

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 e = 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  |
|-----|

*****
Grid World Optimum Policy
*****
|  >  |  >  |  >  |  v / > / ^ / <  |
|-----|
|  ^  |  >  |  > / ^  |  ^  |
|-----|
|  >  |  >  |  > / ^  |  ^  |
|-----|
|  ^  |  #####  |  ^  |  #####  |
|-----|
|  > / ^  |  >  |  ^  |  <  |
|-----|

*****
^ : Up    v : Down    < : Left    > : Right    / : Or
*****
```

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 |
-----

*****
                        Grid World Optimum Policy
*****
|   >   |   >   |   >   | v / > / ^ / < |
-----
|   ^   |   >   |   > / ^   |   ^   |
-----
|   >   |   >   |   > / ^   |   ^   |
-----
|   ^   | ##### |   ^   | ##### |
-----
|   > / ^ |   >   |   ^   |   <   |
-----

```

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. Some 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.
- A difference/margin of 0.05 from the MAX QValue in a Grid has been considered **ONLY** while printing the Optimum policy and **not** during the calculations.

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

Grid World Optimum Policy

	>		>		>		v / < / > / ^	
	^		> / ^		> / ^		^	
	> / ^		>		> / ^		^	
	^		#####		^		#####	
	> / ^		>		^		<	

^ : Up v : Down < : Left > : Right Diff. Threshold : (0.05)

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

Grid World Optimum Policy

	>		>		>		v / <	
	^		>		> / ^		^	
	>		>		> / ^		^	
	^		#####		^		#####	
	> / ^		>		^		<	

^ : Up v : Down < : Left > : Right Diff. Threshold : (0.05)
