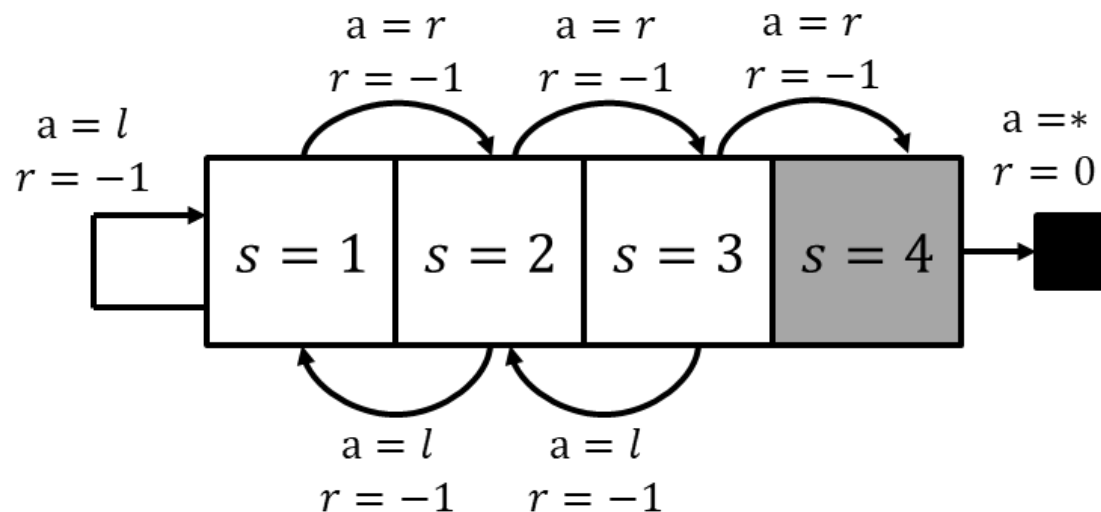


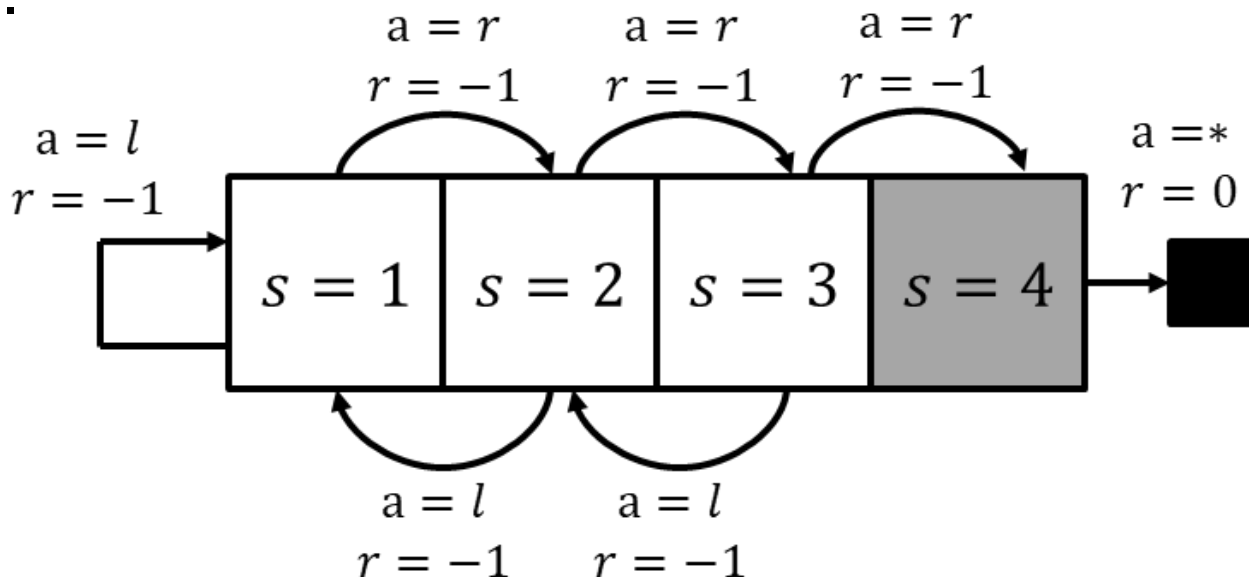
L7.2.X Linear Chain Example

Zonghua Gu 2021



Linear Chain Example

- Consider the following MDP. Environment is deterministic. In each state, there are two possible actions $a \in \{l, r\}$, where l corresponds to moving left, and r corresponds to moving right. Each movement incurs a reward of $r = -1$. State $s = 4$ is the goal state: taking any action from $s = 4$ results in reward of $r = 0$ and ends the episode, hence $V(4) = 0, Q(4, a) = 0$ for any action a . Assume $\gamma = 1, \alpha = 1$. All value functions are initialized to 0.
- A. Use Policy Iteration, Value Iteration to derive optimal policy.



TD, Sarsa, QL

- B. Consider 8 consecutive episodes in the form of (s,a,r):
 1. EP1: (1, r, -1), (2, r, -1), (3, r, -1), (4, r, 0)
 2. EP2: (1, r, -1), (2, r, -1), (3, r, -1), (4, r, 0)
 3. EP3: (1, r, -1), (2, r, -1), (3, r, -1), (4, r, 0)
 4. EP4: (3, l, -1), (2, l, -1), (1, l, -1), (1, r, -1), (2, r, -1), (3, r, -1), (4, r, 0)
 5. EP5: (3, l, -1), (2, l, -1), (1, l, -1), (1, r, -1), (2, r, -1), (3, r, -1), (4, r, 0)
 6. EP6: (3, l, -1), (2, l, -1), (1, l, -1), (1, r, -1), (2, r, -1), (3, r, -1), (4, r, 0)
 7. EP7: (3, l, -1), (2, l, -1), (1, l, -1), (1, r, -1), (2, r, -1), (3, r, -1), (4, r, 0)
 8. EP8: (3, l, -1), (2, l, -1), (1, l, -1), (1, r, -1), (2, r, -1), (3, r, -1), (4, r, 0)
- Derive the following (only show the changed parts):
 1. State value functions after TD learning.
 2. State-action value functions (Q Value Functions) after Sarsa, and the resulting policy.
 3. State-action value functions (Q Value Functions) after Q learning, and the resulting policy.

