

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 π 에서 state s 에 대한 Value function을 수식으로 쓰시오. (discount factor γ 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.

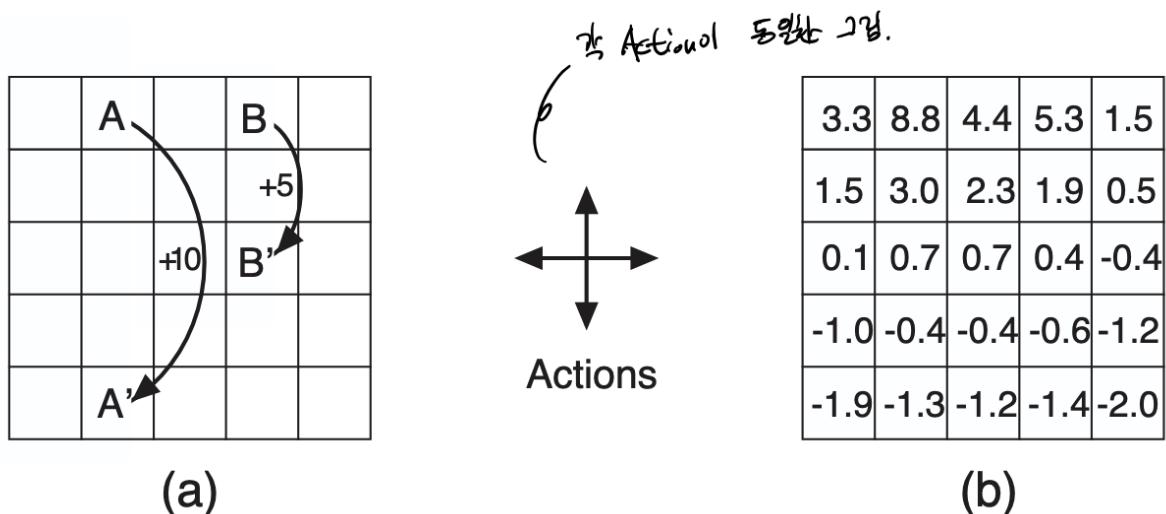
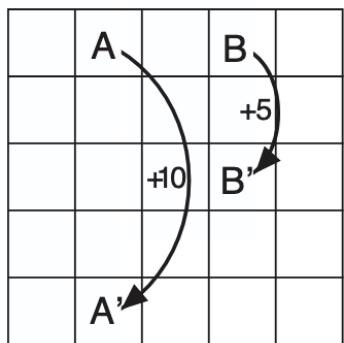


Figure 1: Gridworld Example

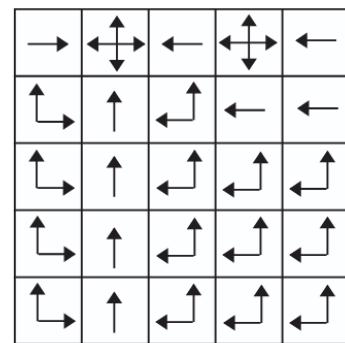
1.14 다음 figure를 보고 optimal value function과 optimal policy를 구하시오.



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) π_*

Figure 2: Gridworld Example for Optimal Value Function and Policy

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

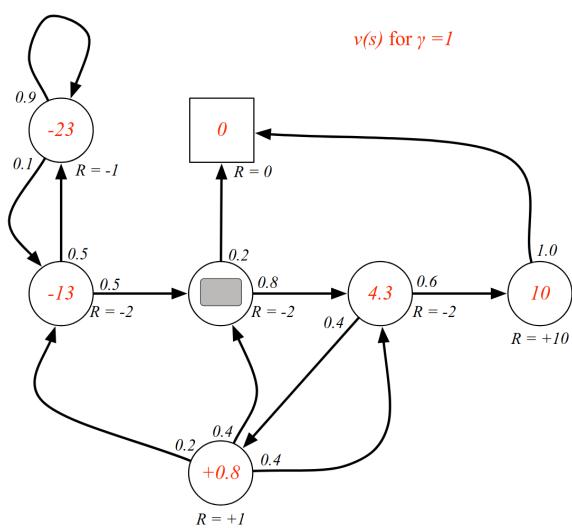


Figure 3: Markov Reward Process

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 π in MDP(contains what it outputs)

