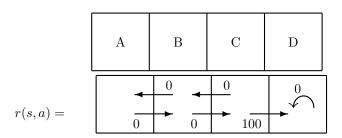
Reinforcement Learning Examples

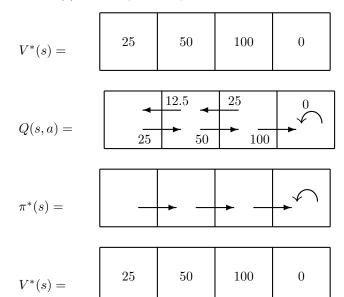
Example 1

A simple board game:



A discount factor: $\gamma = 1/2$.

If we can somehow figure out $V^*(s)$, it is easy to compute Q from V^* , π^* from Q, V^* from π^* .



The offline algorithm: start by guessing $\hat{V}.$

$\hat{V} =$	0	0	0	0
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$$\hat{Q}(s,a) = \begin{array}{c|cccc} & 0 & & 0 & & 0 \\ \hline & 0 & & 0 & & 100 & & \end{array}$$

$$\hat{\pi} =$$

$$\hat{V} = \begin{bmatrix} 0 & 0 & 100 & 0 \end{bmatrix}$$

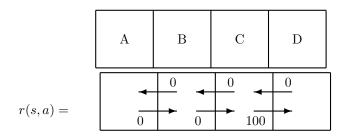
$$\hat{Q}(s,a) = \begin{array}{c|c} & 0 & 0 \\ \hline 0 & 50 & 100 \\ \hline \end{array}$$

$$\hat{\pi} =$$

A В \mathbf{C} ${\bf D}$ The online algorithm. $\hat{Q}(s,a) =$ $\overline{2}$ start with arbitrary Q $\hat{Q}(s,a) =$ $Q(B, \text{left}) = 0 + 0.5 \cdot 6 = 3$ $\hat{Q}(s,a) =$ $Q(A, right) = 0 + 0.5 \cdot 4 = 2$ $\hat{Q}(s,a) =$ 1.5Q(B, right) = 1.51.5 $\hat{Q}(s,a) =$ Q(C, left) = 1.5 $\hat{Q}(s,a) =$ 1.5 $\overline{2}$ Q(B, left) = 11.5 $\hat{Q}(s,a) =$ $0.\overline{75}$ $\overline{2}$ Q(A, right) = 0.751.5 $\hat{Q}(s,a) =$ $0.\overline{75}$ Q(B, right) = 11.5 $\hat{Q}(s,a) =$ $0.\overline{75}$ 100.5Q(C, right) = 100.51.5 0.5 $\hat{Q}(s,a) =$ $0.\overline{75}$ 100.5 Q(D, itself) = 0.5

additional iterations are needed

Example 2



A discount factor: $\gamma = 1/2$.

Use intuition to compute V^* . If we are at D we can go to C, and then back to D and get rewarded.

$$V^*(D) = 0 + \frac{1}{2} \cdot 100 + 0 + \frac{1}{2^3} \cdot 100 + \dots$$

$$= 100 \cdot \frac{1}{2} \cdot (1 + (\frac{1}{4}) + (\frac{1}{4})^2 + \dots)$$

$$= 100 \cdot \frac{1}{2} \cdot \frac{1}{1 - 1/4} = 100 \cdot \frac{2}{3}$$

$$V^*(C) = 100 + \frac{1}{2}V^*(D) = 100 \cdot \frac{4}{3}$$

$$V^*(B) = 0 + \frac{1}{2}V^*(C) = 100 \cdot \frac{2}{3}$$

$$V^*(A) = 0 + \frac{1}{2}V^*(B) = 100 \cdot \frac{1}{3}$$