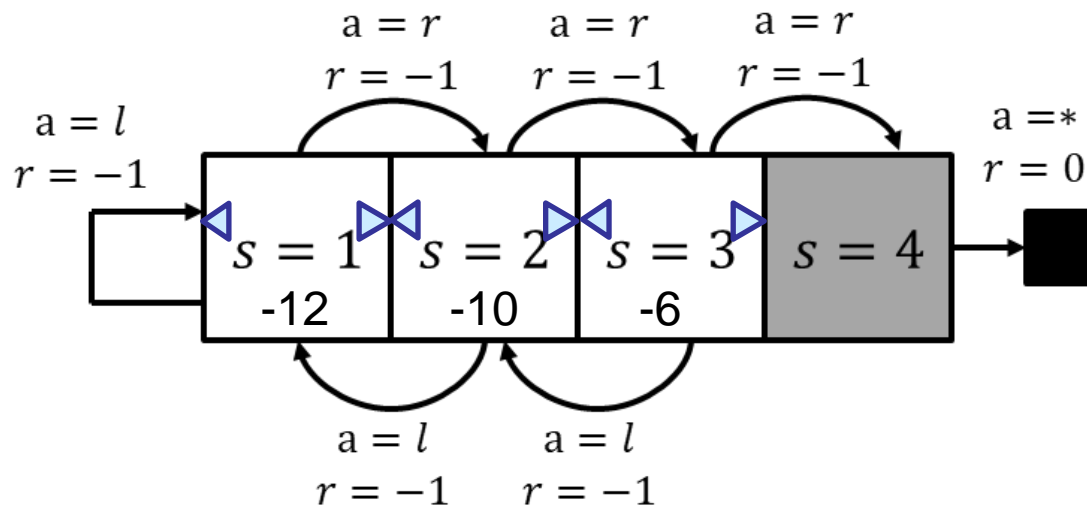
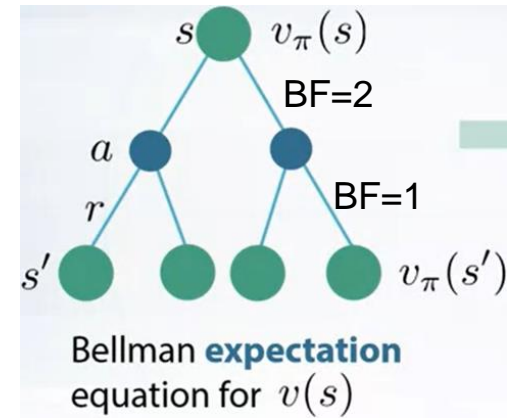
Recall: Simplified Bellman Equations for Deterministic Env

- Bellman Equations:
 - $v_{\pi}(s) = \sum_a \pi(a|s) q_{\pi}(s, a); q_{\pi}(s, a) = \sum_{r,s'} p(r, s'|s, a) [r + \gamma v_{\pi}(s')]$
 - $v_*(s) = \max_a q_*(s, a); q_*(s, a) = \sum_{r,s'} p(r, s'|s, a) [r + \gamma v_*(s')]$
- For Deterministic Env: there is only one possible (r, s') for a given (s, a) (we use R_s^a to emphasize that reward r is specific to this (s, a)):
 - $q_{\pi}(s, a) = R_s^a + \gamma v_{\pi}(s')$
 - $q_*(s, a) = R_s^a + \gamma v_*(s')$

Policy Iteration

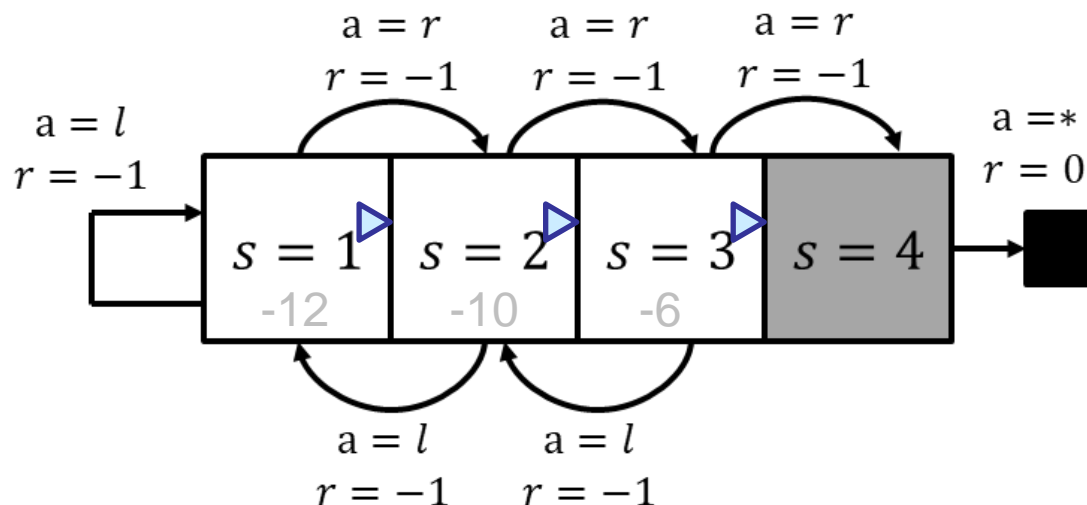
1.1 Policy Evaluation of Random Policy

- Bellman Exp Equation: $v_{\pi}(s) = \sum_a \pi(a|s) q_{\pi}(s, a)$; $q_{\pi}(s, a) = R_s^a + \gamma v_{\pi}(s')$
- $v_{\pi}(1) = .5[q_{\pi}(1, l) + q_{\pi}(1, r)] = -1 + .5[v_{\pi}(1) + v_{\pi}(2)]$
 - $q_{\pi}(1, l) = -1 + v_{\pi}(1), q_{\pi}(1, r) = -1 + v_{\pi}(2)$
- $v_{\pi}(2) = .5[Q_{\pi}(2, l) + Q_{\pi}(2, r)] = -1 + .5[v_{\pi}(1) + v_{\pi}(3)]$
 - $q_{\pi}(2, l) = -1 + v_{\pi}(1), q_{\pi}(2, r) = -1 + v_{\pi}(3)$
- $v_{\pi}(3) = .5[Q_{\pi}(3, l) + Q_{\pi}(3, r)] = -1 + .5 v_{\pi}(2)$
 - $q_{\pi}(3, l) = -1 + v_{\pi}(2), q_{\pi}(3, r) = -1 + v_{\pi}(4) = -1$
- Solution: $v_{\pi}(1) = -12, v_{\pi}(2) = -10, v_{\pi}(3) = -6$



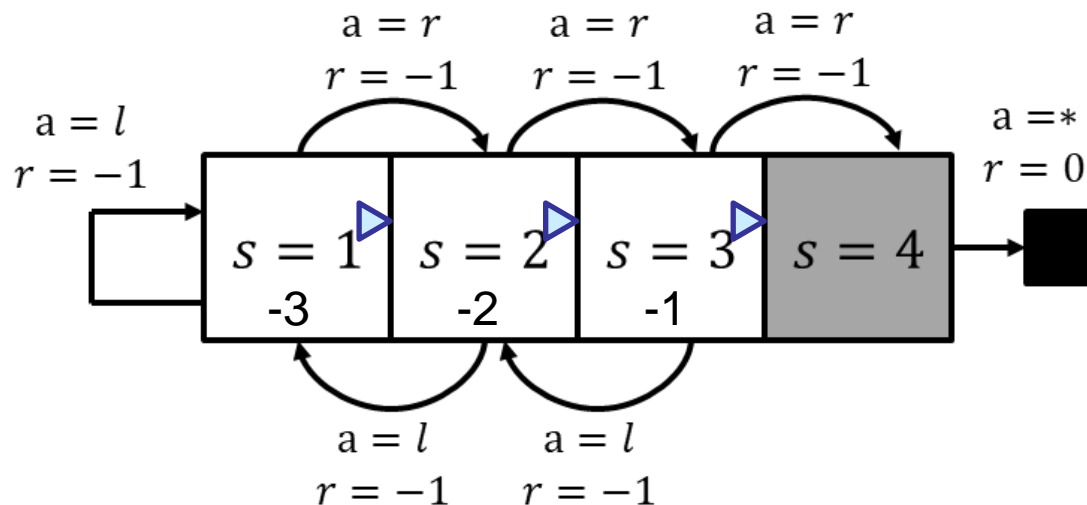
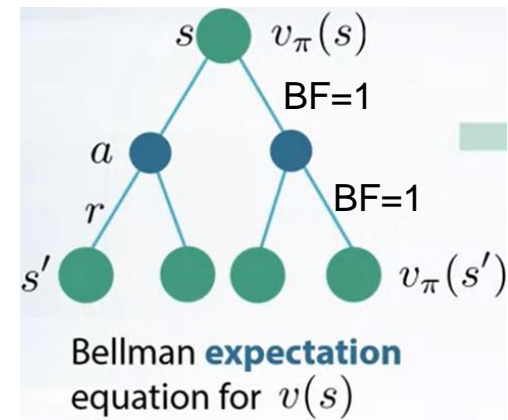
1.2 Policy Improvement

