

# 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 environment:

- 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.

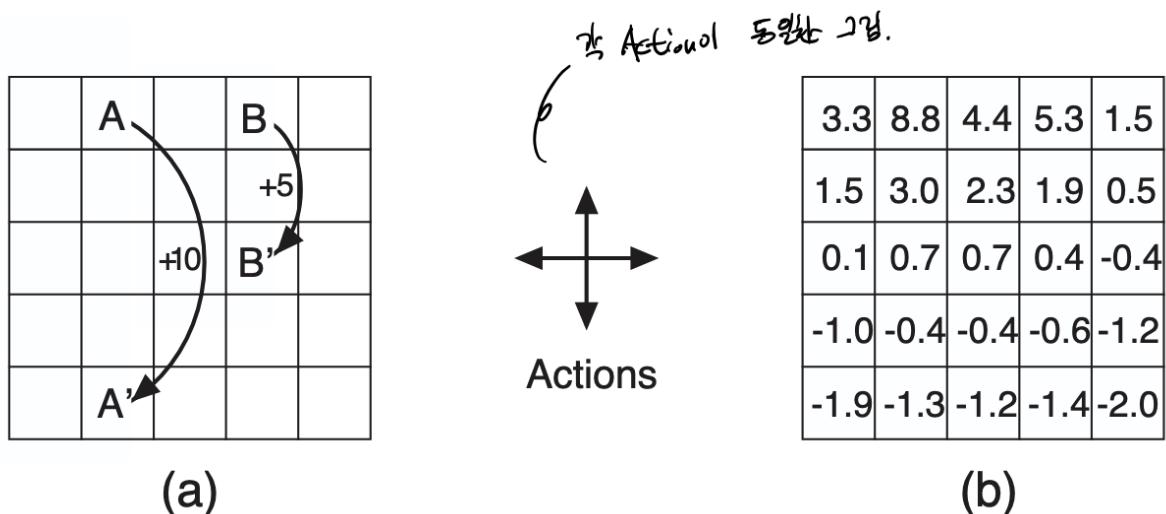
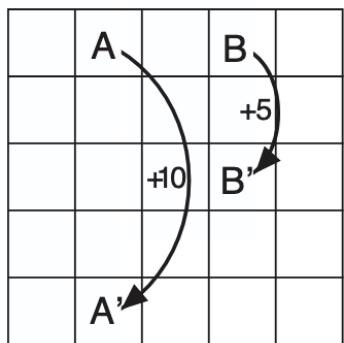


Figure 1: Gridworld Example

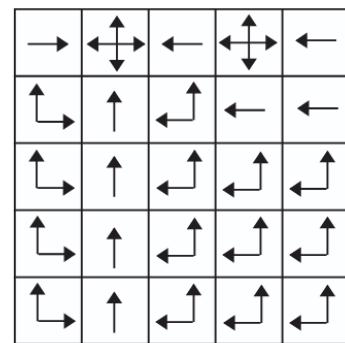
1.14 다음 figure를 보고 optimal value function과 optimal policy를 구하시오.



a) gridworld

22.0	24.4	22.0	19.4	17.5
19.8	22.0	19.8	17.8	16.0
17.8	19.8	17.8	16.0	14.4
16.0	17.8	16.0	14.4	13.0
14.4	16.0	14.4	13.0	11.7

b)  $v_*$



c)  $\pi_*$

Figure 2: Gridworld Example for Optimal Value Function and Policy