

# Assignment 2

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# 1 Theory

## 1.1 Exercise 1

Given the following table:

$$Q(s, a) = \begin{pmatrix} Q(1,1) & Q(1,2) \\ Q(2,1) & Q(2,2) \end{pmatrix} = \begin{pmatrix} 1 & 2 \\ 3 & 4 \end{pmatrix}$$

Assuming  $\alpha = 0.1$  and  $\gamma = 0.5$ , after the experience:  $(s, a, r, s') = (1, 2, 3, 2)$  we can compute the Q-table update for:

1. Q-Learning

2. SARSA in the case  $a' = \pi_\epsilon(s') = 2$

1. In the case of Q-Learning we can proceed using the following update rule:

$$Q(s, a) = Q(s, a) + \alpha[r + \gamma(\max_a Q(s', a')) - Q(s, a)]$$

So we would have:

$$\begin{aligned} Q(s, a) &= Q(1, 2) + 0.1[3 + 0.5(\max_a Q(2, a')) - Q(1, 2)] \\ \rightarrow Q(1, 2) &+ 0.1[3 + 0.5(\max(Q(2, 1), Q(2, 2))) - Q(1, 2)] \\ \rightarrow &2 + 0.1[3 + 0.5 \cdot 4 - 2] \\ \rightarrow &2 + 0.3 = 2.3 \end{aligned}$$

2. For SARSA we use as update rule:

$$Q(s, a) = Q(s, a) + \alpha[r + \gamma(Q(s', a')) - Q(s, a)]$$

in this case  $a' = 2$ , so we would have:

$$\begin{aligned} Q(s, a) &= Q(1, 2) + 0.1[3 + 0.5(Q(2, a')) - Q(1, 2)] \\ \rightarrow Q(1, 2) &+ 0.1[3 + 0.5(Q(2, 2)) - Q(1, 2)] \\ \rightarrow &2 + 0.1[3 + 0.5 \cdot 4 - 2] \\ \rightarrow &2 + 0.3 = 2.3 \end{aligned}$$

## 1.2 Exercise 2

## 2 Code Implementation

### 2.1 Policy Iteration

## 2.2 iLQR