# Reinforcement Learning HW1 By Madhur Tandon (2016053)

## 1) Comparison between Constant Step Size and Sample Averages

#### Analysis:

Constant Step Size gives more weight to recent rewards and thus easily adapts and surpasses the method using Sample Averages

## 2) Mysterious Spikes

Optimistic Initial Values encourage exploration in the initial phase as every action when explored is disappointing in some sense.

as 
$$Q(n) = Q(n-1) + alpha*(R(n) - Q(n-1))$$

Since Q(n-1) is large (because optimistic initial value), Q(n) decreases.

Thus, the agent chooses the action with max Q(n) which is essentially the action which hasn't been tried before.

After K turns, all possible K actions would have been chosen (on an average). Thus, in the (K+1)th turn, the action which gives the maximum reward will be chosen by the agent.

On an average, this action is the optimal action i.e. the one that gives  $max(q^*)$  thereby resulting in a spike.

#### *Non-stationary case*:

The Mysterious Spike disappears and Optimistic Initial Value method performs equally (if not better) to Epsilon Greedy. This is because on the (K+1)th turn, the optimal action aka the one that gives  $max(q^*)$  has changed since  $q^*$  has changed itself.

## 3) Making constant step size independent of Q(0)

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	al n rund sad (1)
Also, On = On-1 + 3n (Rn-On-	-ı) — ©
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substituting on from (A)	cheminals the earlier of
84 = 84-1 + x (Ru-84-1	2
δn-1 + α(1-0n	MA A HOUND OU A AMA
Put N=1	( yes on everyen)
$\therefore \theta_1 = \theta_0 + \alpha(R_1 - \theta_0)$	Thus, as (1841) takes,
$\overline{\delta_0} + \alpha (1 - \overline{\delta_0})$	
From (A), we know that Do	= 0
: 01=00+ x(R1-00)	
0+ × (1-0)	
01 = 00 + x(R1-00)	
X	
01 = 0/2 + R1-0/2	
: 01 = R1	
Now, fince 01=R1	
:. Or does not depend	on do
=) or does not have	
	bios ( since 02 depends on 01)
In a similal way,	
on does not hove	initial bios