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Quiz 2: Feature-Based Representations

Quiz 2: Feature-Based Representations

9/9 points (ungraded)

Consider the following feature based representation of the Q-function:

$$Q(s, a) = w_1 f_1(s, a) + w_2 f_2(s, a)$$

with

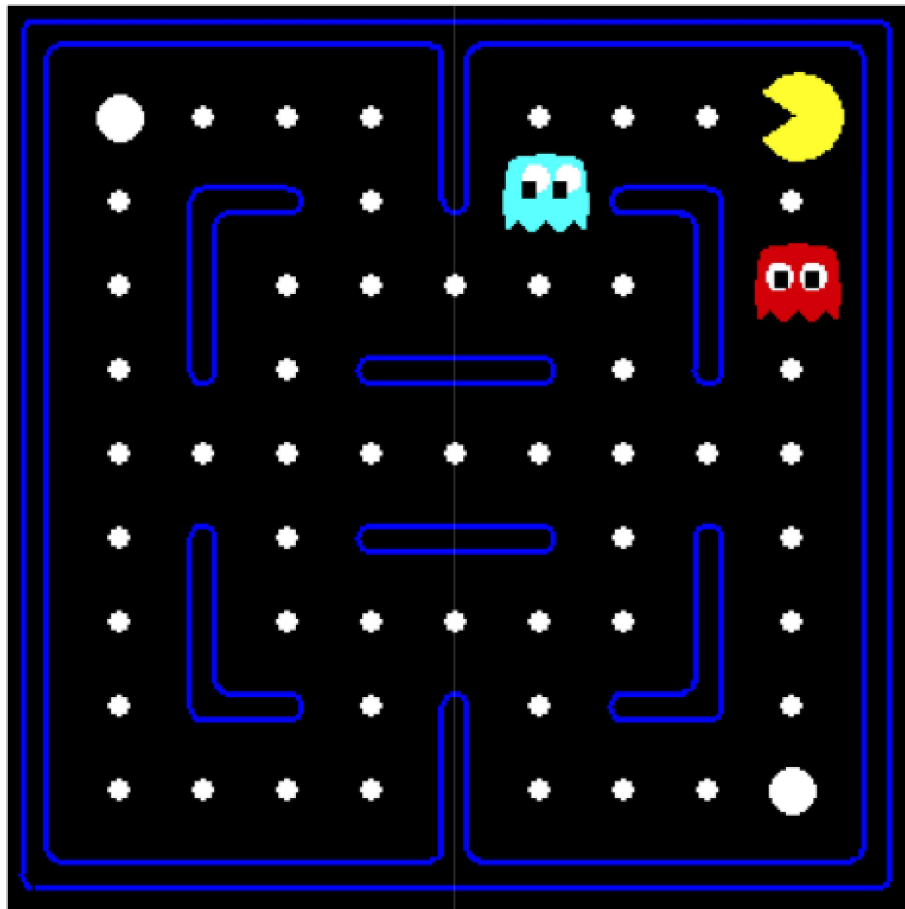
$$f_1(s, a) = 1 / (\text{distance to nearest dot after having executed action } a \text{ in state } s)$$

$$f_2(s, a) = (\text{distance to nearest ghost after having executed action } a \text{ in state } s)$$

Part 1

Assume $w_1 = 1$, $w_2 = 10$. For the state s shown below, find the following quantities.

Assume that the red and blue ghosts are both sitting on top of a dot.



$Q(s, West) =$

31



$Q(s, South) =$

11



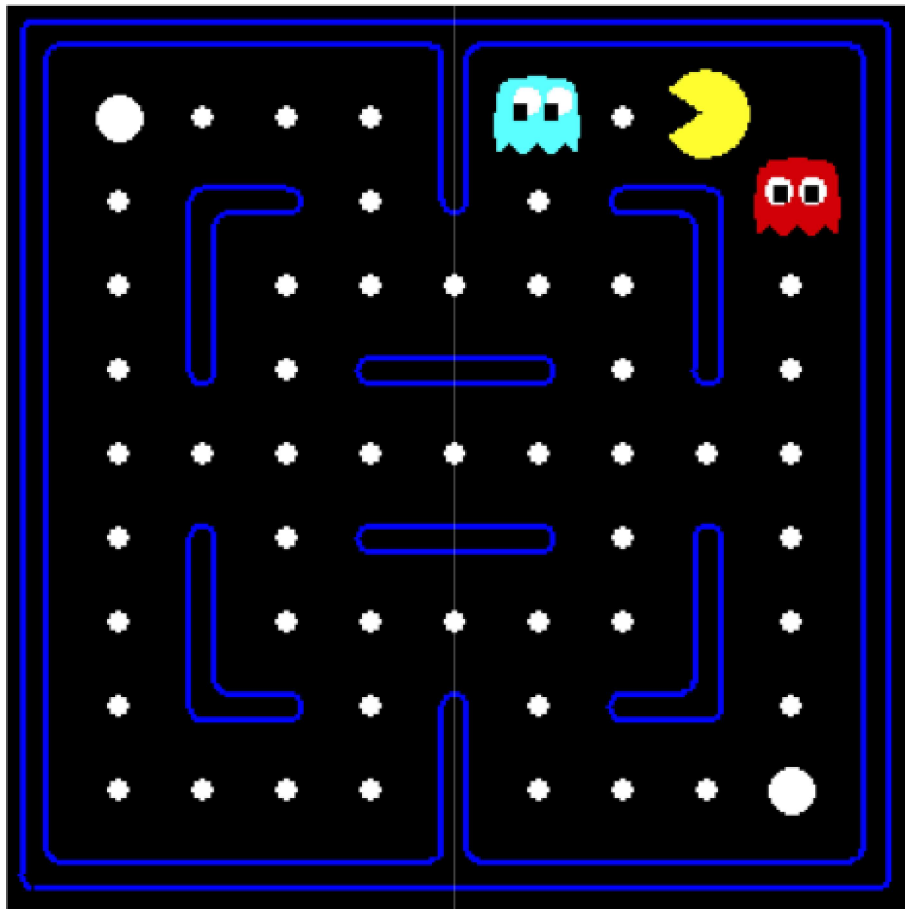
Based on this approximate Q-function, which action would be chosen:

☒ West ✓

☐ South

Part 2

Assume Pac-Man moves West. This results in the state s' shown below.



The reward for this transition is $r = +10 - 1 = 9$ (+10: for food pellet eating, -1 for time passed). Fill in the following quantities. Assume that the red and blue ghosts are both sitting on top of a dot.

$Q(s', West) =$



$Q(s', East) =$



What is the sample value (assuming $\gamma = 1$)?



Part 3

Now let's compute the update to the weights. Let $\alpha = 0.5$.

difference $= [r + \gamma \max_{a'} Q(s', a')] - Q(s, a) =$



$w_1 \leftarrow w_1 + \alpha (\text{difference}) f_1(s, a) =$



$w_2 \leftarrow w_2 + \alpha (\text{difference}) f_2(s, a) =$



✓ Correct (9/9 points)