

Gradient-based TD methods

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Mountain Car

State Variables

Two dimensional continuous state space.

Velocity = $(-0.07, 0.07)$

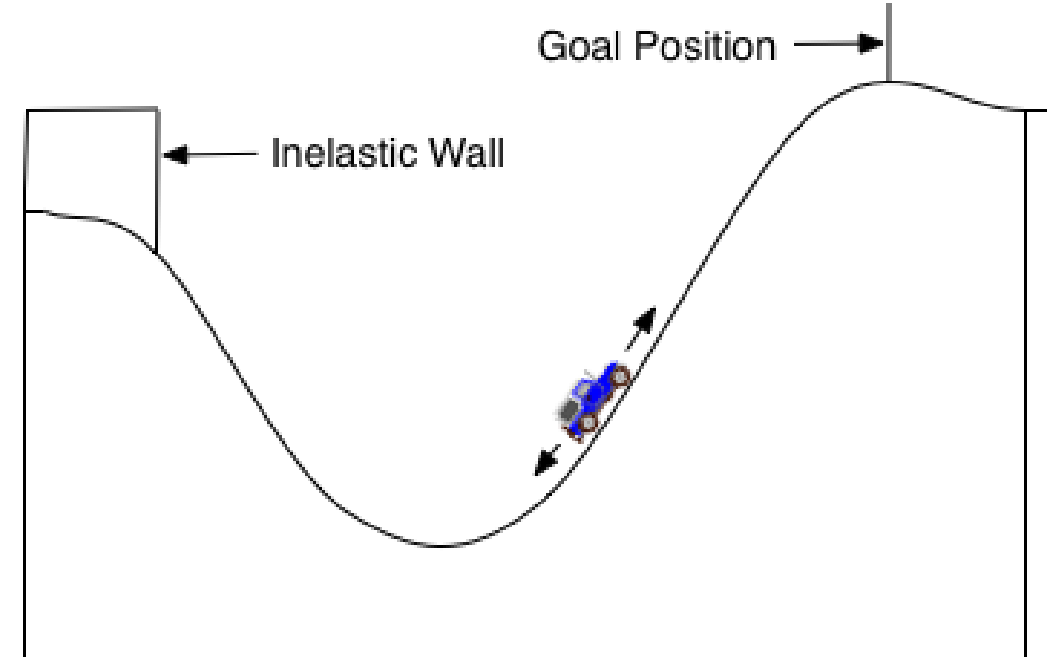
Position = $(-1.2, 0.6)$

Actions

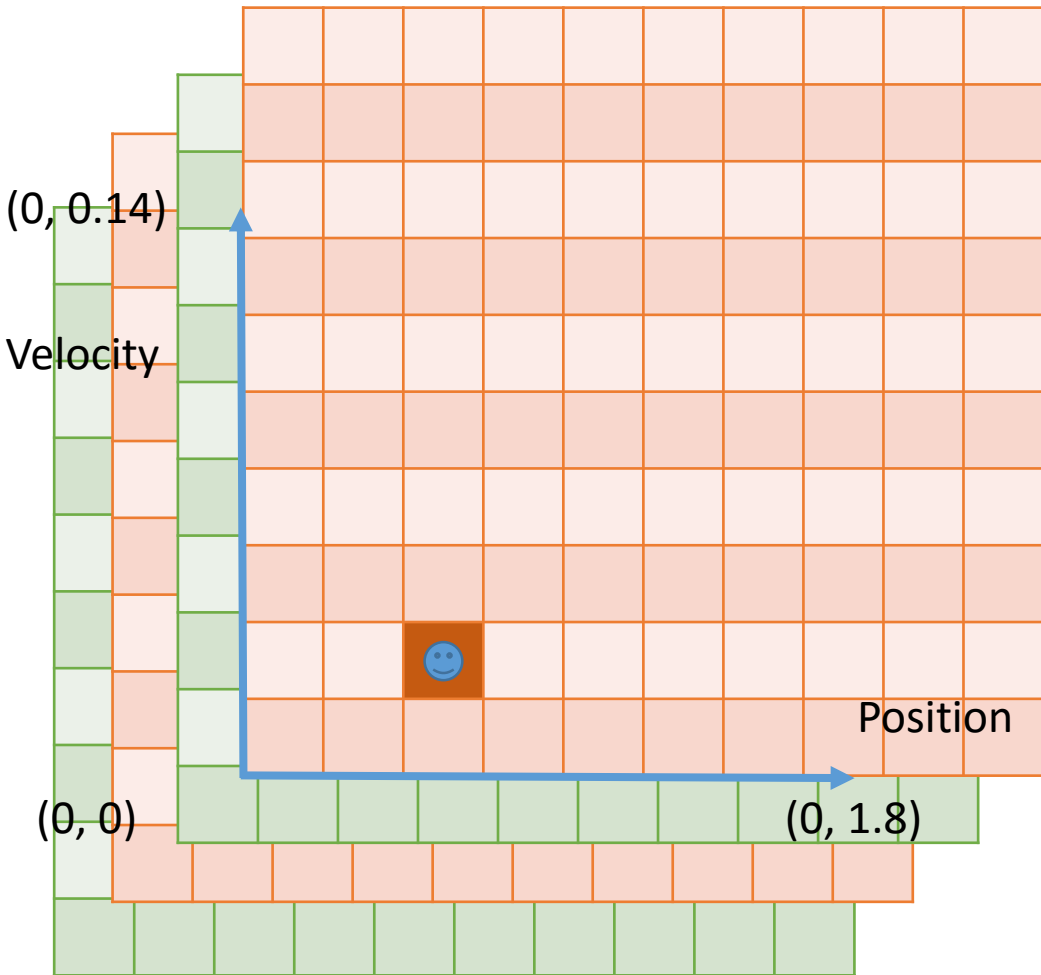
(reverse, coast, forward)

