

MONDAY

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2019

Question 1

s	a	s'	r	$r(s, a, s')$	$p(s', \tau   s, a)$	$p(s', \tau   s, a)$
high	search	high	10	$r_s$	$\alpha$	$+0.1 \cdot \alpha \cdot r_s$
high	search	low	-10	$r_s$	$1-\alpha$	$-0.1(1-\alpha)r_s$
low	search	high	0	-3	$\beta$	0
low	search	low	-10	$r_s$	1	$-0.1\beta r_s$
high	wait	high	10	$r_w$	0	$0.1 r_w$
high	wait	low	10	<del>wait</del>	0	-
low	wait	high	0	-	0	-
low	wait	low	10	$r_{wait}$	1	$0.1 r_w$
low	rech.	high	0	0	1	-
low	rech.	low	0	-	0	-

Since  $r(s, a, s') = \frac{r(s, a, s') \cdot p(s', \tau | s, a)}{p(s' | s, a)}$

(1)  $r_s = \frac{10 \cdot p(s', \tau | s, a)}{p(\text{high} | \text{high, search})} \rightarrow \alpha$

$p(s', \tau | s, a) = \alpha \cdot 0.1 \cdot r_s$

(2)  $r_s = \frac{-10 \cdot p(s', \tau | s, a)}{(1-\alpha)}$

$p(\text{low, -10} | \text{high, search}) = -0.1 \cdot (1-\alpha) r_s$

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Thus,

$$\begin{bmatrix} v_{\pi}(1) \\ v_{\pi}(2) \\ \vdots \\ v_{\pi}(25) \end{bmatrix}_{25 \times 1} = \begin{bmatrix} -0.5 \\ -0.25 \\ \vdots \\ R_{25} \end{bmatrix}_{25 \times 1} + \gamma \begin{bmatrix} 0.25 & 0.25 & 0 & 0 & 0 & 0.25 & \dots & 0 \\ 0.25 & 0.25 & 0.25 & & & & & \\ 0.25 & 0.25 & 0.25 & & & & & \\ \vdots & \vdots & \vdots & \ddots & \vdots & \vdots & \vdots & \vdots \\ \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots \end{bmatrix}_{25 \times 25} \begin{bmatrix} v_{\pi}(1) \\ v_{\pi}(2) \\ \vdots \\ v_{\pi}(25) \end{bmatrix}$$

$P_{\pi} \dots (25 \times 25)$

Thus

$$v_{\pi}(1) = R_{\pi}(1) + \gamma P_{\pi}(1) v_{\pi}(1)$$

$$\therefore v_{\pi}(1) = [I - \gamma P_{\pi}(1)]^{-1} R_{\pi} \quad \text{uses.}$$



Question 2 - Given the gridworld environment,

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Solving the Bellman equation,  $v_{\pi}(s)$ :

$$v_{\pi}(s) = \sum_a \pi(a|s) \sum_{s', r} p(s', r | s, a) [r + \gamma v_{\pi}(s')]$$

Solving for state 1 for illustration -

$$v_{\pi}(1) = 0.25 \times 1 [-1 + \gamma v_{\pi}(1)] + 0.25 \times 1 [-1 + \gamma v_{\pi}(1)] + 0.25 \times 1 [0 + \gamma v_{\pi}(2)] + 0.25 \times 1 [0 + \gamma v_{\pi}(4)]$$

Similarly  $v_{\pi}(2) = 0.25 \times 1 [-1 + \gamma v_{\pi}(2)] + 0.25 \times 1 [0 + \gamma v_{\pi}(1)] + 0.25 \times 1 [0 + \gamma v_{\pi}(3)] + 0.25 \times 1 [0 + \gamma v_{\pi}(4)]$

Thus  $\begin{bmatrix} v_{\pi}(1) \\ v_{\pi}(2) \\ \vdots \\ v_{\pi}(25) \end{bmatrix}_{25 \times 1} = \begin{bmatrix} R_1 \\ R_2 \\ \vdots \\ R_{25} \end{bmatrix}_{25 \times 1} + \gamma \underbrace{P_{\pi}}_{25 \times 25} \underbrace{v_{\pi}}_{25 \times 1}$