- Plug in values from PE to get new policy
- $\pi'(1) = \operatorname{argmax}_a (q_\pi(1, l), q_\pi(1, r)) = r$
 - $q_\pi(1, l) = -1 + v_\pi(1) = -13$, $q_\pi(1, r) = -1 + v_\pi(2) = -11$,
- $\pi'(2) = \operatorname{argmax}_a (q_\pi(2, l), q_\pi(2, r)) = r$
 - $q_\pi(2, l) = -1 + v_\pi(1) = -13$, $q_\pi(2, r) = -1 + v_\pi(3) = -7$
- $\pi'(3) = \operatorname{argmax}_a (q_\pi(3, l), q_\pi(3, r)) = r$
 - $q_\pi(3, l) = -1 + v_\pi(2) = -11$, $q_\pi(3, r) = -1$



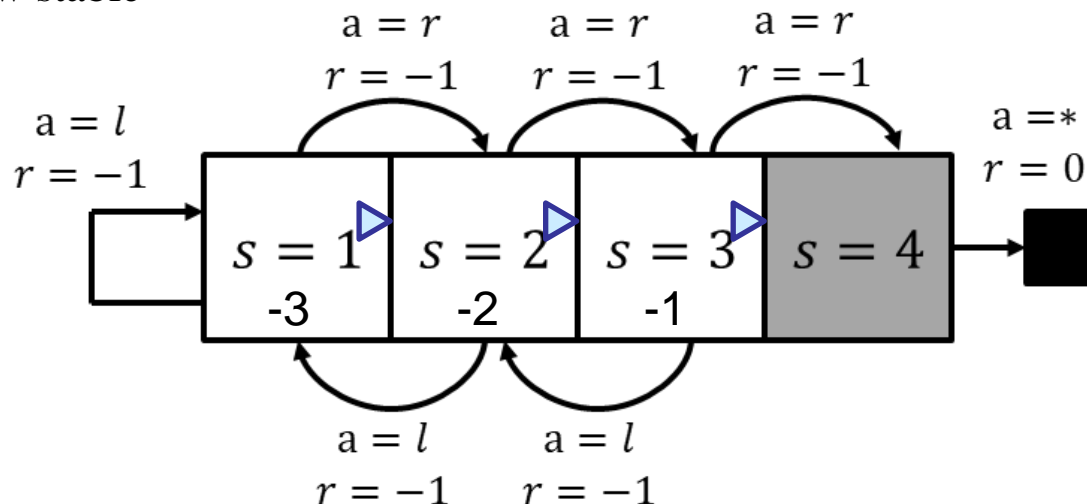
2.1 Policy Evaluation of Det Policy

- $v_{\pi}(1) = 1.0q_{\pi}(1,r) = -1 + v_{\pi}(2)$
 - $q_{\pi}(1,r) = -1 + v_{\pi}(2)$
- $v_{\pi}(2) = 1.0q_{\pi}(2,r) = -1 + v_{\pi}(3)$
 - $q_{\pi}(2,r) = -1 + v_{\pi}(3)$
- $v_{\pi}(3) = 1.0q_{\pi}(3,r) = -1$
 - $q_{\pi}(3,r) = -1$
- Solution: $v_{\pi}(1) = -3, v_{\pi}(2) = -2, v_{\pi}(3) = -1$



2.2 Policy Improvement

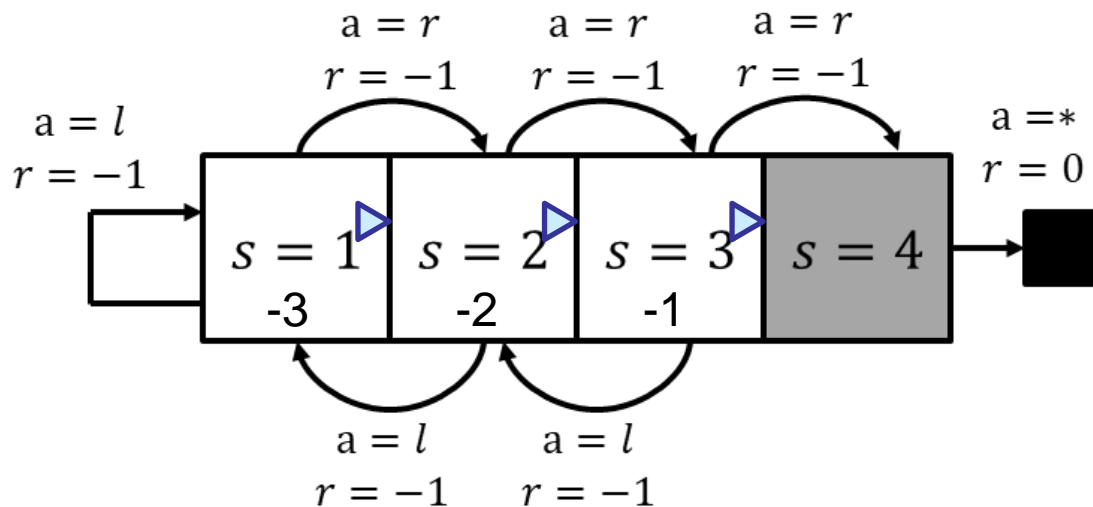
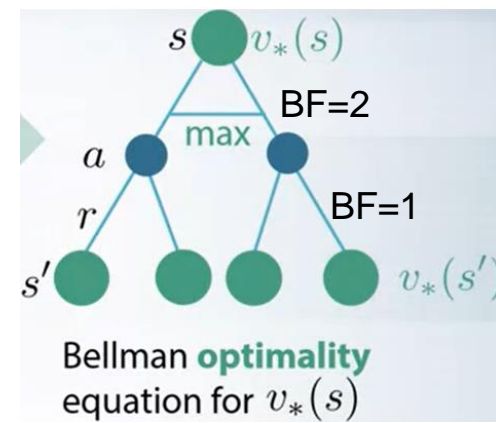
- Plug in values from PE to get new policy
- $\pi'(1) = \operatorname{argmax}_a(q_\pi(1, l), q_\pi(1, r)) = r$
 - $q_\pi(1, l) = -1 - 3 = -4, q_\pi(1, r) = -1 - 2 = -3$
- $\pi'(2) = \operatorname{argmax}_a(q_\pi(2, l), q_\pi(2, r)) = r$
 - $q_\pi(2, l) = -1 - 3 = -4, q_\pi(2, r) = -1 - 1 = -2$
- $\pi'(3) = \operatorname{argmax}_a(q_\pi(3, l), q_\pi(3, r)) = r$
 - $q_\pi(3, l) = -1 - 2 = -3, q_\pi(3, r) = -1$
- Policy is now stable