Reward

-1

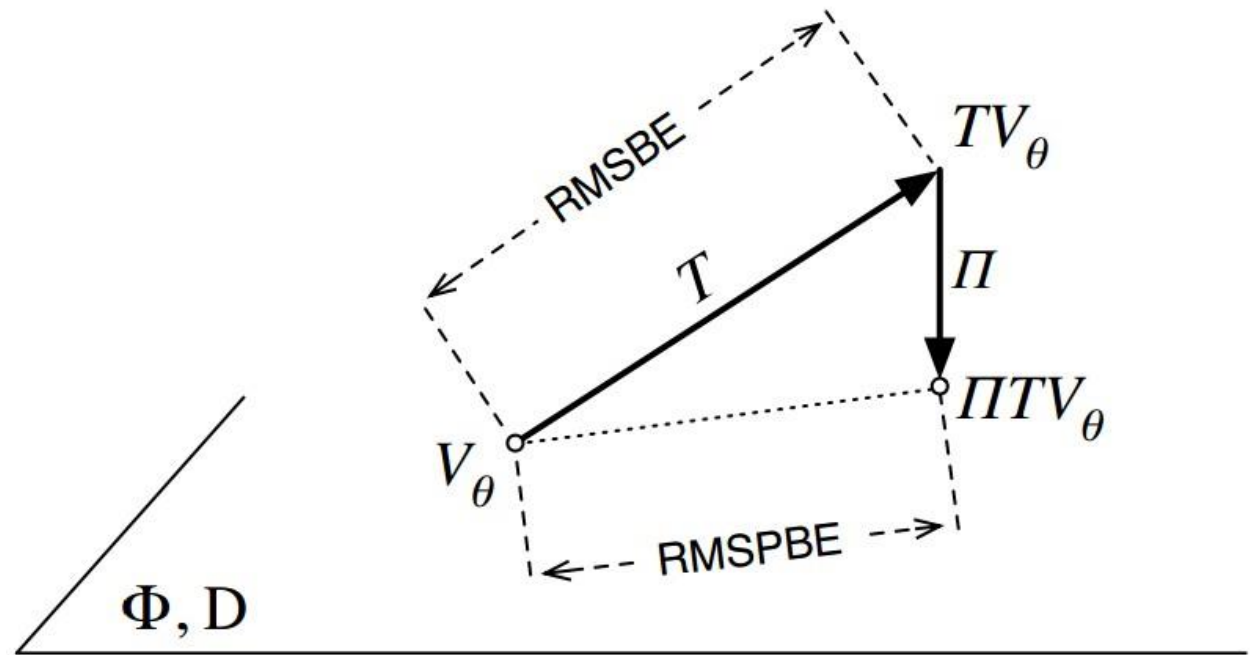


Tile Coding

[illegible]

Mean Square Projected Bellman Error (MSPBE)

- T takes you outside the space
- Π projects you back into it



GTD(0)

$$\delta = r + \gamma \theta^\top \phi' - \theta^\top \phi$$

$$w_{k+1} = w_k + \beta_k (\delta_k \phi_k - w_k)$$

$$\theta_{k+1} = \theta_k + \alpha_k (\phi_k - \gamma \phi'_k) (\phi_k^\top w_k)$$

very slow compared to conventional linear TD

GTD-2(0)

$$\delta = r + \gamma \theta^\top \phi' - \theta^\top \phi$$

$$w_{k+1} = w_k + \beta_k (\delta_k - \phi_k^\top w_k) \phi_k$$

$$\theta_{k+1} = \theta_k + \alpha_k (\phi_k - \gamma \phi'_k) (\phi_k^\top w_k)$$

