

# Pseudo Exam

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## 1 Overview of Reinforcement Learning

1.1 Write the 4 Characteristics of Reinforcement Learning

1.2 Write the 4 Example of Reinforcement Learning Applications

**1.3 Explain the Definition of Reward Hypothesis**

**1.4 What is the Sequential Decision Making? Explain about its goal.**

**1.5 Explain the Differences between Observation and State**

## 1.6 Insert the collect word in the blank

At each step  $t$  the agent:

- Executes \_\_\_\_\_
- Receives \_\_\_\_\_
- Receives \_\_\_\_\_

The enviornment:

- Receives \_\_\_\_\_
- Emits \_\_\_\_\_
- Emits \_\_\_\_\_

## 1.7 Write the Definition of state $S_t$ is Markov

## 1.8 Fully Observable Environment와 Partially Observable Environment의 차이를 수식으로 설명하시오.

1.9 어떤 Policy  $\pi$ 에서 state  $s$ 에 대한 Value function을 수식으로 쓰시오. (discount factor  $\gamma$  포함)

1.10 state  $s$ 에서 state  $s'$ 로의 Transition Probability를 수식으로 쓰시오. (action  $a$  포함)

1.11 state  $s$ 에서 action  $a$ 를 했을 때 받는 Reward의 기대값을 수식으로 쓰시오.

1.12 Value Based와 Policy Based의 장단점에 대해 서술하시오.

1.13 다음 figure를 보고 uniform random policy의 Value function을 구하시오.

