CSC 449 Advanced Topics in Artificial Intelligence

Deep Reinforcement Learning
Exam 2
Fall, 2022

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Your solutions to these problems should be uploaded to D2L as a single pdf file by the deadline. You may turn in the solution up to two days late, with a penalty of 10% per day, and you should only upload one version of your solutions.

This exam is individual and open book. You may consult any reference work. If you make specific use of a reference outside those on the course web page in solving a problem, include a citation to that reference.

You may discuss the course material in general with other students, but you must work on the solutions to the problems on your own.

It is difficult to write questions in which every possibility is taken into account. As a result, there may sometimes be "trick" answers that are simple and avoid addressing the intended problem. Such trick answers will not receive credit. As an example, suppose we said, use the chain rule to compute $\frac{\partial z}{\partial x}$ with $z = \frac{7}{y}$ and $y = x^2$. A trick answer would be to say that the partial deriviative is not well defined because y might equal 0. A correct answer might note this, but would then give the correct partial derivative when $y \neq 0$.

25

1. (40 pts) Consider the following pseudo-code for a faulty SARSA algorithm:

procedure SARSA(number of episodes $N \in \mathbb{N}$
discount factor $\lambda \in (0, 1]$
learning rate $\alpha_n = \frac{1}{\log(n+1)}$)

use 1/n (convergence)

Initialize matrices $Q(s,a)$ and $n(s,a)$ to $0, \forall s, a$
for episode $k \in 1, 2, 3, \ldots, n$ **do**
$t \leftarrow 1$
Initialize s_1
(3) Choose a_1 from a uniform distribution over the actions
while Episode k is not finished **do**
Take action a_t: observe reward r_t and next state s_{t+1}
Choose a_{t+1} from s_{t+1} using μ_t: an ε-greedy policy with respect to Q
(4) **if** The current state is terminal **then** ▷ *Compute target value*

$$y_t = 0$$

else

(2) $y_t = r_t + \max_a Q(s_{t+1}, a)$] → (1) λ should be here

end if
$n(s_t, a_t) \leftarrow n(s_t, a_t) + 1$
Update Q function:

$$Q(s_{t+1}, a_{t+1}) \leftarrow Q(s_t, a_t) - \alpha_{n(s_t, a_t)} (y_t - Q(s_t, a_t))$$

two errors here

$t \leftarrow t + 1$
end while
end for
end procedure

Find all of the mistakes in the algorithm. Explain why they are mistakes, and correct them.

(1) Doesn't use Lambda λ; should use λ since it is SARSA(λ) algorithm

(2) It is acting more like a Q-Learning algorithm; Should have $y_t = r_t + \gamma \lambda Q(s_{t+1}, a_{t+1})$ at (2) to be a SARSA(λ) algorithm

(3) a_1 should be from a uniform distribution for all possible actions given a state (s_1); this will provide for the case that some actions might not be available to a certain state

(4) The if statement might never execute based on the way the loop is set up; Should update states/actions rather than t

50 pts

2. (60 pts) Your friend found a variant of SARSA which is defined through a sequence of policies π_t (where $t \geq 1$), and consists of just changing (in the previous algorithm **after corrections**) the way the target is computed. The target becomes

$$y_t = r_t + \lambda \sum_a \pi_t(a|s_{t+1}) Q(S_{t+1}, a),$$

where $\pi_t(a|s)$ is the probability that a is selected in state s under policy π_t.

a) What sequence of policies (π_t) should you choose so that the corresponding variant of SARSA is on-policy? This variant is called Expected SARSA.

To be on-policy, it could be stochastic or deterministic. It is just important that the behavioral policy and target policy are the same; the action is always policy based.

b) Consider an off-policy variant of SARSA corresponding to a stationary policy $\pi = \pi_t \forall t$. Under this algorithm, do the Q values converge? If so, what are the limiting Q values? Justify your answer.

The Q values may or may not converge. It really depends on the way the environment is set up. For the Q values to converge, the environment might need to be specifically designed with allowing the Q values to converge in mind.