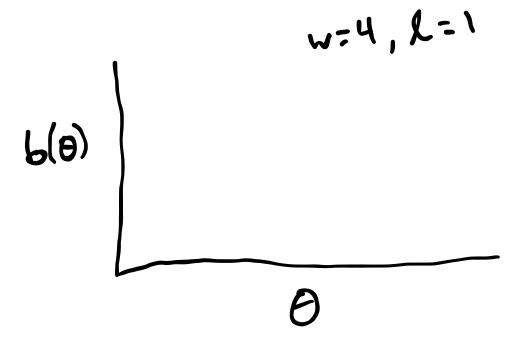


Bernoulli Distribution

 $Bernoulli(\theta)$ 

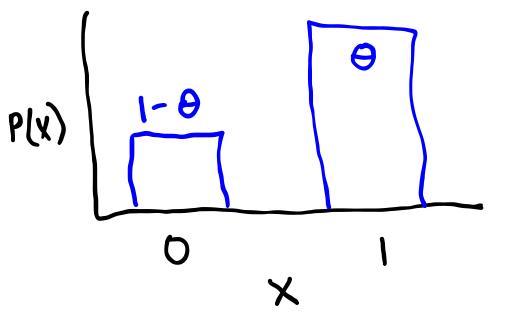
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Bernoulli Distribution

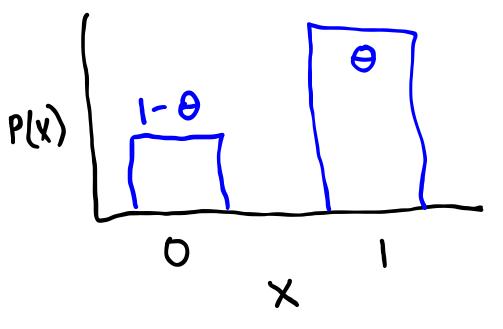
 $Bernoulli(\theta)$ 



Bernoulli Distribution

 $Bernoulli(\theta)$ 

Beta Distribution (distribution over Bernoulli distributions)



Bernoulli Distribution

 $Bernoulli(\theta)$ 

P(X)

I-O

X

Beta Distribution (distribution over Bernoulli distributions)  $\operatorname{Beta}(\alpha,\beta)$ 

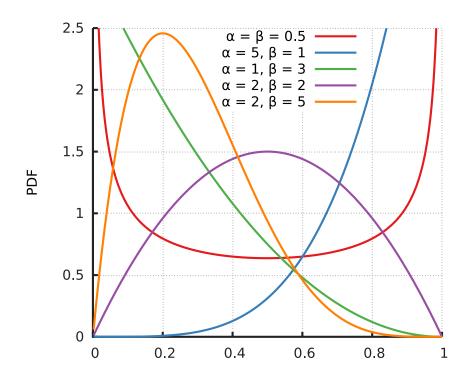
Bernoulli Distribution

 $Bernoulli(\theta)$ 

P(x) 1-0 X

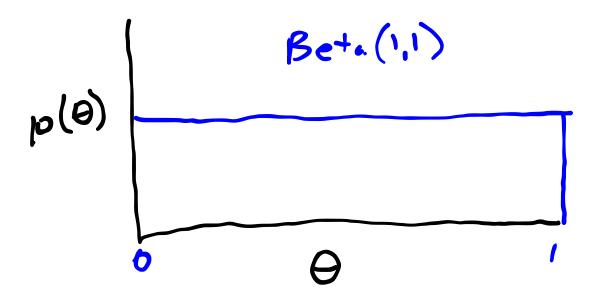
Beta Distribution (distribution over Bernoulli distributions)

 $\mathrm{Beta}(\alpha,\beta)$ 



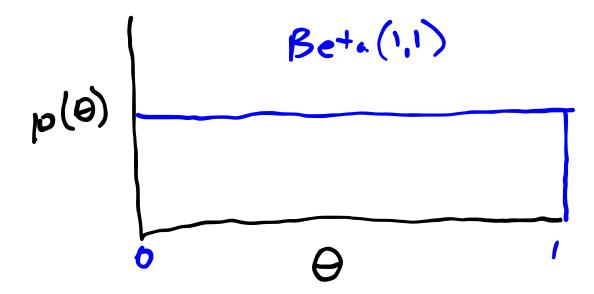
Given a Beta(1,1) prior distribution

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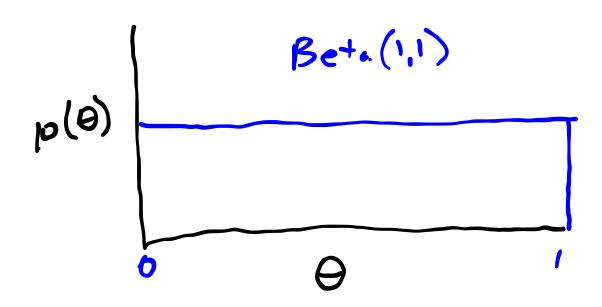
Given a Beta(1,1) prior distribution

