

Recap:- Bandits \rightarrow ϵ -greedy & UCB.

MDP:-

- Agent, Environment.
- Sequential Decision Making.
- trajectory:

$$(s_0, a_0, r_1, s_1, a_1, r_2, s_2, \dots)$$

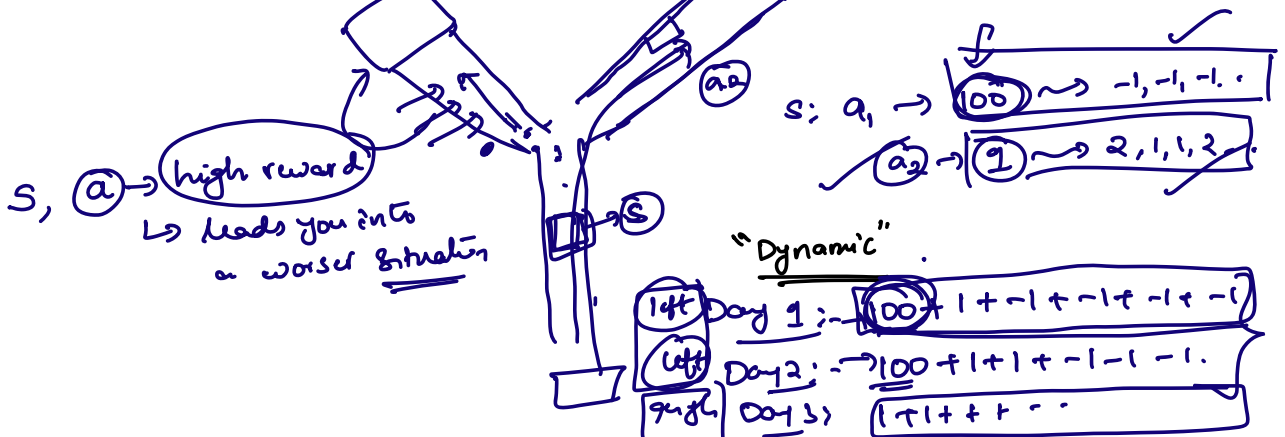
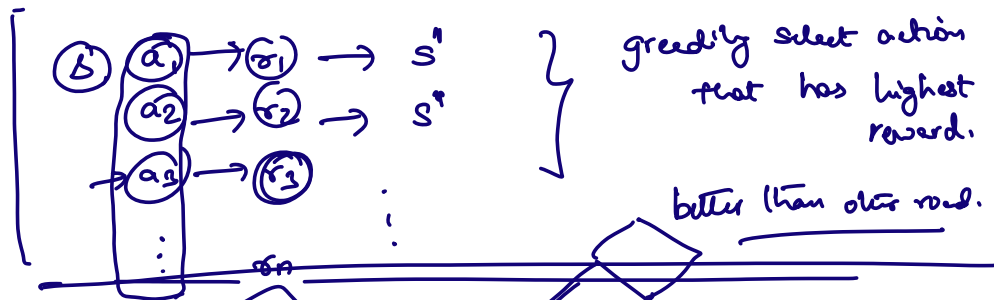
Bandit vs MDP:-

$$s, (a_1, a_2, \dots, a_n), r.$$

$$p(s|s, a_i) = 1 \quad \text{best arm.}$$

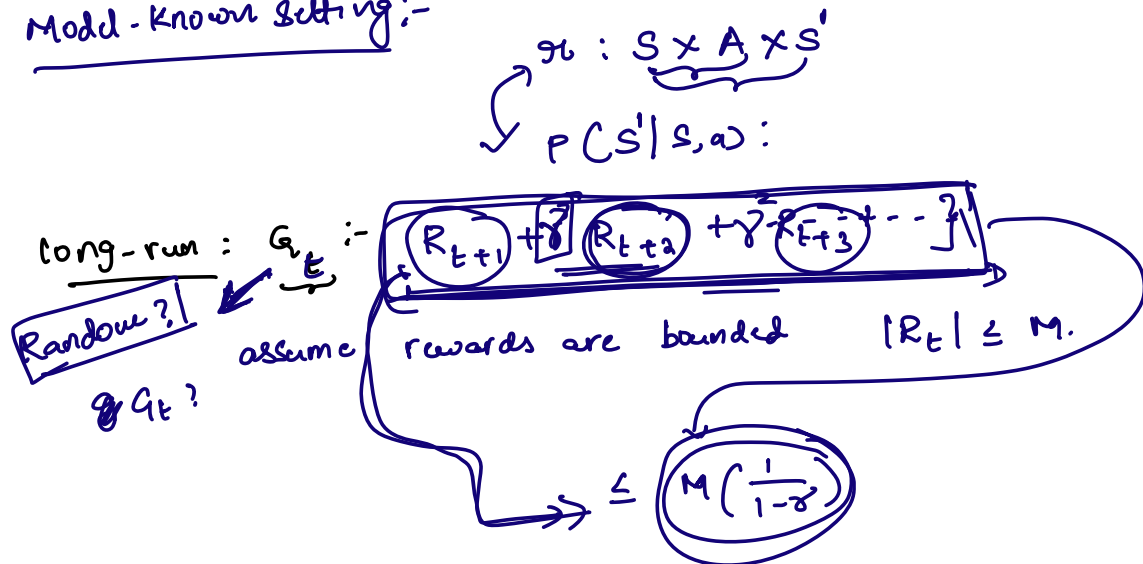
- MDP:- Sequential decision making
- ⑤ Find what is the best action/decision to make.

