## Reinforcement Learning Exercise

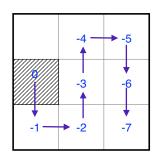
## **Question 1: Monte Carlo Estimation**

Given is a gridworld with possible actions in each direction and a reward of -1 for each action. The marked grid is the terminal state. The actions for two episodes have been calculated and are displayed below. The numbers indicate the order of the steps.

(a) The first episode uses the following actions. Calculate the value function after the episode.

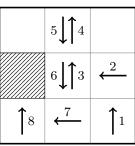
Actions: 4  $\uparrow_2$  $\int 5$  $\uparrow_1$ 

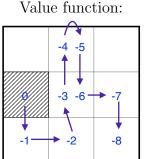
Value Function:



(b) (8 points) Here are the actions for the second episode. What is the updated value function?

Actions:





## Question 2: Time Difference Learning

We would now like to use TD(0) prediction for the same problem. The actions are the same as above. The value function is initially -1 for every state except the terminal state. A constant step size  $\alpha = 0.2$  is used. Run the algorithm for 2 episodes.

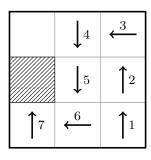
Initiale Value Funktion:

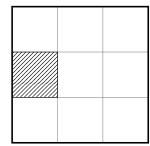
-1.0	-1.0	-1.0
	-1.0	-1.0
-1.0	-1.0	-1.0

(a) The following actions are used for the first episode. Specify the value function after the first episode.

Actions:

Value function:

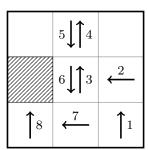


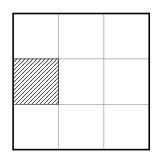


(b) These are the actions for the second episode. What is the updated value function?

Actions:

Value Function:





## Question 3: Q-Learning

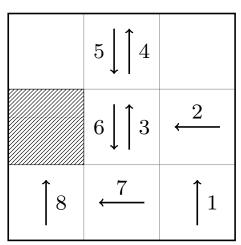
Instead of prediction, we now want to use Q-learning as the control algorithm. To do this, we want to calculate the action-value function and then a better policy in each case. You have already performed iterations, and the current action values for each state in the direction of the actions N, E, S, and W are as shown below.

Initial action-value function:

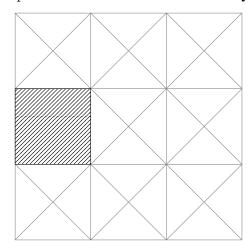
initial action varac ranction.			
-2.3	-3.2	-3.6	
$-2.4$ $\sim$ $-2.7$	-2.0 angle $ -3.4 angle$	$-2.4$ $\times$ $-3.2$	
-1.0	-2.1	-2.8	
	-3.1	-3.2	
	$-1.0$ $\sim$ $-3.2$	-2.2 $(-3.5)$	
	-2.6	/-3.4	
-1.0	-2.2	-2.7/	
-2.2 $(-3.1)$	-2.1 $(-2.6)$	-2.8 -3.6	
-2.1	-2.5	_3.7	

(a) The actions drawn from the policy for each state are shown below. Calculate the action-value functions for the episode shown. This time, use a constant step size  $\alpha=1$  for the update. Only enter the values that have changed.

Actions:



Update the action-value function Q:



(b) Now calculate the greedy policy for all states from the values after the above update and plot them.

