

CSE 4711 - Quiz #4

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Which of the following DOES NOT require approximating transition function to perform its updates?

- ☒ Approximate Q-Learning
- ☒ Temporal Difference Learning
- ☒ Direct Evaluation
- ☒ Q-Learning

Which of the following requires considering exploration vs. exploitation tradeoff?

- ☐ Direct Evaluation
- ☐ Temporal Difference Learning
- ☒ Q-Learning
- ☐ Approximate Q-Learning



Having a highly negative living reward discourages exploration.

- ☒ True
- ☐ False

Clear selection

If we want to minimize regret, which of the following exploration strategy should we choose?

- ☐ Epsilon-greedy
- ☒ Exploration function

Clear selection

Reinforcement learning is similar to Markov Decision Process (MDP), except for the fact that we work with existing policies, instead of starting with a blank one.

- ☐ True
- ☒ False

Clear selection

Given enough memory to store the Q-values of the states, we can use Q-learning to determine the optimal policy in polynomial time.

- ☐ True
- ☒ False

Clear selection



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