BELLMAN EQUATION

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1. Reinforcement Learning

1.1. **Bellman Equation.** How to measure Q(s, a), the quality/goodness of an action a given the state s we are in? If we know it for every possible action a, we can maximize our outcome. Bellman equation, gives us a recursive formula for that.

$$Q(s,a) = R(s,a) + \gamma \max_{a'} Q(s',a')$$

Which means that, quality of action a in current state s equals to an immediate reward R(s,a) plus a γ discounted $\max_{a'} Q(s',a')$ maximum quality we can get with a new action a' from the new state s'. That is,

Current quality = immediate reward + discounted Future Quality

1.2. **Temporal difference.** In an ideal case, after many iterations, Bellman Equation will be true. Initially there will be non-zero temporal difference TD(s,a).

$$TD(s, a) = [R(s, a) + \gamma max_{a'}Q(s', a')] - Q(s, a) \neq 0$$

- 1.3. **Q-Learning.** In the environment, there are non-zero rewards and initially Q(s, a) = 0 for all states and actions. During an episode,
 - Based on our predictions Q(s, a), we choose max of possible actions.
 - After each action, we learn a new target value $R(s,a) + \gamma \max_{a'} Q(s',a')$

That is, for Q(s, a)

- Previously, we had collected prediction values Q(s, a) = Q(s, a)
- Now a new target value comes, $Q(s, a) = R(s, a) + \gamma \max_{a'} Q(s', a')$

The question is how to combine, previously collected prediction values with a new target value?

2 UZAY CETIN

1.4. **Online Learning.** Previous question can be converted a simple moving average problem,

(1)
$$\overline{\mathbf{x_t}} = \frac{1}{t} \sum_{i}^{t} x_i$$

$$= \frac{1}{t} (x_1 + x_2 + \dots + x_{t-1} + x_t)$$

$$= \frac{1}{t} ((t-1)\overline{\mathbf{x_{t-1}}} + x_t)$$

$$= \overline{\mathbf{x_{t-1}}} + \frac{1}{t} (x_t - \overline{\mathbf{x_{t-1}}})$$

Here, lets write $\alpha = \frac{1}{t}$, $\overline{\mathbf{x_t}} = Q_t(s, a)$ and $x_t = [R(s, a) + \gamma max_{a'}Q(s', a')]$ We get

(2)
$$Q_t(s,a) = Q_{t-1}(s,a) + \alpha([R(s,a) + \gamma \max_{a'} Q(s',a')] - Q_{t-1}(s,a))$$