Q2: There is a spike in the stationary case initially value is 5 for all the actions, as we are exploiting continuously, the agent traverses over all the actions as after taking the action with the highest Q value, the agent gets a small reward(also as step size=0.1, the new Q[a] becomes less than the previous Q[a]), and so in the next iteration it chooses another action and once again gets a small reward and this keeps on continuing till all the actions are chosen. As all the actions are being chosen in the first few steps, one of the chosen actions matches the optimal action and hence we get spikes in the beginning.

In the non stationary case, the optimal action keeps changing at every step, now even though the the agent traverses all the actions in the optimistic case, there's no guarantee that one of them will definitely be the optimal action, as the q\_star is also changing at every step/iteration. As the q\_star is non stationary, even exploring does not help much as at every iteration the optimal action changes.

Q3: below

Q4: UCB performs worse than optimistic, greedy and e-greedy in the non stationary case while in the stationary case UCB performs better than e-greedy

NOTES Bn = x/on where on = on-1 + x(1-on-), To =0  $Q_{n+1} = Q_n + \beta_n (R_n - Q_n)$   $= (1-\alpha)^n Q_1 + \sum_{i=1}^n \alpha(1-\alpha) R_i$ Hure (X = Bn)  $= (1-\beta_n)^n Q_1 + \sum_{i=1}^n \beta_i (1-\beta_n)^{n-i} R_i$ Now we need to show that (1-Bn)" = 0 So that Onts is independent of Q1 (1-Bn)"=1-hc+Bn+"c2Bn+ -> On+ = Qn + Bn (Rn-Qn) Non B1 = 2/0 & 0, = 2 =) |B| = 1 - 9 Q2 = Q1 + 1(R, -Q1) = R1

NOTES

Now: similarly

$$Q_3 = Q_2 + \beta_2 (R_2 - Q_2)$$

$$\Rightarrow R_1 + \alpha (R_2 - R_1)$$

$$= \overline{O_2}$$

D2 = d+d(1-d) = 2d -d2

 $G_3 = R_1 (1-\alpha) R_1 + R_2$   $(2-\alpha)$   $(2-\alpha)$ 

Similarly and = Qn-1 + pn-1 (Rn-1-Qn-1) is

true by indust