2.11 Write the state-value function and action-value function in MDP under policy π

2.12 Insert the collect value in the blank

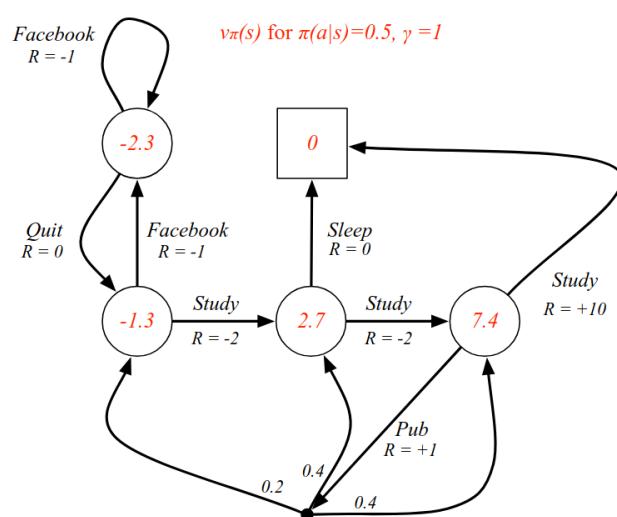


Figure 4: Markov Decision Process

2.13 Write the Bellman Expectation Equation for V^π with diagram

2.14 Write the Bellman Expectation Equation for Q^π with diagram

2.15 Write the Bellman Expectation Equation for V^π using Q^π (with diagram)

2.16 Write the Bellman Expectation Equation for Q^π using V^π (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 π_* and π

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

2.20 Write the Optimal values under the Actions

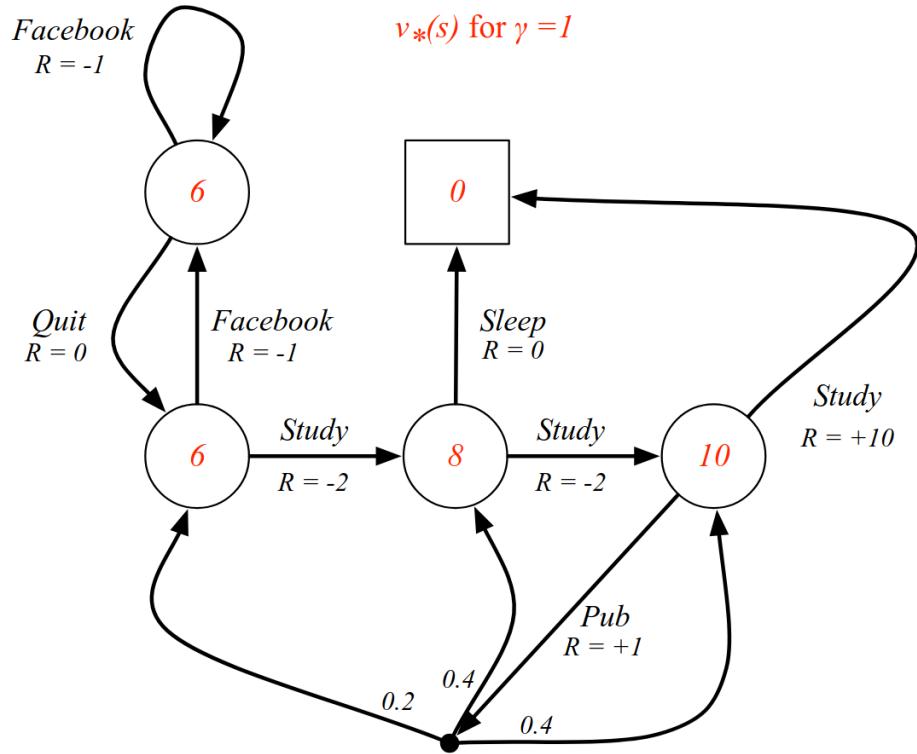


Figure 5: Optimal values under the Actions

2.21 Write the Bellman Optimality Equation for V^π with diagram

2.22 Write the Bellman Optimality Equation for Q^π with diagram

2.23 Write the Bellman Optimality Equation for V^π using Q^π (with diagram)

2.24 Write the Bellman Optimality Equation for Q^π using V^π (with diagram)