Value Iteration

Value Iteration

- Bellman Opt Equation: $v_*(s) = \max_a q_*(s, a); q_*(s, a) = R_s^a + \gamma v_*(s')$
- $v_*(1) = \max_a [q_*(1, l), q_*(1, r)] = \max_a [-1 + v_*(1), -1 + v_*(2)]$
 - $q_*(1, l) = -1 + v_*(1), q_*(1, r) = -1 + v_*(2)$
- $v_*(2) = \max_a [q_*(2, l), q_*(2, r)] = \max_a [-1 + v_*(1), -1 + v_*(3)]$
 - $q_*(2, l) = -1 + v_*(1), q_*(2, r) = -1 + v_*(3)$
- $v_*(3) = \max_a [q_*(3, l), q_*(3, r)] = \max_a [-1 + v_*(2), -1 + v_*(4)] = \max_a [-1 + v_*(2), -1]$
 - $q_*(3, l) = -1 + v_*(2), q_*(3, r) = -1 + v_*(4) = -1$
- We use Value Iteration to solve it. Table shows the iteration process until convergence. Solution: $v_*(1) = -3, v_*(2) = -2, v_*(3) = -1$
- Optimal policy: $\pi_*(1) = \operatorname{argmax}_{a \in \{l, r\}} q_*(1, a) = r; \pi_*(2) = \operatorname{argmax}_{a \in \{l, r\}} q_*(2, a) = r; \pi_*(3) = \operatorname{argmax}_{a \in \{l, r\}} q_*(3, a) = r$



	$V_*(1)$	$V_*(2)$	$V_*(3)$
Init	0	0	0
Iter1	-1	-1	-1
Iter2	-2	-2	-1
Iter3	-3	-2	-1
Iter4	-3	-2	-1

TD Learning

- TD update equation: $V(S_t) \leftarrow V(S_t) + \alpha(R_{t+1} + \gamma V(S_{t+1}) - V(S_t)) = R_{t+1} + \gamma V(S_{t+1})$
 - With $\gamma = 1, \alpha = 1$, each $V(s)$ is completely replaced/overwritten by the TD update

EP1-3

- $V(4) \equiv 0$. Initialize $V(1) = V(2) = V(3) = 0$,

- EP1: $(1, r, -1), (2, r, -1), (3, r, -1), (4, r, 0)$

1. $V(1) \leftarrow -1 + V(2) = -1 + 0 = -1$

2. $V(2) \leftarrow -1 + V(3) = -1 + 0 = -1$

3. $V(3) \leftarrow -1 + V(4) = -1 + 0 = -1$

- EP2: $(1, r, -1), (2, r, -1), (3, r, -1), (4, r, 0)$

1. $V(1) \leftarrow -1 + V(2) = -1 - 1 = -2$

2. $V(2) \leftarrow -1 + V(3) = -1 - 1 = -2$

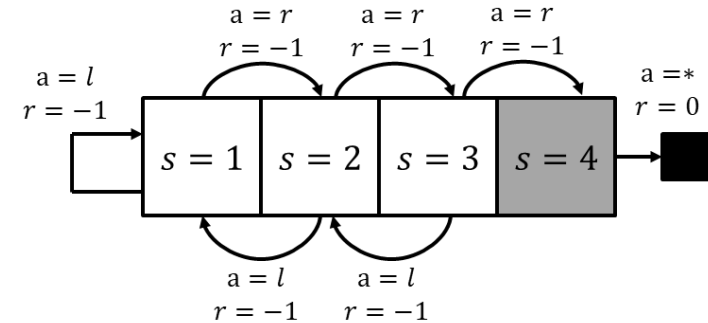
3. $V(3) \leftarrow -1 + V(4) = -1 + 0 = -1$

- EP3: $(1, r, -1), (2, r, -1), (3, r, -1), (4, r, 0)$

1. $V(1) \leftarrow -1 + V(2) = -1 - 2 = -3$

2. $V(2) \leftarrow -1 + V(3) = -1 - 1 = -2$

3. $V(3) \leftarrow -1 + V(4) = -1 + 0 = -1$



TD	$V(1)$	$V(2)$	$V(3)$
Init	0	0	0
After EP1	-1	-1	-1
After EP2	-2	-2	-1
After EP3	-3	-2	-1
After EP4	-5	-4	-1
After EP5	-7	-6	-1
After EP6	-9	-8	-1
After EP7	-11	-10	-1
After EP8	-13	-12	-1

- TD update equation: $V(S_t) \leftarrow R_{t+1} + V(S_{t+1})$

1. EP4:

$(3, l, -1), (2, l, -1), (1, l, -1), (1, r, -1), (2, r, -1), (3, r, -1), (4, r, 0)$

2. $V(3) \leftarrow -1 + V(2) = -1 - 2 = -3$

3. $V(2) \leftarrow -1 + V(1) = -1 - 3 = -4$

4. $V(1) \leftarrow -1 + V(1) = -1 - 3 = -4$

5. $V(1) \leftarrow -1 + V(2) = -1 - 4 = -5$

6. $V(2) \leftarrow -1 + V(3) = -1 - 3 = -4$

7. $V(3) \leftarrow -1 + V(4) = -1 + 0 = -1$

• EP5:

$(3, l, -1), (2, l, -1), (1, l, -1), (1, r, -1), (2, r, -1), (3, r, -1), (4, r, 0)$

1. $V(3) \leftarrow -1 + V(2) = -1 - 4 = -5$

2. $V(2) \leftarrow -1 + V(1) = -1 - 5 = -6$

3. $V(1) \leftarrow -1 + V(1) = -1 - 5 = -6$

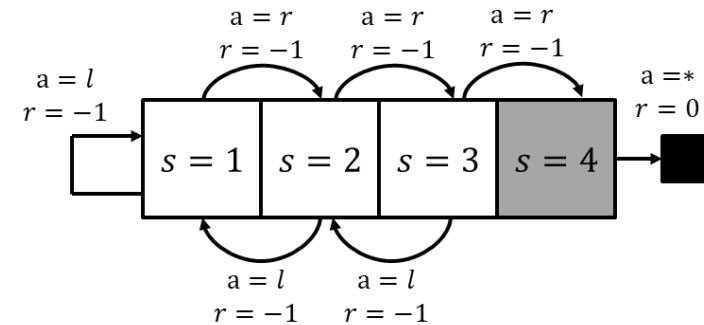
4. $V(1) \leftarrow -1 + V(2) = -1 - 6 = -7$

5. $V(2) \leftarrow -1 + V(3) = -1 - 5 = -6$

6. $V(3) \leftarrow -1 + V(4) = -1 + 0 = -1$

• EP6-8 omitted

EP4-8

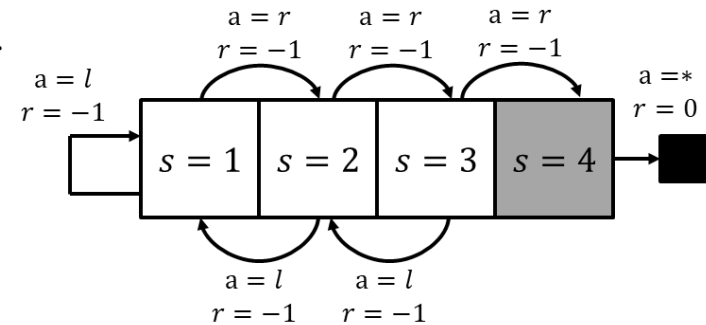


TD	$V(1)$	$V(2)$	$V(3)$
Init	0	0	0
After EP1	-1	-1	-1
After EP2	-2	-2	-1
After EP3	-3	-2	-1
After EP4	-5	-4	-1
After EP5	-7	-6	-1
After EP6	-9	-8	-1
After EP7	-11	-10	-1
After EP8	-13	-12	-1

TD failed to converge

- TD failed to converge for this set of episodes. The sequence of TD updates cause all value functions to be increasingly negative.