TDC(0)

$$\delta = r + \gamma \theta^\top \phi' - \theta^\top \phi$$

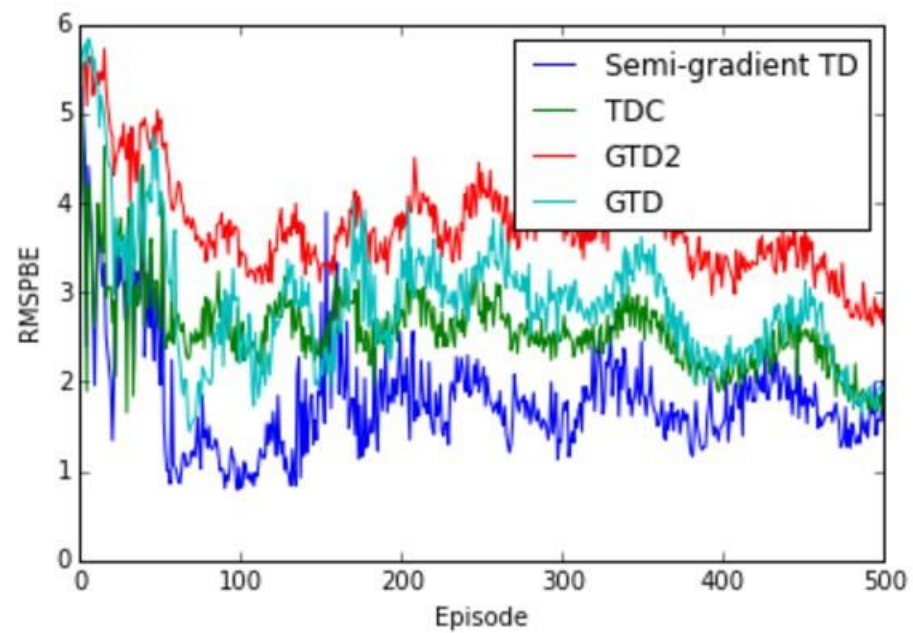
$$w_{k+1} = w_k + \beta_k (\delta_k - \phi_k^\top w_k) \phi_k$$

$$\theta_{k+1} = \theta_k + \alpha_k \delta_k \phi_k - \alpha \gamma \phi'_k (\phi_k^\top w_k)$$

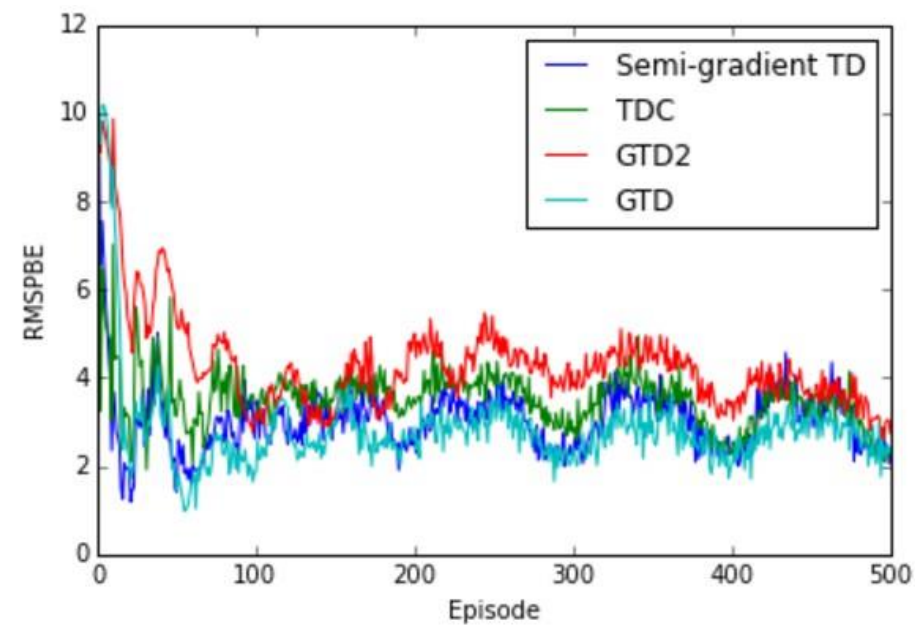
gradient
correction

Results

4 tiles



8 tiles



Thanks