

# INDIANA UNIVERSITY BLOOMINGTON



## PA 3: Reinforcement Learning

I 526 Applied Machine Learning

### SHORT REPORT

*Submitted by*

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## Usage

```
@author   : Nihar Khetan, Ghanshyam Malu, Xiao Liang
@desc     : Grid world for reinforcement learning
            1. Report learned values by value iteration
            2. Implement Q learning with initial  $\epsilon = 0.9$ 
            3. Set reward at each step to be 0. Report results.

@Usage    : Execute the python file "RUN_ME.py" to run the Gold Explorer
            $ python RUN_ME.py

@Version  : Uses Python 2.7
```

## Value Iteration

### With Reward -1

```
=====
                        Welcome to Gold Explorer Using Reinforcement Learning
=====

Choose one of the available options:
0 - Explore Gold using Reinforcement Learning - Value Iteration
1 - Explore Gold using Reinforcement Learning - Q Value

Your choice from [0, 1]... 0
Show detailed log (Y/N)?... : n
Set reward for each block preferred option [0 or -1]... : -1
=====
                        Welcome to Gold Explorer Using Reinforcement Learning - Value Iteration
=====

Iterating.....

%%%%%%%%%%%% Total # of Value Iterations :271 %%%%%%%%%%

*****
                        Grid World Reward Matrix
*****
|   -1   |   -1   |   -1   |   10   |
-----
|   -1   |  -50   |   -1   |   -1   |
-----
|   -1   |   -1   |   -1   |   -1   |
-----
|   -1   |    0   |   -1   |    0   |
-----
|   -1   |   -1   |   -1   |   -1   |
-----

*****
                        Grid World Value Matrix
*****
| 36.067672 | 43.870462 | 63.667549 | 76.643424 |
-----
| 30.449663 | -5.389848 | 52.690462 | 63.667549 |
-----
| 30.254205 | 37.072329 | 43.610152 | 52.690462 |
-----
| 25.345155 | 0.000000 | 37.072329 | 0.000000 |
-----
| 21.034770 | 25.345155 | 30.254205 | 26.228784 |
-----

=====
                        Thank you for using Gold Explorer Reinforcement Learning - Value Iteration
=====
```

## With Reward 0

```
*****
Grid World Reward Matrix
*****
```

	0		0		0		10	
-----								
	0		-50		0		0	
-----								
	0		0		0		0	
-----								
	0		0		0		0	
-----								
	0		0		0		0	
-----								

```
*****
Grid World Value Matrix
*****
```

	41.040094		47.991329		66.970499		78.766749	
-----								
	36.035204		-1.263498		56.991329		66.970499	
-----								
	36.594731		42.793026		48.736502		56.991329	
-----								
	32.131959		0.000000		42.793026		0.000000	
-----								
	28.213428		32.131959		36.594731		32.935258	
-----								

## Q Value

### Observation

The Q Values may change during every subsequent execution of the program due to the randomization done at multiple levels.

- Choosing between Explore / Exploit
- Choosing a random action during Explore
- Environmental properties for couple of actions not being deterministic i.e., (right and up actions)

**Nevertheless, the policy obtained remains consistent.**

Other observations:

- Epsilon is initialized with 0.9 to favor more exploration during the early stages of learning.
- The Goal grid is made special, i.e., once inside the Goal grid, any action taken will lead to the Goal itself.

## With Reward -1

\*\*\*\*\*

Grid World Reward Matrix

\*\*\*\*\*

	-1		-1		-1		10	
-----								
	-1		-50		-1		-1	
-----								
	-1		-1		-1		-1	
-----								
	-1		0		-1		0	
-----								
	-1		-1		-1		-1	
-----								

\*\*\*\*\*

Grid World Q Values Matrix

\*\*\*\*\*

		61.97				69.97				78.86				99.73		
	61.97		69.98		61.97		78.87		69.97		88.75		99.73		99.73	
		54.77				17.87				69.97				99.73		
-----																
		61.97				20.98				78.87				88.75		
	54.78		17.88		5.78		20.97		17.88		78.86		69.97		78.86	
		48.30				5.78				61.98				69.97		
-----																
		54.78				17.88				69.98				78.86		
	48.30		54.78		48.30		61.98		54.78		69.97		61.98		69.97	
		42.47				54.78				54.78				69.97		
-----																
		48.30				0.00				61.98				0.00		
	42.47		42.47		0.00		0.00		54.78		54.78		0.00		0.00	
		37.22				0.00				48.30				0.00		
-----																
		42.47				42.47				54.78				42.47		
	37.22		42.47		37.22		48.30		42.47		42.47		48.30		42.47	
		37.22				42.47				48.30				42.47		
-----																

## With Reward 0

```
*****
Grid World Reward Matrix
*****
```

	0		0		0		10	
-----								
	0		-50		0		0	
-----								
	0		0		0		0	
-----								
	0		0		0		0	
-----								
	0		0		0		0	
-----								

```
*****
Grid World Q Values Matrix
*****
```

		61.33				68.11				75.77				94.09		
	61.33		68.18		61.30		75.83		68.10		84.60		94.28		94.08	
		55.18				16.40				68.12				94.30		
		61.34				18.13				75.96				84.55		
	55.18		16.42		5.17		18.29		16.38		75.95		68.19		75.78	
		49.72				5.25				61.35				68.14		
		55.17				16.42				68.30				75.92		
	49.73		55.27		49.72		61.44		55.25		68.25		61.37		68.24	
		44.75				55.26				55.25				68.25		
		49.73				0.00				61.42				0.00		
	44.75		44.75		0.00		0.00		55.25		55.25		0.00		0.00	
		40.27				0.00				49.72				0.00		
		44.75				44.75				55.26				44.71		
	40.28		44.75		40.27		49.73		44.75		44.72		49.71		44.72	
		40.27				44.75				49.72				44.72		