# Notes on Policy Classes in Reinforcement Learning

based on the discussion in Wouter van Heeswijk’s [Four Policies of Reinforcement Learning](https://github.com/dimitarpg13/reinforcement_learning_and_game_theory/blob/main/articles/ReinforcementLearning/The_Four_Policy_Classes_of_Reinforcement_Learning_Wouter_van_Heeswijk_TDS.pdf), and [Sutton’s book](https://github.com/dimitarpg13/reinforcement_learning_and_game_theory/blob/main/books/ReinforcementLearningSuttonSecondEdition2020.pdf)

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Assumption: We formulate the Reinforcement Learning problem as Markov Decision Process (MDP) model.

**Markov Decision Process** (abbrev *MDP*): a 4-tuple with

* is a set of states (finite or infinite)
* is a set of actions (finite or infinite)
* is the probability to get from state to state with action and with reward .
* is the discount factor which determines to what extent the focus is on the most recent rewards. with there is no focus on the most recent rewards only.

**Learning Policy** (or just *Policy*): function which represents mapping from states to probabilities of selecting each possible action.

If the agent is following policy at time , then is the probability that if . Note that is an ordinary function which defines a probability distribution over for each .

**Bellman equations**:

for all (1)

(2)

(3)

(4)

(5)

(6)

Eq (1) – (6) represent the Bellman optimality equation for the value function . Notice the use of Sutton’s notation. Those equations come from the discussion in Chapter 3. For details see the document [“Note on Q functions and V functions in Reinforcement Learning”](https://github.com/dimitarpg13/reinforcement_learning_and_game_theory/blob/main/docs/Note_on_Q_functions_in_Reinforcement_Learning.docx).

The goal is to solve the corresponding system of Bellman equations and thereby find the optimal policy .

Wouter van Heeswijk here references the following variant of the Bellman equation:

(7)

Here with is van Heeswijk’s notation for the value function of the optimal policy and corresponds to Sutton’s . is the reward function for the current state and action values and . Clearly,

(8)