



## Lecture 05: Planning and Learning

#cs #rl

74 plays · 119 players









 A public kahoot

### Questions (7)

1 - Quiz

**In model-based reinforcement learning,**


60 sec

-  the MDP of the environment is given. 
-  we learn a model of the underlying environment. 
-  we learn a value function from samples from the environment. 
-  we can use planning on a model to obtain a value function. 

2 - True or false

**It is always easier to learn a dynamics model than a policy.**







60 sec

-  True 
-  False 

3 - Quiz

**It can be a good choice to learn the state difference rather than the transition to a global state -- why?**









60 sec

-  The numbers are usually smaller. 
-  The model suffers less from accumulating errors. 
-  There can be local similarities w.r.t. the state differences. 

## 4 - Quiz

**In sample-based planning, we ...**









60 sec

-  we solve the MDP directly. 
-  apply planning to the MDP. 
-  we apply model-free RL to sampled experience. 
-  suffer less from the curse of dimensionality. 

## 5 - Quiz

**In Dyna, we learn the value function/ policy from**









60 sec

-  samples from the learned model. 
-  samples of the real environment. 
-  imaginations of the real world. 
-  samples from the learned model and the real environment. 

## 6 - Quiz

**In Prioritized Sweeping, we update (s,a)-pairs according to ...**

60 sec

-  their absolute Q-value. 
-  their absolute TD-error. 
-  the number of states that lead to them. 
-  their negative distance to the goal. 

7 - Quiz

**In monte carlo tree search (MCTS), we ...**

60 sec



combine in-tree policies and out-of-tree policies.



traverse the tree randomly to obtain MC simulations.



use a greedy policy as an in-tree policy.



use a greedy policy as an out-of-tree policy.

