



Striving for reward

 Congratulations! You passed!


Bellman equations

TO PASS 80% or higher

Generalized Policy Iteration


 Video: Policy: evaluation & improvement

10 min


 Latest Submission Grade

96.87%

8 min

 Reading: Discrete Stochastic Dynamic Programming

10 min

 Quiz: Policy Iteration


7 questions

Programming assignment

Submit your assignment

DUE Oct 21, 9:59 AM EEST

ATTEMPTS 3 every 8 hours


 Submit your assignment

DUE Oct 21, 9:59 AM EEST

ATTEMPTS 3 every 8 hours

1. What are the two main steps in value-based approach to Reinforcement Learning?

1 / 1 point

 Submit your assignment


DUE Oct 21, 9:59 AM EEST

ATTEMPTS 3 every 8 hours

2. What is true about policy improvement? Recall that,

total return = immediate reward + discounted expected return from the next state under policy π .

1 / 1 point


 Receive grade

TO PASS 80% or higher

Grade 97%

3. How many different value functions can correspond to any particular policy function?

1 / 1 point


 Receive grade

TO PASS 80% or higher

Grade 97%

4. Why we don't need the precise solution of a system of Bellman equations?

1 / 1 point

 Receive grade

TO PASS 80% or higher

Grade 97%




Keep Learning

Retake the assignment in 7h 53m

Retake the quiz in 7h 53m

View Feedback

We keep your highest score

<https://www.coursera.org/learn/practical-rl/exam/moE00/policy-iteration/view-attempt>

1/1