

Reinforcement Learning Lab

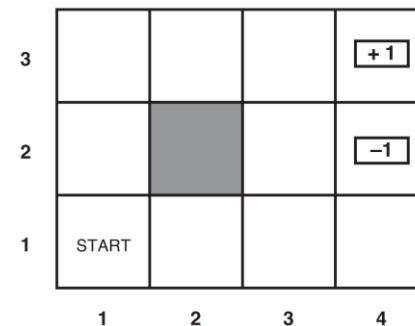
Samuele Bortolotti, Steve Azzolin

Reinforcement Learning

- Teach an agent to perform (optimal) actions in an (unknown) environment
- The agent should learn just from experience

Reinforcement Learning

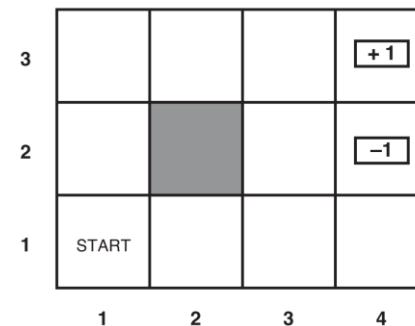
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A *state* is a description of the status of the agent in the environment.

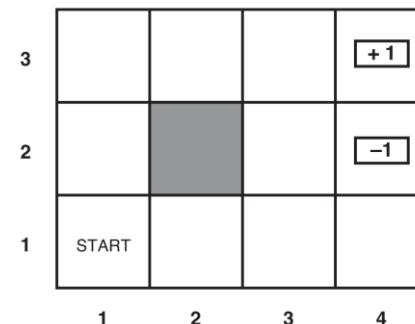


Reinforcement Learning

- Teach an agent to perform (optimal) actions in an (unknown) environment
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A *state* is a description of the status of the agent in the environment.

An *agent* can be seen as a function from states to actions $\pi: S \rightarrow A$

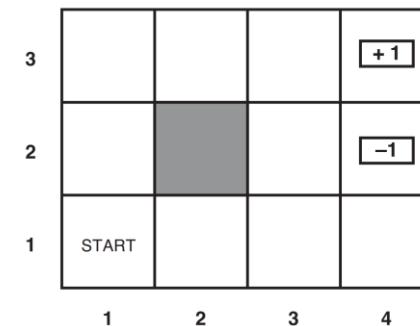


Reinforcement Learning

- Teach an agent to perform (*optimal*) actions in an (*unknown*) environment
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$$\pi(s) = \operatorname{argmax}_a \sum_{s' \in S} p(s' | s, a) V(s')$$

State s	V(s)
(1,1)	?
(1,2)	?
(2,1)	?
...	?
(3,4)	+1
(4,3)	-1

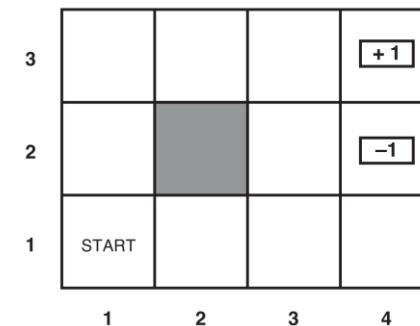


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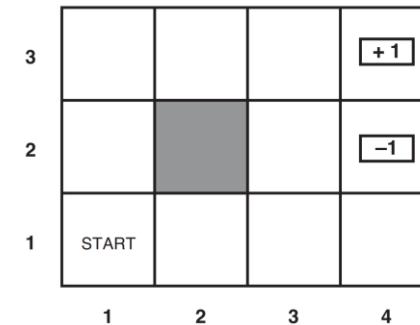
	State s	V(s)
Value iteration	(1,1)	?
Policy iteration	(1,2)	?
Temporal Difference	(2,1)	?
	...	?
	(3,4)	+1
	(4,3)	-1



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State s	Action a	Q(s,a)
(1,1)	Up	?
(1,1)	Right	?
(2,1)	Left	?
(2,1)	Right	?
...		?