- For simplicity, consider the infinite sequence of $(2, l, -1), (1, r, -1), (2, l, -1) \dots$
- The sequence of TD updates: $V(2) = -1 + V(1), V(1) = -1 + V(2), \dots$ So $V(1)$ and $V(2)$ bootstrap off each other and both go to $-\infty$.
- An analogy is that two students $V(1)$ and $V(2)$ are copying from each other, but they never get any true reward feedback from the teacher ($V(4) = 0$)



- $V(3)$ is bootstrapped off $V(2)$ when moving left, and is bootstrapped off $V(4) \equiv 0$ when moving right. Steps 1-5 form a bootstrap dependency cycle $V(3) \leftarrow V(2) \leftarrow V(1) \leftarrow V(2) \leftarrow V(3)$ that causes $V(1), V(2), V(3)$ to blow up. Even though $V(3)$ is updated to $V(3) = -1 + V(4) = -1$ when it moves right to state 4, the episode ends immediately afterwards, so $V(1)$ and $V(2)$ do not have a chance to bootstrap off the correct $V(3)$.

- $V(3) \leftarrow -1 + V(2) = -1 - 4 = -5$
- $V(2) \leftarrow -1 + V(1) = -1 - 5 = -6$
- $V(1) \leftarrow -1 + V(1) = -1 - 5 = -6$
- $V(1) \leftarrow -1 + V(2) = -1 - 6 = -7$
- $V(2) \leftarrow -1 + V(3) = -1 - 5 = -6$
- $V(3) \leftarrow -1 + V(4) = -1 + 0 = -1$

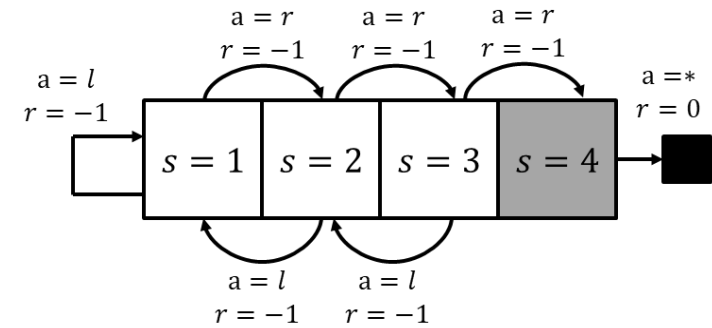
- If the episode does not end immediately, but the agent moves left again, then $V(1)$ and $V(2)$ will have a chance to bootstrap off the new $V(3)$, and they may converge to the correct values.

TD	$V(1)$	$V(2)$	$V(3)$
Init	0	0	0
After EP1	-1	-1	-1
After EP2	-2	-2	-1
After EP3	-3	-2	-1
After EP4	-5	-4	-1
After EP5	-7	-6	-1
After EP6	-9	-8	-1
After EP7	-11	-10	-1
After EP8	-13	-12	-1

Sarsa

- Sarsa update equation: $Q(S_t, A_t) \leftarrow Q(S_t, A_t) + \alpha(R_{t+1} + \gamma Q(S_{t+1}, A_{t+1}) - Q(S_t, A_t)) = R_{t+1} + Q(S_{t+1}, A_{t+1})$
 - With $\gamma = 1, \alpha = 1$, each $Q(S, A)$ is completely replaced/overwritten by the Sarsa update
- $Q(4, a) \equiv 0$. Initialize $Q(1, *) = Q(2, *) = Q(3, *) = 0$
- After EP1: $(1, r, -1), (2, r, -1), (3, r, -1), (4, r, 0)$
 - $Q(1, r) \leftarrow -1 + Q(2, r) = -1 + 0 = -1$
 - $Q(2, r) \leftarrow -1 + Q(3, r) = -1 + 0 = -1$
 - $Q(3, r) \leftarrow -1 + Q(4, r) = -1 + 0 = -1$
- After EP2: $(1, r, -1), (2, r, -1), (3, r, -1), (4, r, 0)$
 - $Q(1, r) \leftarrow -1 + Q(2, r) = -1 - 1 = -2$
 - $Q(2, r) \leftarrow -1 + Q(3, r) = -1 - 1 = -2$
 - $Q(3, r) \leftarrow -1 + Q(4, r) = -1 + 0 = -1$
- After EP3: $(1, r, -1), (2, r, -1), (3, r, -1), (4, r, 0)$
 - $Q(1, r) \leftarrow -1 + Q(2, r) = -1 - 2 = -3$
 - $Q(2, r) \leftarrow -1 + Q(3, r) = -1 - 1 = -2$
 - $Q(3, r) \leftarrow -1 + Q(4, r) = -1 + 0 = -1$

EP1-3



Sarsa	$Q(1, l)$	$Q(1, r)$	$Q(2, l)$	$Q(2, r)$	$Q(3, l)$	$Q(3, r)$
Init	0	0	0	0	0	0
After EP1	0	-1	0	-1	0	-1
After EP2	0	-2	0	-2	0	-1
After EP3	0	-3	0	-2	0	-1
After EP4	-4	-3	-1	-2	-1	-1
After EP5	-4	-3	-5	-2	-2	-1
After EP6	-4	-3	-5	-2	-6	-1
After EP7	-4	-3	-5	-2	-6	-1
After EP8	-4	-3	-5	-2	-6	-1

- Sarsa update equation: $Q(S_t, A_t) \leftarrow R_{t+1} + Q(S_{t+1}, A_{t+1})$
- EP4: (3, l, -1), (2, l, -1), (1, l, -1), (1, r, -1), (2, r, -1), (3, r, -1), (4, r, 0)

$$1. \quad Q(3, l) \leftarrow -1 + Q(2, l) = -1 + 0 = -1$$

$$2. \quad Q(2, l) \leftarrow -1 + Q(1, l) = -1 + 0 = -1$$

$$3. \quad Q(1, l) \leftarrow -1 + Q(1, r) = -1 - 3 = -4$$

$$4. \quad Q(1, r) \leftarrow -1 + Q(2, r) = -1 - 2 = -3$$

$$5. \quad Q(2, r) \leftarrow -1 + Q(3, r) = -1 - 1 = -2$$

$$6. \quad Q(3, r) \leftarrow -1 + Q(4, r) = -1 + 0 = -1$$

- EP5: (3, l, -1), (2, l, -1), (1, l, -1), (1, r, -1), (2, r, -1), (3, r, -1), (4, r, 0)

$$1. \quad Q(3, l) \leftarrow -1 + Q(2, l) = -1 - 1 = -2$$

$$2. \quad Q(2, l) \leftarrow -1 + Q(1, l) = -1 - 4 = -5$$

$$3. \quad Q(1, l) \leftarrow -1 + Q(1, r) = -1 - 3 = -4$$

$$4. \quad Q(1, r) \leftarrow -1 + Q(2, r) = -1 - 2 = -3$$

$$5. \quad Q(2, r) \leftarrow -1 + Q(3, r) = -1 - 1 = -2$$

$$6. \quad Q(3, r) \leftarrow -1 + Q(4, r) = -1 + 0 = -1$$

- EP6: (3, l, -1), (2, l, -1), (1, l, -1), (1, r, -1), (2, r, -1), (3, r, -1), (4, r, 0)