"long-run goal"

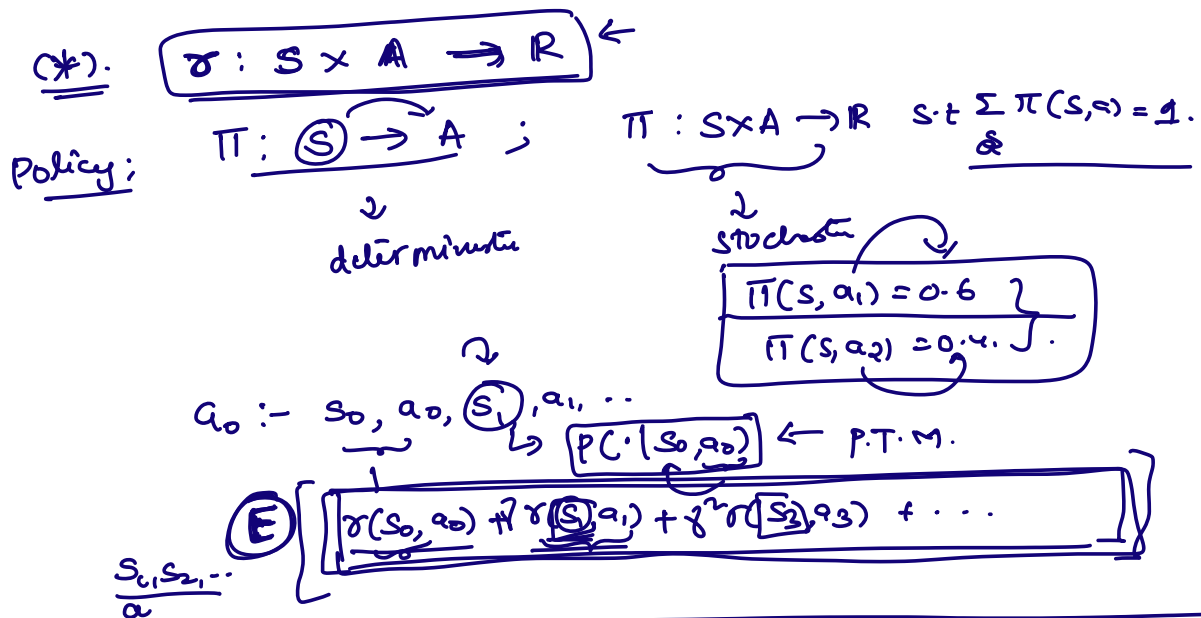


obj:- select actions that has higher long-run rewards.

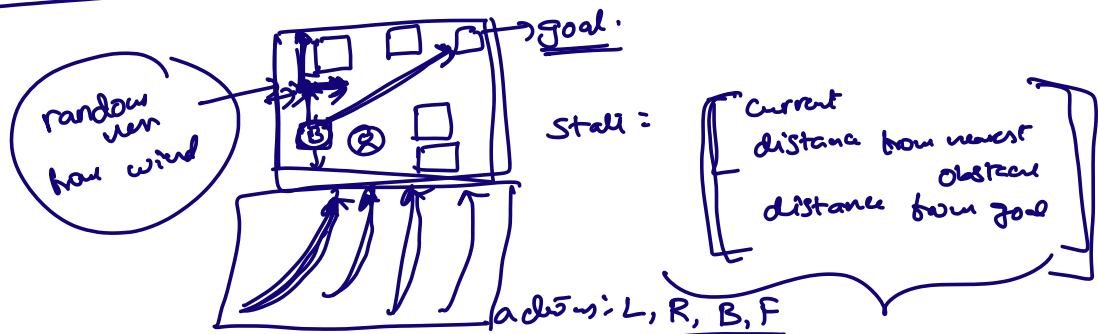
Model-Known Setting:-



Machine Replacement:-



fix actions



1st trajectory, s_0 , left, s_1 , left,

$$(*) \quad \boxed{V^\pi(s)} = E \left[\sum_{t=0}^{\infty} \gamma^t r(s_t, a_t) \mid s_0 = s, a_t = \pi(s_t) \right]$$

γ
 \downarrow
 $\boxed{s_1, s_2, s_3, \dots}$ \uparrow total discount \uparrow reward \downarrow starting from state s \downarrow following the policy π

Assume there is only one policy.

