RL - Management (only for Sam!)

Indice

Legenda

Teoria

Labs

Legenda

Teoria

**Total amount**

2.5 qd

**Concepts to repeat**

**I notebook**

**Introduction**

Examples of Grid word and Cart pole

**Markov decision process - finite horizon (MDP - FH)**

Markov decision process (MDP-FH) in fine horizon: overview

MDP-FH def

MDP-FH: 2 graphical representations

Express grid world and cart pole as MDP-FH

MDP-FH: goal, express this objective with the value of a policy function

MDP-FH: Is the goal maximization deterministic? What equation do I have to solve? What technique do I use? (Dynamic programming)

Dynamic programming (DP) def, 3 DP problems

**Markov decision process (MDP)**

Markov decision process with terminal state (MDP): overview

MDP: def

Terminal state def

MDP problems -> solution -> current Bellman optimality equation (BOE)

Algorithm to solve BOE, why does it work? (contractivity of B operator)

Traveler salesman problem (TSP) def

TSP: complexity comparison: BOE vs enumaration

TSP: Why DP is better for TSP instead of Grid world?

**Partial observability Markov decision process (POMDP)**

**II notebook**

**III notebook**

Labs

**Total amount**

7 labs

**Concept done**

Lab 1: TSP (done)

Lab 1: Grid word (to do)