

# 1. Policy & Value Function

① Value Function: Probability transition matrix

$$V = \mathcal{L} + \gamma P V$$

value vector

$$= \mathcal{L} + \gamma P \mathcal{L} + \gamma^2 P^2 \mathcal{L} + \dots$$

expected under this iteration

expected under j-th step

$$\Leftrightarrow V(j) = \mathcal{L}(j) + \sum_{i=1}^n V(i) p(\mathcal{S}_{t+1} = i | \mathcal{S}_t = j, V)$$

value at j-th step

next step value

probability for  $j \rightarrow i$

## ② Policy

• In terms of value:

uncontrolled transition matrix (restriction)

sensitivity

$$P(V)_{ij} = \frac{P(\omega)_{ij} \exp(\lambda V(i))}{\sum_k P(\omega)_{kj} \exp(\lambda V(k))}$$

• In terms of attraction:  $A_{ij} = \frac{1}{\lambda} V(i) + \ln P(\omega)_{ij}$

$$P(A)_{ij} = \frac{\exp(\lambda A_{ij})}{\sum_k \exp(\lambda A_{kj})}$$

Intuition:  $V(i) \uparrow$ , more attractive, easier to be selected

③ The problem is:

$$V_{t+1} = \mathcal{L} + \gamma P(V_t)$$

s.t.  $V(I) - P(V) = \mathcal{L}$

## 2. Multiple agents

① Joint-state: (two agents)

$$S = S_1 \times S_2$$

② Policy:

$$P_1(v_1):j = \frac{\overset{1 \otimes P_1(w)}{\downarrow} \pi_1(w)_{ij} \exp(\vec{v}_1^T c_{ij})}{\sum_k \pi_1(w)_{kj} \exp(\vec{v}_1^T c_{kj})}, \quad P_2(v_2):j = \frac{\overset{P_2(w) \otimes I}{\downarrow} \pi_2(w)_{ij} \exp(\vec{v}_2^T c_{ij})}{\sum_k \pi_2(w)_{kj} \exp(\vec{v}_2^T c_{kj})}$$

$$P(v_1, v_2) = P_2(v_2) P_1(v_1)$$

③ Value:

$$v_1^{(1)} = \vec{e}_1 + \vec{w}_1^T P(v_1^{(1)}, 0)$$

$$v_2^{(1)} = \vec{e}_2 + \vec{w}_2^T P(0, v_2^{(1)})$$

$\vdots$

$$v_1^{(i)} = \vec{e}_1 + \vec{w}_1^T P(v_1^{(i)}, v_2^{(i-1)})$$

$$v_2^{(i)} = \vec{e}_2 + \vec{w}_2^T P(v_1^{(i-1)}, v_2^{(i)})$$

until  $v_k^{(i)} \approx v_k^{(i+1)}$

### 3. Stag-Hunt Game

① Process: stag  $\rightarrow$  subject  $\rightarrow$  computer

② Update:  $P(A|B, C) = \frac{P(B|A, C) P(A|C)}{P(B|C)}$

$$\begin{aligned}
 \underbrace{p(k_{com}(T)|y, k_{sub})}_{\substack{\uparrow \\ \text{object: posterior of } T \text{ rep}}} &\propto \underbrace{p(y(1, \dots, T) | k_{sub}(1, \dots, T), k_{com})}_{\substack{\text{likelihood: Assume } k_{com} \text{ is the opponent's strategy,} \\ \text{the probability of generating trajectory } y(1, \dots, T)}} p(k_{com}) \\
 &= \prod_{t=1}^{T-1} \underbrace{\kappa^{-1}}_{\substack{\uparrow \\ \text{forget discount}}} p(s_{t+1} | s_t, k_{sub}(t), k_{com})
 \end{aligned}$$

prior  
 $\downarrow$

③ We should solve:

$$\begin{aligned}
 \hat{k}_{com}(t) &= \underset{k_{com} \in \{1, \dots, k_{sub}\}}{\text{argmax}} p(k_{com}(t) | y, k_{sub}), \\
 k_{sub}(t+1) &= \hat{k}_{com}(t) + 1
 \end{aligned}$$