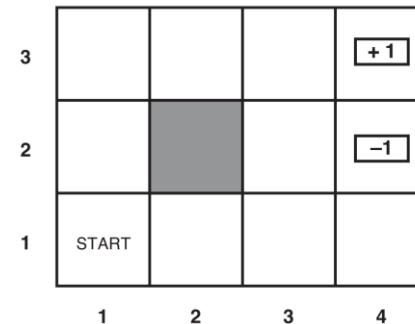


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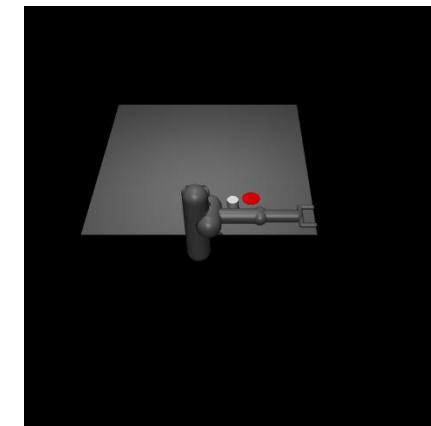
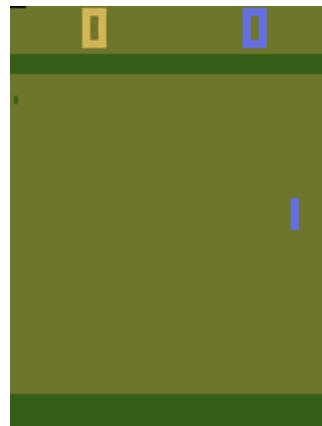
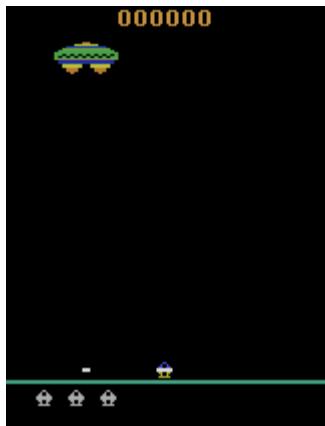
$$\pi(s) = \operatorname{argmax}_a Q(s, a)$$

	State s	Action a	Q(s,a)
SARSA	(1,1)	Up	?
Q-learning	(1,1)	Right	?
Deep Q-learning	(2,1)	Left	?
	(2,1)	Right	?
	...		?



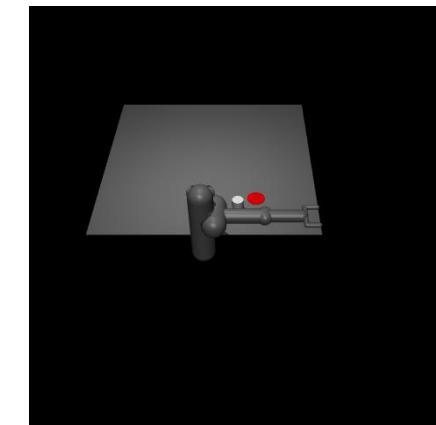
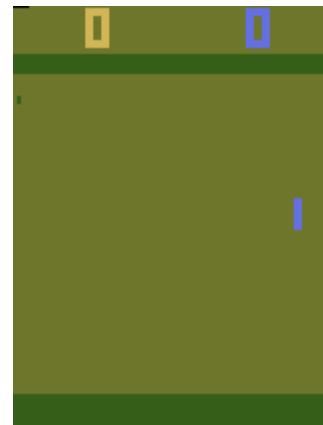
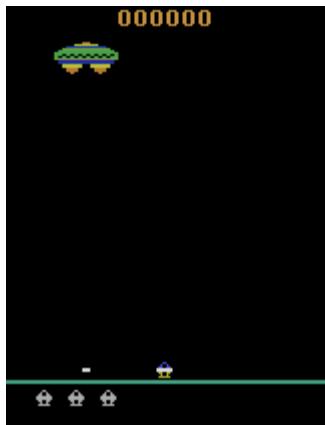
Reinforcement Learning

- The tabular representation of $Q(s,a)$ works only for simple settings



Reinforcement Learning

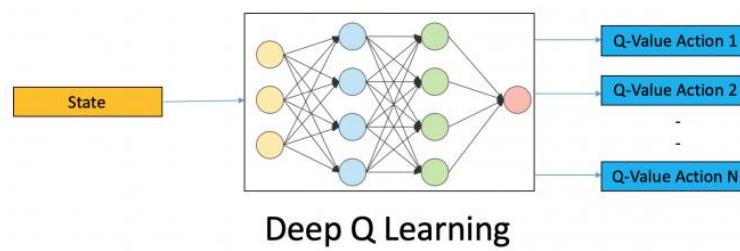
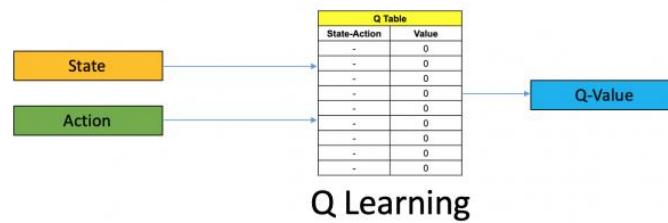
- The tabular representation of $Q(s,a)$ works only for simple settings



Implement
 π^* with a
Neural
Network

* $Q(s,a)$

Reinforcement Learning



Code code code code code

Course Information

Instructor: Andrea Passerini

Email: passerini@disi.unige.it

Teaching assistant: Steve Azzolin

Email: steve.azzolin@unitn.it

Samuele Bortolotti

Email: samuele.bortolotti@unitn.it

Office hours: Arrange by email

Lecture time: Monday 8:30-10:30 (room b109)

Wednesday 11:30-13:30 (room b109)

Communications: Please check the moodle page of the course for news and updates.

Bibliography: R.O. Duda, P.E. Hart and D.G. Stork, *Pattern Classification (2nd edition)*, Wiley-Interscience, 2001.

D. Koller and N. Friedman, *Probabilistic Graphical Models*, The MIT Press, 2009

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I. Goodfellow, Y. Bengio and A. Courville, *Deep Learning*, The MIT Press, 2016 (online version available [here](#)).

S. Russell and P. Norvig, *Artificial Intelligence: A Modern Approach*, 4th Global ed., Pearson, 2021.

K. Murphy, *Probabilistic Machine Learning: An Introduction*, The MIT Press, 2021 (online version available [here](#)).

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Videos: Registered lectures (from previous year) made available on Moodle

