

### Session #1-2: Introduction to Reinforcement Learning

- (1) Attempt to define reinforcement learning in your own words based on various perspectives given in the course. Critically inspect your definition for correctness.
- (2) What are the various elements of Reinforcement learning? Review their purpose in RL?
- (3) Which RL elements are vital to defining RL problem/ solution, in your opinion? Why so?
- (4) Identifying a possible problem (around you/your work) that can be solved using RL. Explain how you will define various elements of RL as you have answered in question (2) and question (4).
- (5) How RL is different from Supervised and Unsupervised Learning?
- (6) “*A reward signal defines the goal of a reinforcement learning problem.*”; It's a statement from your textbook. How do you explain this in your own words?
- (7) What do you understand about the model of an environment? In your understanding, how does the solution differ when you have a model and when you do not?
- (8) What do you understand by exploration-exploitation trade-off? Why do you think this is important?
- (9) What will happen to an agent that constantly explores and to the agent that constantly exploits? Can such agents be of some value?
- (10) What are various ways in which  $\epsilon$  can be chosen in the  $\epsilon$ -greedy algorithm? How does it change the way exploration vs. exploration trade-off is handled? Can you explain each with an example/case?
- (11) Refer to the Tic-Tac-Toe problem discussed in class to answer this question:
  - (a) Why have we restricted updating  $V(S_t)$  only to those states from where we have exploited the greedy choice? Why have we not updated the value of those states that led to the exploration?
  - (b) Attempt TB Exercise 1.4
  - (c) Can you rewrite the pseudo-code for  $\epsilon$ -greedy for the tic-tac-toe problem?
  - (d) Attempt TB Exercise 1.1

**Happy Learning!**

**Readings Required:** Sections 1.1-1.6 of Sutton & Barto, Ed-2