$$1. \quad Q(3, l) \leftarrow -1 + Q(2, l) = -1 - 5 = -6$$

$$2. \quad Q(2, l) \leftarrow -1 + Q(1, l) = -1 - 4 = -5$$

$$3. \quad Q(1, l) \leftarrow -1 + Q(1, r) = -1 - 3 = -4$$

$$4. \quad Q(1, r) \leftarrow -1 + Q(2, r) = -1 - 2 = -3$$

$$5. \quad Q(2, r) \leftarrow -1 + Q(3, r) = -1 - 1 = -2$$

$$6. \quad Q(3, r) \leftarrow -1 + Q(4, r) = -1 + 0 = -1$$

- EP7: (3, l, -1), (2, l, -1), (1, l, -1), (1, r, -1), (2, r, -1), (3, r, -1), (4, r, 0)

$$1. \quad Q(3, l) \leftarrow -1 + Q(2, l) = -1 - 5 = -6$$

$$2. \quad Q(2, l) \leftarrow -1 + Q(1, l) = -1 - 4 = -5$$

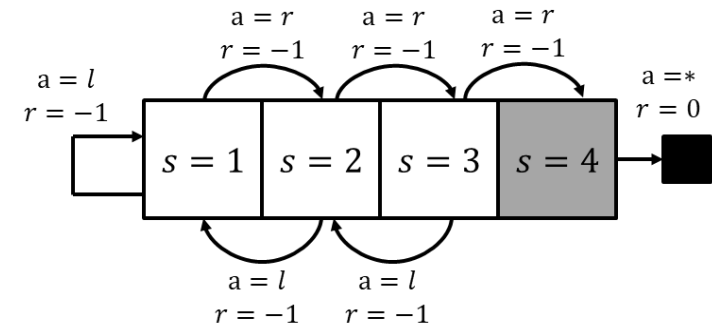
$$3. \quad Q(1, l) \leftarrow -1 + Q(1, r) = -1 - 3 = -4$$

$$4. \quad Q(1, r) \leftarrow -1 + Q(2, r) = -1 - 2 = -3$$

$$5. \quad Q(2, r) \leftarrow -1 + Q(3, r) = -1 - 1 = -2$$

$$6. \quad Q(3, r) \leftarrow -1 + Q(4, r) = -1 + 0 = -1 \text{ (Q values have converged, EP8 omitted)}$$

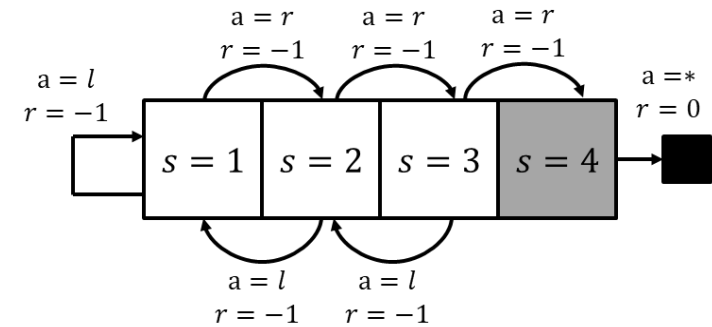
EP4-8



Sarsa	$Q(1, l)$	$Q(1, r)$	$Q(2, l)$	$Q(2, r)$	$Q(3, l)$	$Q(3, r)$
Init	0	0	0	0	0	0
After EP1	0	-1	0	-1	0	-1
After EP2	0	-2	0	-2	0	-1
After EP3	0	-3	0	-2	0	-1
After EP4	-4	-3	-1	-2	-1	-1
After EP5	-4	-3	-5	-2	-2	-1
After EP6	-4	-3	-5	-2	-6	-1
After EP7	-4	-3	-5	-2	-6	-1
After EP8	-4	-3	-5	-2	-6	-1

Comments on Sarsa

- State-action value functions for moving right look reasonable: $Q(1, r) = -3, Q(2, r) = -2, Q(3, r) = -1$.
- State-action value functions for moving left look unreasonable: $Q(1, l) = -4, Q(2, l) = -5, Q(3, l) = -6$. This is because the only trajectory with move left actions are $3 \rightarrow 2 \rightarrow 1 \rightarrow 1 \rightarrow 2 \rightarrow 3 \rightarrow 4$, the Q values are updated based on only this episode (on-policy), i.e., from state 3 taking action left, it can only take the above trajectory, and reach the goal in 6 steps, hence $Q(3, l) = -6$. If we had collected more trajectories like $3 \rightarrow 2 \rightarrow 3 \rightarrow 4$, then Sarsa could learn the more accurate Q value $Q(3, l) = -1 + Q(2, r) = -3$.
- Even though the Q values for left actions are inaccurate, the greedy policy is still optimal since right action is always better than left:
 - $\pi_*(1) = \operatorname{argmax}_a (Q(1, l), Q(1, r)) = r$
 - $\pi_*(2) = \operatorname{argmax}_a (Q(2, l), Q(2, r)) = r$
 - $\pi_*(3) = \operatorname{argmax}_a (Q(3, l), Q(3, r)) = r$



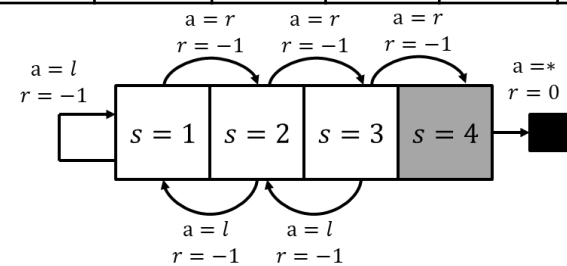
Sarsa	$Q(1, l)$	$Q(1, r)$	$Q(2, l)$	$Q(2, r)$	$Q(3, l)$	$Q(3, r)$
Init	0	0	0	0	0	0
After EP1	0	-1	0	-1	0	-1
After EP2	0	-2	0	-2	0	-1
After EP3	0	-3	0	-2	0	-1
After EP4	-4	-3	-1	-2	-1	-1
After EP5	-4	-3	-5	-2	-2	-1
After EP6	-4	-3	-5	-2	-6	-1
After EP7	-4	-3	-5	-2	-6	-1
After EP8	-4	-3	-5	-2	-6	-1

Why Sarsa did not blow up

- TD: $V(s)$ is updated regardless if agent moves left or right. $V(3)$ is bootstrapped off $V(2)$ when moving left, and is bootstrapped off $V(4) \equiv 0$ when moving right. bootstrap dependency cycle $V(3) \leftarrow V(2) \leftarrow V(1) \leftarrow V(2) \leftarrow V(3)$ that causes $V(1), V(2), V(3)$ to blow up
- Sarsa: when agent moves left, $Q(s, l)$ is updated; when agent moves right, $Q(s, r)$ is updated. $Q(3, r)$ is always bootstrapped off $Q(4, r) \equiv 0$. So there is no bootstrap dependency cycle like TD. The linear dependency chain from $Q(4, r)$ to $Q(3, l)$ determines the stable values:

1. $Q(3, l) \leftarrow -1 + Q(2, l) = -1 - 5 = -6$
2. $Q(2, l) \leftarrow -1 + Q(1, l) = -1 - 4 = -5$
3. $Q(1, l) \leftarrow -1 + Q(1, r) = -1 - 3 = -4$
4. $Q(1, r) \leftarrow -1 + Q(2, r) = -1 - 2 = -3$
5. $Q(2, r) \leftarrow -1 + Q(3, r) = -1 - 1 = -2$
6. $Q(3, r) \leftarrow -1 + Q(4, r) = -1 + 0 = -1$

