## Your grade: 90%

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Next item →

1.	A policy is a function which maps to		1/1 point
	Actions to probability distributions over values.		
	O States to values.		
	States to probability distributions over actions.		
	Correct!		
	Actions to probabilities.		
	States to actions.		
2.	2. The term "backup" most closely resembles the term in meaning.		1/1 point
	○ Value		
	Update		
	Correct!		
	O Diament		
	O Diagram		
3.	3. At least one deterministic optimal policy exists in every Markov decision process.		1/1 point
	○ False		
	True		
	Correct! Let's say there is a policy $\pi_1$ which does well in some states, while policy others. We could combine these policies into a third policy $\pi_3$ , which always considered according to whichever of policy $\pi_1$ and $\pi_2$ has the highest value in the current necessarily have a value greater than or equal to both $\pi_1$ and $\pi_2$ in every state situation where doing well in one state requires sacrificing value in another. But always exists some policy which is best in every state. This is of course only an there is in fact a rigorous proof showing that there must always exist at least or policy.	thooses actions at state. $\pi_3$ will so we will never have a ecause of this, there informal argument, but	
4.	1. The optimal state-value function:		1/1 point
	O Is not guaranteed to be unique, even in finite Markov decision processes.		
	Is unique in every finite Markov decision process.		
	Correct! The Bellman optimality equation is actually a system of equations, on there are N states, then there are N equations in N unknowns. If the dynamics known, then in principle one can solve this system of equations for the optima any one of a variety of methods for solving systems of nonlinear equations. All the same optimal state-value function.	of the environment are I value function using	
5.	5. Does adding a constant to all rewards change the set of optimal policies in episodic	tasks?	1/1 point

Yes, adding a constant to all rewards changes the set of optimal policies.

0	No, as long as the relative differences between rewards remain the same, the set of optimal policies is
	the same

6. Does adding a constant to all rewards change the set of optimal policies in continuing tasks?

1/1 point

- Yes, adding a constant to all rewards changes the set of optimal policies.
- No, as long as the relative differences between rewards remain the same, the set of optimal policies is the same.

Correct! Since the task is continuing, the agent will accumulate the same amount of extra reward independent of its behavior.

7. Select the equation that correctly relates  $v_*$  to  $q_*$ . Assume  $\pi$  is the uniform random policy.

1/1 point

$$\bigcirc v_*(s) = \sum_{a.r.s} \pi(a|s) p(s',r|s,a) [r + q_*(s')]$$

$$igcup v_*(s) = \sum_{a,r,s'} \pi(a|s) p(s',r|s,a) q_*(s')$$

$$igcup v_*(s) = \sum_{a,r,s'} \pi(a|s) p(s',r|s,a) [r + \gamma q_*(s')]$$

Correct!

8. Select the equation that correctly relates  $q_*$  to  $v_*$  using four-argument function p.

1/1 point

$$igcup_{s',r} p(s',r|a,s)[r+v_*(s')]$$

$$igcup q_*(s,a) = \sum_{s',r} p(s',r|a,s) \gamma[r+v_*(s')]$$

$$igotimes q_*(s,a) = \sum_{s',r} p(s',r|a,s)[r+\gamma v_*(s')]$$

Correct!

9. Write a policy  $\pi_*$  in terms of  $q_*$ .

1/1 point

$$\bigcap \ \pi_*(a|s) = q_*(s,a)$$

$$igcap \pi_*(a|s) = \max_{a'} q_*(s,a')$$

Correct!

10. Give an equation for some  $\pi_*$  in terms of  $v_*$  and the four-argument p.

1 point

$$igotimes \pi_*(a|s) = \max_{a'} \sum_{s',r} p(s',r|s,a') [r + \gamma v_*(s')]$$

Incorrect. The probability of taking an action is constrained between 0 and 1. The value of an action can be arbitrary.

$$igcup \pi_*(a|s) = \sum_{s',r} p(s',r|s,a)[r + \gamma v_*(s')]$$

$$igcap \pi_*(a|s) = 1 ext{ if } v_*(s) = \max_{a'} \sum_{s',r} p(s',r|s,a')[r + \gamma v_*(s')], ext{ else } 0$$

$$\bigcirc \ \pi_*(a|s) = 1 ext{ if } v_*(s) = \sum_{s',r} p(s',r|s,a)[r + \gamma v_*(s')], ext{ else } 0$$