Off-policy *n*-step Sarsa for estimating $Q \approx q_*$ or q_{π} Input: an arbitrary behavior policy b such that b(a|s) > 0, for all $s \in S$, $a \in A$ Initialize Q(s, a) arbitrarily, for all $s \in S, a \in A$ Initialize π to be greedy with respect to Q, or as a fixed given policy Algorithm parameters: step size $\alpha \in (0,1]$, a positive integer n All store and access operations (for S_t , A_t , and R_t) can take their index mod n+1Loop for each episode: Initialize and store $S_0 \neq \text{terminal}$ Select and store an action $A_0 \sim b(\cdot|S_0)$ $T \leftarrow \infty$ Loop for t = 0, 1, 2, ...: If t < T, then: Take action A_t Observe and store the next reward as R_{t+1} and the next state as S_{t+1} If S_{t+1} is terminal, then: $T \leftarrow t + 1$ else: Select and store an action $A_{t+1} \sim b(\cdot | S_{t+1})$ $\tau \leftarrow t - n + 1$ (τ is the time whose estimate is being updated) If $\tau > 0$: $\rho \leftarrow \prod_{i=\tau+1}^{\min(\tau+n} , T-1) \frac{\pi(A_i|S_i)}{b(A_i|S_i)} G \leftarrow \sum_{i=\tau+1}^{\min(\tau+n,T)} \gamma^{i-\tau-1} R_i$ $(\rho_{\tau+1:t+n})$ $(G_{\tau:\tau+n})$ If $\tau + n < T$, then: $G \leftarrow G + \gamma^n Q(S_{\tau+n}, A_{\tau+n})$ $Q(S_{\tau}, A_{\tau}) \leftarrow Q(S_{\tau}, A_{\tau}) + \alpha \rho \left[G - Q(S_{\tau}, A_{\tau})\right]$ If π is being learned, then ensure that $\pi(\cdot|S_{\tau})$ is greedy wrt Q

Until $\tau = T - 1$