Sarsa	$Q(1, l)$	$Q(1, r)$	$Q(2, l)$	$Q(2, r)$	$Q(3, l)$	$Q(3, r)$
Init	0	0	0	0	0	0
After EP1	0	-1	0	-1	0	-1
After EP2	0	-2	0	-2	0	-1
After EP3	0	-3	0	-2	0	-1
After EP4	-4	-3	-1	-2	-1	-1
After EP5	-4	-3	-5	-2	-2	-1
After EP6	-4	-3	-5	-2	-6	-1
After EP7	-4	-3	-5	-2	-6	-1
After EP8	-4	-3	-5	-2	-6	-1



Q Learning

- QL update equation: $(S_t, A_t) \leftarrow Q(S_t, A_t) + \alpha (R_{t+1} + \gamma \max_{a'} Q(S_{t+1}, a') - Q(S_t, A_t)) = R_{t+1} + \gamma \max_{a'} Q(S_{t+1}, a')$
 - With $\gamma = 1, \alpha = 1$, each $Q(S, A)$ is completely replaced overwritten by the Q update

- After EP1: $(1, r, -1), (2, r, -1), (3, r, -1), (4, r, 0)$

$$1. \quad Q(1, r) \leftarrow -1 + \max_{a'} Q(2, a') = -1 + \max(0, 0) = -1$$

$$2. \quad Q(2, r) \leftarrow -1 + \max_{a'} Q(3, a') = -1 + \max(0, 0) = -1$$

$$3. \quad Q(3, r) \leftarrow -1 + \max_{a'} Q(4, a') = -1 + 0 = -1$$

- After EP2: $(1, r, -1), (2, r, -1), (3, r, -1), (4, r, 0)$

$$1. \quad Q(1, r) \leftarrow -1 + \max_{a'} Q(2, a') = -1 + \max(-1, 0) = -1$$

$$2. \quad Q(2, r) \leftarrow -1 + \max_{a'} Q(3, a') = -1 + \max(-1, 0) = -1$$

$$3. \quad Q(3, r) \leftarrow -1 + \max_{a'} Q(4, a') = -1 + 0 = -1$$

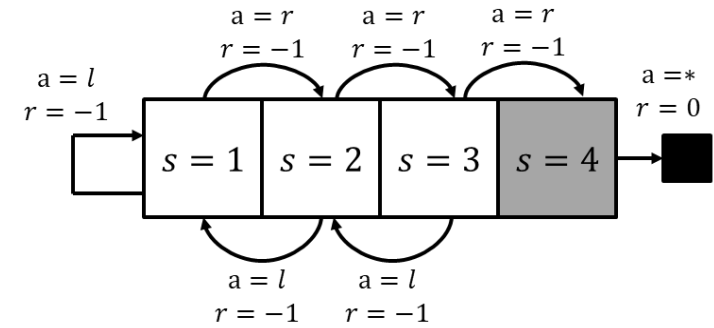
- After EP3: $(1, r, -1), (2, r, -1), (3, r, -1), (4, r, 0)$

$$1. \quad Q(1, r) \leftarrow -1 + \max_{a'} Q(2, a') = -1 + \max(-1, 0) = -1$$

$$2. \quad Q(2, r) \leftarrow -1 + \max_{a'} Q(3, a') = -1 + \max(-1, 0) = -1$$

$$3. \quad Q(3, r) \leftarrow -1 + \max_{a'} Q(4, a') = -1 + 0 = -1$$

EP1-3



QL	$Q(1, l)$	$Q(1, r)$	$Q(2, l)$	$Q(2, r)$	$Q(3, l)$	$Q(3, r)$
Init	0	0	0	0	0	0
After EP1	0	-1	0	-1	0	-1
After EP2	0	-1	0	-1	0	-1
After EP3	0	-1	0	-1	0	-1
After EP4	-1	-2	-1	-2	-1	-1
After EP5	-2	-3	-2	-2	-2	-1
After EP6	-3	-3	-3	-2	-3	-1
After EP7	-4	-3	-4	-2	-3	-1
After EP8	-4	-3	-4	-2	-3	-1

- EP4: (3,l,-1), (2,l,-1), (1,l,-1), (1,r,-1), (2,r,-1), (3,r,-1), (4,r,0)

1. $Q(3,l) \leftarrow -1 + \max_{a'} Q(2,a') = -1 + \max(0, -1) = -1$
2. $Q(2,l) \leftarrow -1 + \max_{a'} Q(1,a') = -1 + \max(0, -1) = -1$
3. $Q(1,l) \leftarrow -1 + \max_{a'} Q(1,a') = -1 + \max(0, -1) = -1$
4. $Q(1,r) \leftarrow -1 + \max_{a'} Q(2,a') = -1 + \max(-1, -1) = -2$
5. $Q(2,r) \leftarrow -1 + \max_{a'} Q(3,a') = -1 + \max(-1, -1) = -2$
6. $Q(3,r) \leftarrow -1 + \max_{a'} Q(4,a') = -1 + 0 = -1$

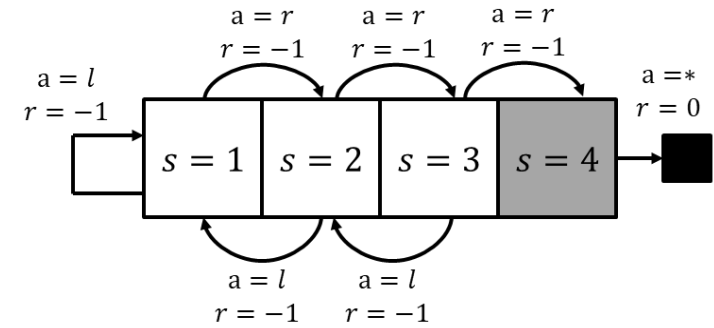
- EP5: (3,l,-1), (2,l,-1), (1,l,-1), (1,r,-1), (2,r,-1), (3,r,-1), (4,r,0)

1. $Q(3,l) \leftarrow -1 + \max_{a'} Q(2,a') = -1 + \max(-1, -2) = -2$
2. $Q(2,l) \leftarrow -1 + \max_{a'} Q(1,a') = -1 + \max(-1, -2) = -2$
3. $Q(1,l) \leftarrow -1 + \max_{a'} Q(1,a') = -1 + \max(-1, -2) = -2$
4. $Q(1,r) \leftarrow -1 + \max_{a'} Q(2,a') = -1 + \max(-2, -2) = -3$
5. $Q(2,r) \leftarrow -1 + \max_{a'} Q(3,a') = -1 + \max(-2, -1) = -2$
6. $Q(3,r) \leftarrow -1 + \max_{a'} Q(4,a') = -1 + 0 = -1$

- EP6: (3,l,-1), (2,l,-1), (1,l,-1), (1,r,-1), (2,r,-1), (3,r,-1), (4,r,0)