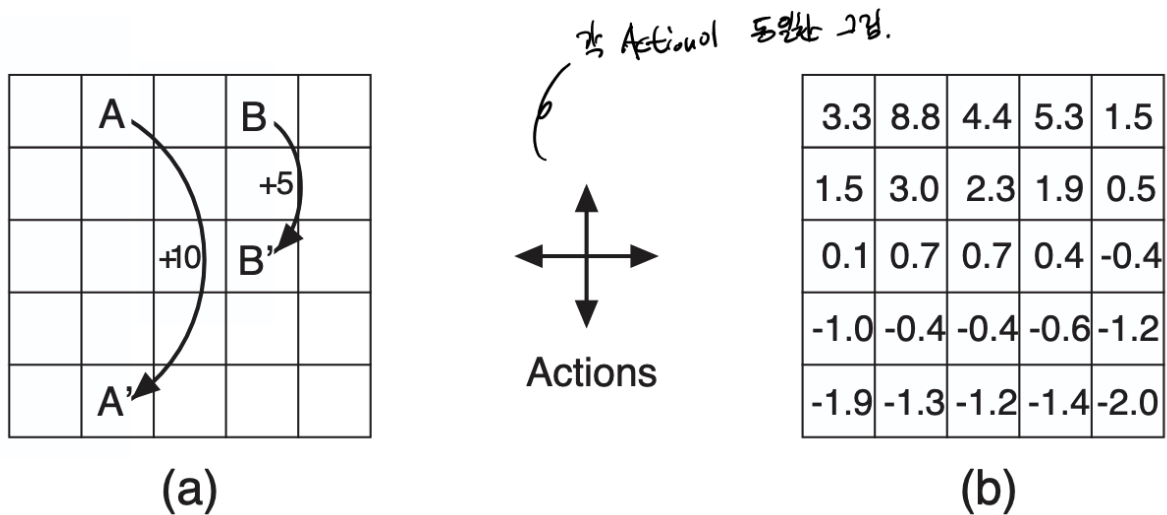


Figure 1: Gridworld Example



## **2 Markov Decision Processes**

### **2.1 Write the Definition of Markov**

### **2.2 Write the Definition of Markov Process**

### **2.3 Write the Definition of Markov Reward Process**

## 2.4 Write the Definition of Return $G_t$

## 2.5 Write the Definition of state-value function of MRP

## 2.6 Input the collect value in the blank

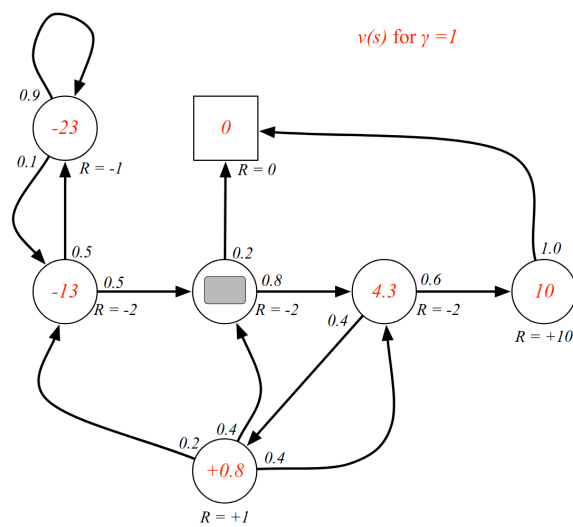


Figure 3: Markov Reward Process



**2.7 Write the Bellman Equation for state-value function of MRP (and also in model based form)**

**2.8 Solve the Bellman Equation, and Explain why this solution is not practical in real-world applications.**

**2.9 Write the Definition of Markov Decision Process**

2.10 Write the Definition of policy  $\pi$  in MDP(contains what it outputs)

2.11 Write the state-value function and action-value function in MDP under policy  $\pi$

2.12 Insert the collect value in the blank

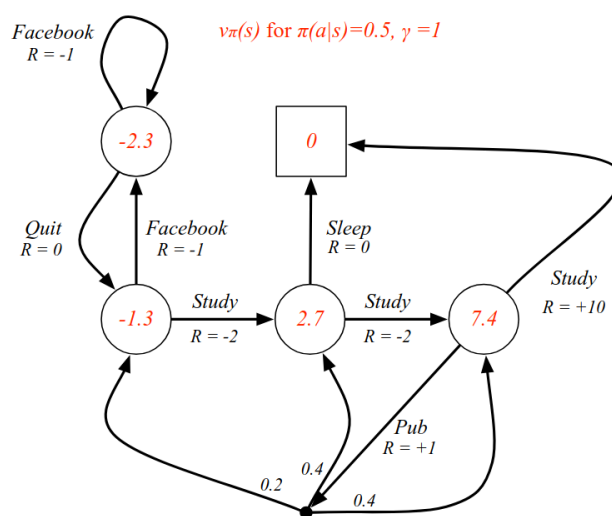


Figure 4: Markov Decision Process

**2.13** Write the Bellman Expectation Equation for  $V^\pi$  with diagram

**2.14** Write the Bellman Expectation Equation for  $Q^\pi$  with diagram

**2.15** Write the Bellman Expectation Equation for  $V^\pi$  using  $Q^\pi$  (with diagram)

**2.16** Write the Bellman Expectation Equation for  $Q^\pi$  using  $V^\pi$  (with diagram)

**2.17** Write the Definition of Optimal state-value function  $V^*$  and Optimal action-value function  $Q^*$

**2.18** Write the Theorem of Optimality between  $\pi_*$  and  $\pi$

**2.19** Write the  $\pi_*(a|s)$  by using  $q_*(s, a)$

## 2.20 Write the Optimal values under the Actions

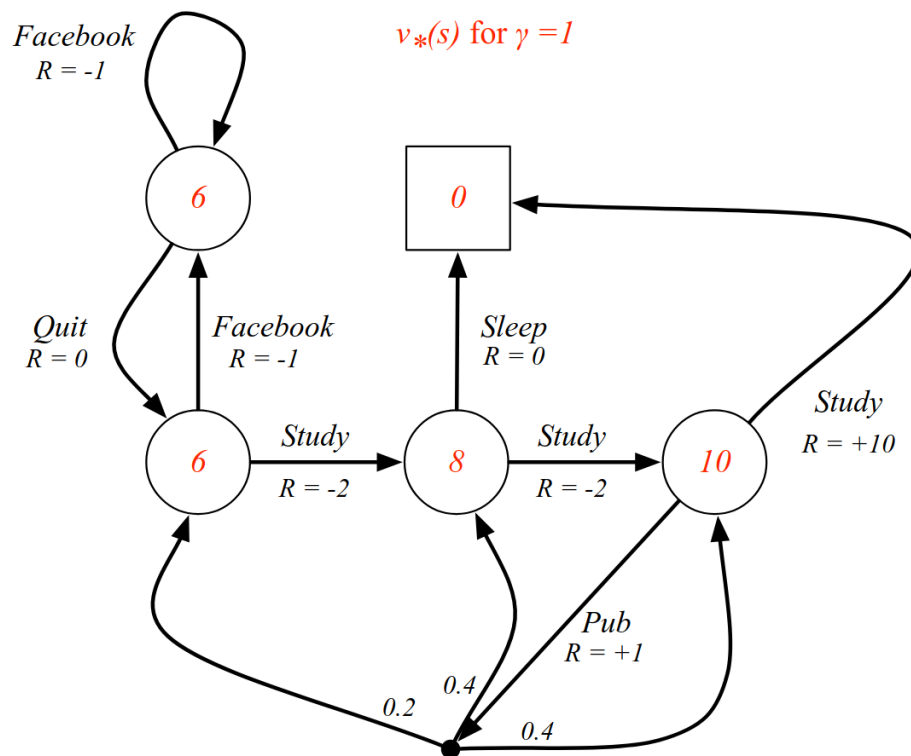


Figure 5: Optimal values under the Actions

**2.21** Write the Bellman Optimality Equation for  $V^\pi$  with diagram

**2.22** Write the Bellman Optimality Equation for  $Q^\pi$  with diagram

**2.23** Write the Bellman Optimality Equation for  $V^\pi$  using  $Q^\pi$  (with diagram)

**2.24** Write the Bellman Optimality Equation for  $Q^\pi$  using  $V^\pi$  (with diagram)