Lecture 13

State-aution-reward-state-action (SARSA) G-learning: a. through a number of episodes start an opisode with an S The through the episode step by step Sarsa $Q = Q - new \qquad give you policy$ Sarsa $S \text{ based on } Q, \text{ choose an aution } a. \qquad E-greedy$ base on $V = \max_{Q} \left(Q(S, C_{Q}) \right)$ or Take aution a, get reward, get to a new state s' Q-cur = r+7 V(s1) _ Update Q-new(s,a)=D(s,a)+d(Q-curr(s,a)-Q(s,a))

if d=1 5451 rentinue until to the end of the episode.

Sarsq:

ao through a number of episode start with an S

 \rightarrow Choose orthons use the current Q (E-greedy) then carry and those chosen antions.

take one action at a time, get reward, reach to a new state S'

Q_new(s-a) & Q(s,a) + L(Q-curren (S,a), -Q(s,a)



Q-learn

$$S \rightarrow Q-table$$

$$Cl$$

$$Q(S, cl)$$

$$Q(S, then)$$

regression look up table $Q(S, a) \rightarrow Q(S, a, w)$ neural retwork if you know the ground truth Q(s,a) input: $(s,\alpha)_k$, out is one \mathcal{D} $\mathcal{Q}(s,\alpha)$ $(s,\alpha)_k$ $(s,\alpha)_k$ $(s,\alpha)_k$ $(s,\alpha)_k$ $(s,\alpha)_k$ $(s,\alpha)_k$

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V, X- Graven Q(S,a,ls) - current QDNH Q(S,a,ls) - r+) max Q(S', Ci', W) Quer (S,a) = r+) max Q(S', Ci', W) S' is next state after take aution Cr. (S,C)

R(S,a)

Calculate with Q(S,a)

(S')

A O(S', a') - one slep into future step 10-table, Q(S', a', w) -Q(S,le) s' - Q(s', a') (S, a, r, s') [(w)= Q-ur (s,a,b) - Q(s,a,w))^2

De De

SLU)

L= [J=gi], N samples. for regular DWY

for one (S, Ce, S; S;), we have on Li

L= 5 Li, N could be very large.

Cet al (Si, Cei, Vi, Six),

Sample, put into mini-batch,

calculate Coss cere mini-batch

Pouble 2-learning:

Train two D's, i Q, and Dz Do Q-learning on 60th

Quan(s,a) = r + > max (Qr (s',a'))

referente

Querr (s,c) = Y+ \ max (Q, (s', a'))