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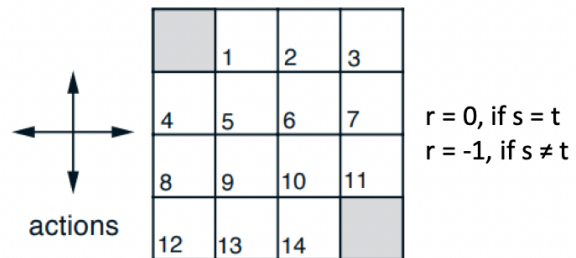
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In-Class Problem

Assume:

- Monte Carlo Learning algorithm
 - Same Gridworld as in example to the right.
 - Random-walk policy:
 - Start robot at random location in grid.
 - Robot moves randomly around grid until it encounters a terminal state.
 - Let $\gamma = 0.9$
 - The sequence of states and rewards for episode 1 is:
 $\{(12,-1),(8,-1),(9,-1),(8,-1),(4,-1),(t,0)\}$
1. For First-Visit calculate the following:
 - a) $N(s)$
 - b) $S(s)$
 - c) $V(s)$
 2. For Every-Visit calculate the following:
 - a) $N(s)$
 - b) $S(s)$
 - c) $V(s)$

$$G(s) = r_{t+1} + \gamma r_{t+2} + \gamma^2 r_{t+3} + \dots + \gamma^{k-1} r_k$$



1. a. $N(s)=$

1			
1			
1	1		
1			

1.b.

K	S	R	G(s)
1	12	-1	-4.0951
2	8	-1	-3.439
3	9	-1	-2.71
4	8	-1	-1.9
5	4	-1	-1
6	t	-1	0

S(s)

0			
-1			
-3.439	- 2.71		
-4.0951			

1.c. V(s)

0			
-1			
-3.439	-2.71		
-4.0951			

2. a N(s)

1			
1			
2	1		
1			

2.b

K	S	R	G(s)
1	12	-1	-4.0951
2	8	-1	-3.439
3	9	-1	-2.71
4	8	-1	-1.9
5	4	-1	-1
6	t	-1	0

S(s)

0			
-1			
-5.339	-2.71		
-4.0951			

2.c

V(s)

0			
-1			
-2.6695	-2.71		
-4.0951			