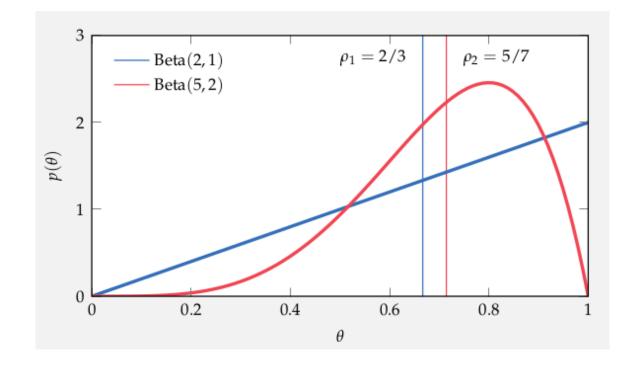
The posterior distribution of heta is  $\mathrm{Beta}(w+1,l+1)$ 

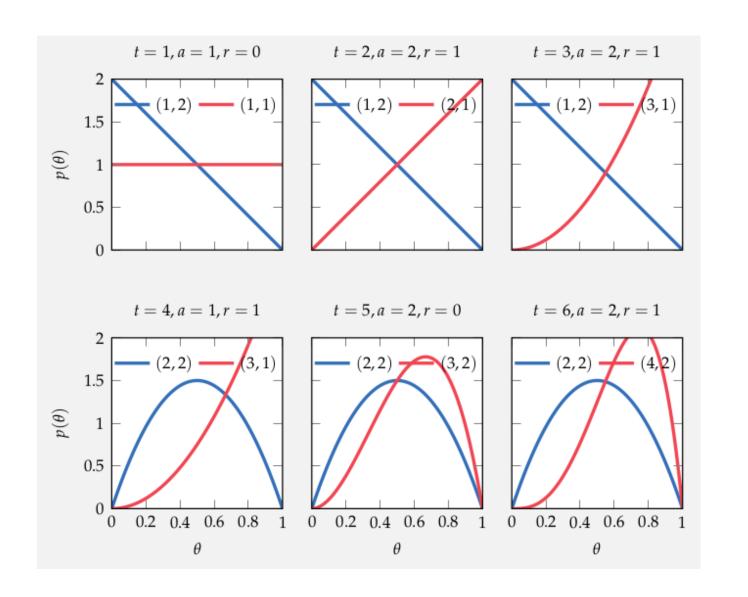


Given a Beta(1,1) prior distribution

The posterior distribution of heta is  $\mathrm{Beta}(w+1,l+1)$ 





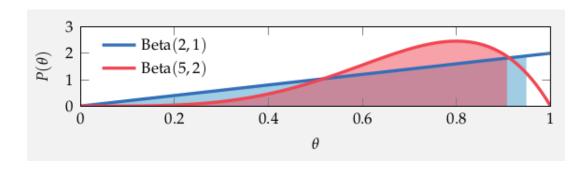


t = time a = arm pulled r = reward

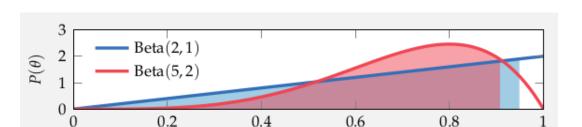
• Quantile Selection Choose a for which the  $\alpha$  quantile of  $b(\theta)$  is highest

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$$\alpha = 0.9$$

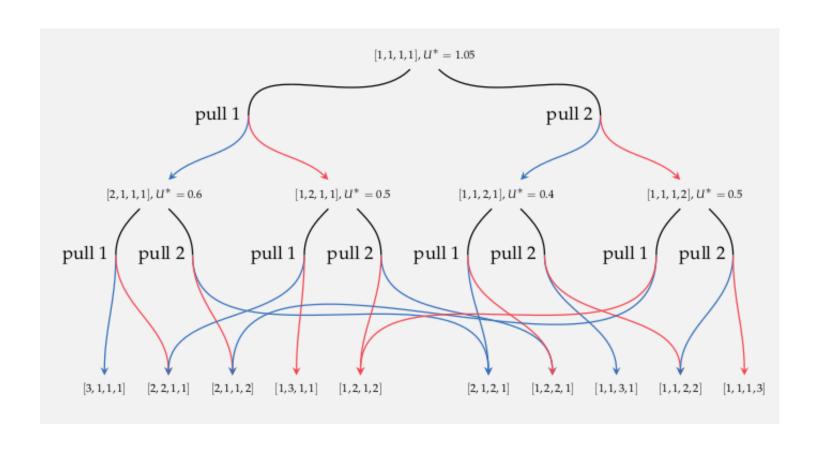


- Quantile Selection Choose a for which the  $\alpha$  quantile of  $b(\theta)$  is highest
- Thompson Sampling Sample  $\hat{\theta}$  Choose  $\mathop{\mathrm{argmax}}_a \hat{\theta}_a$



 $\alpha = 0.9$ 

# Optimal Algorithm - Dynamic Programming



## Review

#### **Guiding Questions**

• What are the best ways to trade off Exploration and Exploitation