Single action in every state.

$$A = \{a\}.$$

$$r(s) = r(s, a).$$

$$V(s) = E_{(s_1, s_2, \dots)} \left[\sum_{t=0}^{\infty} \gamma^t r(s_t) \mid s_0 = s \right]$$

$$= \sum_{(s_1, s_2, \dots)} P_\pi \{ \underline{s_1 = s_1, s_2 = s_2, \dots} \mid s_0 = s \} \sum_{t=0}^{\infty} \gamma^t r(s_t).$$

$$= r(s) + \sum_{(s_1, s_2, \dots)} P_\pi \{ \underline{s_1 = s_1, s_2 = s_2, \dots} \mid s_0 = s \} \cdot (\gamma r(s_1) + \gamma^2 r(s_2) + \gamma^3 r(s_3) + \dots)$$

$$= r(s) + \gamma \sum_{(s_1, s_2, \dots)} P_\pi \{ \underline{s_1 = s_1, s_2 = s_2, \dots} \mid s_0 = s \} [r(s_1) + \gamma r(s_2) + \dots]$$

$$P_\pi \{ \underline{s_1 = s_1, s_2 = s_2, \dots} \mid s_0 = s \} \stackrel{?}{=} P_\pi \{ \underline{s_2 = s_2, s_3 = s_3, \dots} \mid \underline{s_1 = s_1, s_0 = s} \}.$$

Markov property

$$P_\pi \{ A, B \mid C \} = P_\pi \{ A \mid C \} \cdot P_\pi \{ B \mid A, C \}.$$

$$= r(s) + \gamma \sum_{(s_1, s_2, \dots)} \left[P_\pi \{ s_1 = s_1 \mid s_0 = s \} \cdot P_\pi \{ s_2 = s_2, s_3 = s_3 \mid s_1 = s_1 \} \right] [r(s_1) + \gamma r(s_2) + \dots]$$

$$= r(s) + \gamma \sum_{s'} P_{\pi}(s' = s_1 | s_0 = s) \cdot$$

all the states
that can
occur at time '1'.

$$\cdot \sum_{(s_2, s_3, \dots)} P_{\pi}(s_2 = s_2, s_3 = s_3, \dots | s_1 = s_1) \cdot [r(s_1) + \gamma r(s_2) + \gamma^2 r(s_3) + \dots]$$

$$= \left[r(s) + \gamma \sum_{s'} P_{\pi}(s' = s_1 | s_0 = s) \cdot v^{\pi}(s') \right]$$

π : deterministic.

$$v^{\pi}(s) = r(s, \pi(s)) + \gamma \sum_{s'} P_{\pi}(s' | s, \pi(s)) v^{\pi}(s').$$

→ Bellman equation

$$Q^{\pi}(s, a) = r(s, a) + \gamma \sum_{s'} P_{\pi}(s' | s, a) \cdot v^{\pi}(s').$$

→ Q-Bellman eqn.

π : stochastic:

$$v^{\pi}(s) = \sum_{a \in A} \pi(a|s) \left[r(s, a) + \gamma \sum_{s'} P_{\pi}(s' | s, a) \cdot v^{\pi}(s') \right]$$

$$Q^{\pi}(s, a) = r(s, a) + \gamma \sum_{s'} P_{\pi}(s' | s, a) \cdot v^{\pi}(s').$$

→ (1)

$$v^{\pi}(s) = \sum_{a \in A} \pi(a|s) \cdot Q^{\pi}(s, a).$$

$$\pi(s) \rightarrow \begin{matrix} a_1 \rightarrow 1/2 \\ a_2 \rightarrow 1/2 \end{matrix}$$

$$\frac{1}{2} \cdot Q^{\pi}(s, a_1) + \frac{1}{2} Q^{\pi}(s, a_2).$$

$$v^{\pi}(s) = \sum_{a \in A} \pi(a|s) \cdot Q^{\pi}(s, a).$$

→ (2)

w.r.t given policy π .

$$\underline{Q^\pi(s,a)} = r(s,a) + \gamma \sum_{s',a'} P_{s',a'}(s,a) \pi(a'|s') - Q^\pi(s',a') \rightarrow \textcircled{3}$$