1. $Q(3,l) \leftarrow -1 + \max_{a'} Q(2,a') = -1 + \max(-2, -2) = -3$
2. $Q(2,l) \leftarrow -1 + \max_{a'} Q(1,a') = -1 + \max(-2, -3) = -3$
3. $Q(1,l) \leftarrow -1 + \max_{a'} Q(1,a') = -1 + \max(-2, -3) = -3$
4. $Q(1,r) \leftarrow -1 + \max_{a'} Q(2,a') = -1 + \max(-3, -2) = -3$
5. $Q(2,r) \leftarrow -1 + \max_{a'} Q(3,a') = -1 + \max(-3, -1) = -2$
6. $Q(3,r) \leftarrow -1 + \max_{a'} Q(4,a') = -1 + 0 = -1$

EP4-6



QL	$Q(1,l)$	$Q(1,r)$	$Q(2,l)$	$Q(2,r)$	$Q(3,l)$	$Q(3,r)$
Init	0	0	0	0	0	0
After EP1	0	-1	0	-1	0	-1
After EP2	0	-1	0	-1	0	-1
After EP3	0	-1	0	-1	0	-1
After EP4	-1	-2	-1	-2	-1	-1
After EP5	-2	-3	-2	-2	-2	-1
After EP6	-3	-3	-3	-2	-3	-1
After EP7	-4	-3	-4	-2	-3	-1
After EP8	-4	-3	-4	-2	-3	-1

- EP7:

$(3, l, -1), (2, l, -1), (1, l, -1), (1, r, -1), (2, r, -1), (3, r, -1), (4, r, 0)$

$$1. \quad Q(3, l) \leftarrow -1 + \max_{a'} Q(2, a') = -1 + \max(-3, -2) = -3$$

$$2. \quad Q(2, l) \leftarrow -1 + \max_{a'} Q(1, a') = -1 + \max(-3, -3) = -4$$

$$3. \quad Q(1, l) \leftarrow -1 + \max_{a'} Q(1, a') = -1 + \max(-3, -3) = -4$$

$$4. \quad Q(1, r) \leftarrow -1 + \max_{a'} Q(2, a') = -1 + \max(-4, -2) = -3$$

$$5. \quad Q(2, r) \leftarrow -1 + \max_{a'} Q(3, a') = -1 + \max(-3, -1) = -2$$

$$6. \quad Q(3, r) \leftarrow -1 + \max_{a'} Q(4, a') = -1 + 0 = -1$$

- EP8:

$(3, l, -1), (2, l, -1), (1, l, -1), (1, r, -1), (2, r, -1), (3, r, -1), (4, r, 0)$

$$1. \quad Q(3, l) \leftarrow -1 + \max_{a'} Q(2, a') = -1 + \max(-4, -2) = -3$$

$$2. \quad Q(2, l) \leftarrow -1 + \max_{a'} Q(1, a') = -1 + \max(-4, -3) = -4$$

$$3. \quad Q(1, l) \leftarrow -1 + \max_{a'} Q(1, a') = -1 + \max(-4, -3) = -4$$

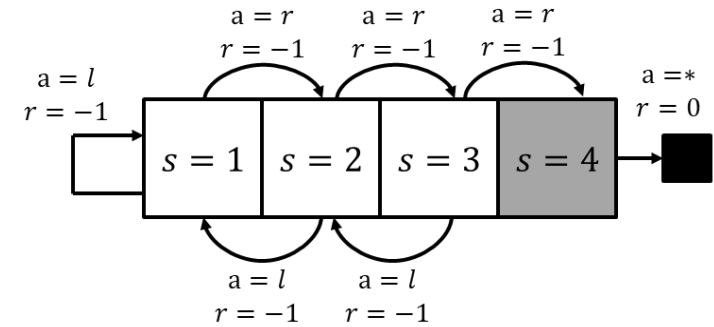
$$4. \quad Q(1, r) \leftarrow -1 + \max_{a'} Q(2, a') = -1 + \max(-4, -2) = -3$$

$$5. \quad Q(2, r) \leftarrow -1 + \max_{a'} Q(3, a') = -1 + \max(-3, -1) = -2$$

$$6. \quad Q(3, r) \leftarrow -1 + \max_{a'} Q(4, a') = -1 + 0 = -1$$

- Q values have converged

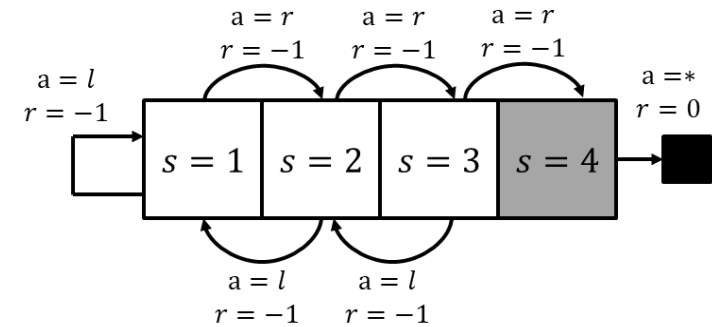
EP7-8



QL	$Q(1, l)$	$Q(1, r)$	$Q(2, l)$	$Q(2, r)$	$Q(3, l)$	$Q(3, r)$
Init	0	0	0	0	0	0
After EP1	0	-1	0	-1	0	-1
After EP2	0	-1	0	-1	0	-1
After EP3	0	-1	0	-1	0	-1
After EP4	-1	-2	-1	-2	-1	-1
After EP5	-2	-3	-2	-2	-2	-1
After EP6	-3	-3	-3	-2	-3	-1
After EP7	-4	-3	-4	-2	-3	-1
After EP8	-4	-3	-4	-2	-3	-1

Comments on QL

- QL converges. All state-action value functions look reasonable: $Q(1,r) = -3, Q(2,r) = -2, Q(3,r) = -1$.
- $Q(1,l) = -4$: If agent moves left in state 1, it takes at most 4 steps to reach goal state 4: $1 \rightarrow 1 \rightarrow 2 \rightarrow 3 \rightarrow 4$.
- $Q(2,l) = -4$: If agent moves left in state 2, it takes at most 4 steps to reach goal state 4: $2 \rightarrow 1 \rightarrow 2 \rightarrow 3 \rightarrow 4$.
- $Q(3,l) = -3$: If agent moves left in state 3, it takes at most 3 steps to reach goal state 4: $3 \rightarrow 2 \rightarrow 3 \rightarrow 4$.
- So QL is smarter than Sarsa: since it is off-policy, agent can learn the correct Q value functions that correspond to trajectories that it has never actually experienced, e.g., if agent moves left in state 3, even though it never experienced the trajectory $3 \rightarrow 2 \rightarrow 3 \rightarrow 4$, its Q values are updated so that the optimal policy follows that trajectory.
- Q values learned by QL are accurate, and the greedy policy is optimal:



QL	$Q(1,l)$	$Q(1,r)$	$Q(2,l)$	$Q(2,r)$	$Q(3,l)$	$Q(3,r)$
Init	0	0	0	0	0	0
After EP1	0	-1	0	-1	0	-1
After EP2	0	-1	0	-1	0	-1
After EP3	0	-1	0	-1	0	-1
After EP4	-1	-2	-1	-2	-1	-1
After EP5	-2	-3	-2	-2	-2	-1
After EP6	-3	-3	-3	-2	-3	-1
After EP7	-4	-3	-4	-2	-3	-1
After EP8	-4	-3	-4	-2	-3	-1

- $\pi_*(1) = \operatorname{argmax}_a(Q(1,l), Q(1,r)) = r$
- $\pi_*(2) = \operatorname{argmax}_a(Q(2,l), Q(2,r)) = r$
- $\pi_*(3) = \operatorname{argmax}_a(Q(3,l), Q(3,r)) = r$