Total no.  
of states

$$\therefore v_{\pi} = R_{\pi} + \gamma P_{\pi} v_{\pi}$$

$$v_{\pi} - \gamma P_{\pi} v_{\pi} = R_{\pi}$$

$$v_{\pi} = (I - \gamma P_{\pi})^{-1} R_{\pi}$$

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Question 3Exercise 3.15

$$V_{\pi}(s) = E_{\pi} [R_t | S_t = s]$$

$$= E_{\pi} \left[ \sum_{k=0}^{\infty} \gamma^k R_{t+k+1} | S_t = s \right]$$

Adding a constant to each reward -

let  $\hat{R}_{t+k+1} = R_{t+k+1} + c$

$$\hat{V}_{\pi}(s) = E_{\pi} [\gamma^k \hat{R}_{t+k+1} | S_t = s]$$

$$= E_{\pi} [\gamma^k R_{t+k+1} | S_t = s] + E_{\pi} [\gamma^k c | S_t = s]$$

$$= V_{\pi}(s) + \frac{c}{1-\gamma}$$

Thus we see the best policy doesn't change with addition of constant  $c$  at each reward.

Exercise 3.16

Adding a constants at episodic tasks:

$$V_{\pi}(s) = E [R_{t+1} + \gamma R_{t+2} + \gamma^2 R_{t+3} + \dots + \gamma^{k-1} R_{t+k}]$$

$$\hat{V}_{\pi}(s) = E [(R_{t+1} + c) + \gamma (R_{t+2} + c) + \dots + \gamma^{k-1} (R_{t+k} + c)]$$

$$= c [1 + \gamma + \gamma^2 + \dots + \gamma^{k-1}] + V_{\pi}(s)$$

$$= c \frac{(1-\gamma^k)}{1-\gamma} + V_{\pi}(s)$$

$k \rightarrow$  small value, (A) is closer to terminal state, thus adding a constant only adds ~~adds~~ prolongs / reduces the steps to terminal states.

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# Question 4

Solving the Bellman optimality eq<sup>n</sup>

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$$v^*(s) = \max_a \sum_{s'} \left( R(s, a) + \gamma v^*(s') \right) p(s'|s, a)$$

Thus,

$$v^*(s) \geq R(s) + \gamma \max_{a \in A} \sum_{s'} p(s'|s, a) v(s')$$

thus taking |A| as the linear constraints;

$$v(s) \geq R(s) + \gamma \sum_{s' \in S} p(s'|s, a) v(s') \quad \forall a \in A$$

Thus, minimise  $\sum_s v(s)$

subject to  $v(s) \geq R(s) + \gamma \sum_{s' \in S} p(s'|s, a) v(s') \quad \forall a \in A$

Solving for optimal policy,

if we optimise,

$$\min_v \sum_s d(s) v(s)$$

subject to  $v(s) \geq R(s) + \gamma \sum_{s' \in S} p(s'|s, a) v(s') \quad \forall a \in A, s \in S$

Here  $d(s)$  is the distribution over states.

Adding  $\mu(s, a)$  for each constraint,

$$\max_{\mu(s, a)} \sum_{s \in S} R(s) \sum_{a \in A} \mu(s, a)$$

Subject to  $\sum_{a \in A} \mu(s', a) = d(s') + \sum_{s \in S} \sum_{a \in A} p(s'|s, a) \mu(s, a) \quad \forall s' \in S$

where  $\mu(s, a) = \sum_{t=0}^{\infty} \gamma^t P(s_t = s, A_t = a)$

Thus  $\lambda^*(s) = \max_{a \in A} \mu(s, a)$

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### Question 5

$$V_{\pi}(s) = E_{\pi} [R_{t+1} + \gamma V_{\pi}(S_{t+1}) | S_t = s]$$

$$V_{*}(s) = E_{\pi^{*}} [R_{t+1} + \gamma V_{*}(S_{t+1}) | S_t = s]$$

$$= \max_a E [R_{t+1} + \gamma V_{*}(S_{t+1}) | S_t = s]$$

$$= \max_a \sum_{s'} \sum_{a'} (r + \gamma V_{*}(s')) p(s', a' | s, a)$$

Thus,

$$V_{*}(s) = \max_a q_{*}(s, a)$$

value of each state when taken an action  $a$ .

### Question 6

The bug described in question 4.4,

to find a way such that policy doesn't keep on switching in case of finding multiple policies

In this case,

pseudo code

if  $V_{\pi}(s) \ll 0$ :

don't update the  $V_{\pi}(s)$

$\theta$  increase by a small value

to break continuous update of states.

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