

## Implementation

## Implementation: MC Prediction (Action Values)

The pseudocode for (first-visit) MC prediction (for the action values) can be found below. (Feel free to implement either the first-visit or every-visit MC method. In the game of Blackjack, both the first-visit and every-visit methods return identical results.)

```
Input: policy \pi, positive integer num\_episodes
Output: value function Q (\approx q_{\pi} if num\_episodes is large enough)
Initialize N(s,a)=0 for all s\in\mathcal{S}, a\in\mathcal{A}(s)
Initialize returns\_sum(s,a)=0 for all s\in\mathcal{S}, a\in\mathcal{A}(s)
for i\leftarrow 1 to num\_episodes do

Generate an episode S_0, A_0, R_1, \ldots, S_T using \pi
for t\leftarrow 0 to T-1 do

if (S_t, A_t) is a first visit (with return G_t) then

N(S_t, A_t) \leftarrow N(S_t, A_t) + 1
returns\_sum(S_t, A_t) \leftarrow returns\_sum(S_t, A_t) + G_t
end
end
Q(s,a) \leftarrow returns\_sum(s,a)/N(s,a) for all s\in\mathcal{S}, a\in\mathcal{A}(s)
return Q
```

Both the first-visit and every-visit methods are **guaranteed to converge** to the true value function, as the number of visits to each state-action pair approaches infinity. (*So, in other words, as long as the agent gets enough experience with each state-action pair, the value function estimate will be pretty close to the true value.)* 

We won't use MC prediction to estimate the action-values corresponding to a deterministic policy; this is because many state-action pairs will *never* be visited (since a deterministic policy always chooses the *same* action from each state). Instead, so that convergence is guaranteed, we will only estimate action-value functions corresponding to policies where each action has a nonzero probability of being selected from each state.



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If you'd like to reference the pseudocode while working on the notebook, you are encouraged to open **this sheet** in a new window.

Feel free to check your solution by looking at the corresponding section in Monte\_Carlo\_Solution.ipynb .

NEXT