

ColumbiaX: CSMM.101x Artificial Intelligence (AI)

Help



Week 9: Reinforcement Learning > Week 9 Discussion Questions > Week 9 DQ1

Week 9 DQ1

☐ Bookmark this page

Artificial <u>Intelligence</u>

> Course: **Getting**

<u>Started</u>

Complete Week 9 Optional Project and post your findings and questions on the discussion forum.

Answer on the discussion forum or in the space below.

▶ Week 1: Introduction to ΑI

Week 9: DQ1

Topic: Week 9 / DQ1

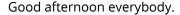
♦ All Posts

Hide Discussion

Add a Post

- ▶ Week 2: <u>Intelligent</u> Agents and **Uninformed** Search
- ▶ Week 3: Heuristic <u>Search</u>
- ▶ Week 4: <u>Adversarial</u> Search and Games
- ▶ Week 5: Machine <u>Learning 1</u>
- ▶ Week 6: **Machine** Learning 2
- ▶ Week 7: **Machine** Learning 3
- Week 8: CSP

n posted Answer to question number 1 of the Optional Project 8 days ago by **RMAYORAL**



Following the class example and the policy iteration method to find optimal policy for a discount factor of **0.1**, the optimal policy is "FAST ACTION IN MOVING STATE, SLOW ELSEWHERE", as the invited Profesor kindly show to us.

Well, with a discount factor of **0.01** there is no change in the optimal policy and 2 iterations were also required to finish the iteration method.

However, with a discount factor of **0.9 or 0.99**, the optimal policy changes to the starting policy in just one iteration, that is to say, ALWAYS SLOW ACTION.

Have a nice week.

RMS

This post is visible only to Default Group.

Add a Response

2 responses

▼ Week 9: Reinforcement Learning

Week 9: Reinforcement Learning Introduction

9.1 Reinforcement **Learning Overview**

9.2 Markov **Decision Process** (MDP)

9.3 MDP - Finding **Optimal Policy**

9.4 Example of an **MDP and Bellman Equations**

9.5 Value Function - Matrix Notation

9.6 Finding **Optimal Policy in MDPs - Iterative Methods**

9.7 Policy **Iteration Method Example**

9.8 Value Iteration **Method**

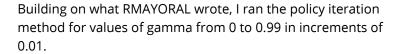
9.9 Reinforcement Learning -**Algorithms**

Week 9 Quiz: Reinforcement **Learning** Quiz due Apr 11, 2017 05:00 IST

Week 9 Project: **Constraint** <u>Satisfaction</u> **Problems** Project due Apr 11, 2017 05:00 IST

<u>adkjeff</u>

7 days ago



+

•••

gamma <= 0.83: the value of the fast action in the moving state

exceeds the value of the slow action in that state, and

optimal policy converges to (slow, slow, fast) in 2 iterations for the

(fallen, standing, moving) states.

gamma >= 0.84: the value of the slow action overtakes the value of the fast action in the moving state, and the optimal policy becomes (slow,

slow, slow).

Results change if a different starting policy is used. For example, the following results occur for a starting policy of (slow, fast, fast):

gamma <= 0.74 -- optimal policy converges to (slow, slow, fast)

in 2 iterations

0.75 <= gamma <= 0.83 -- optimal policy converges to (slow, slow, fast)

in 3 iterations

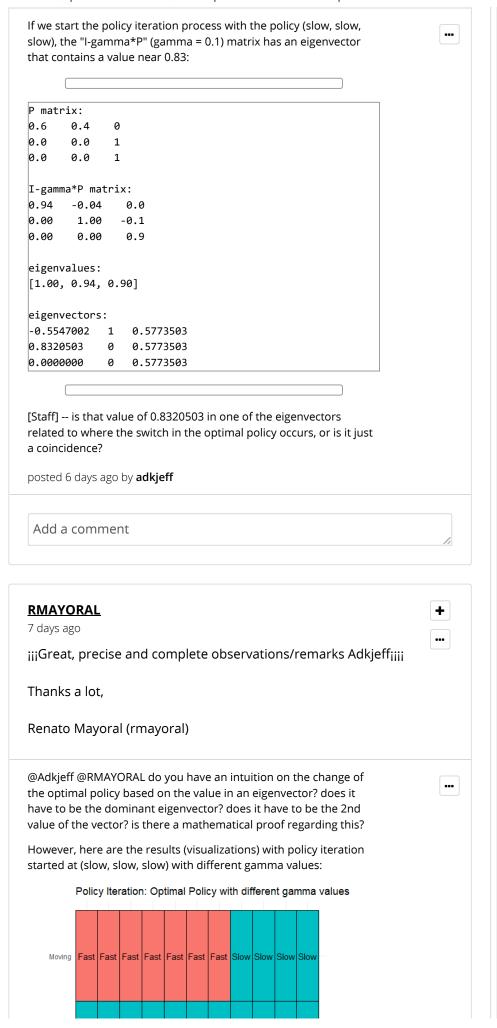
gamma >= 0.84 -- optimal policy converges to (slow, fast, fast) in 1 iteration

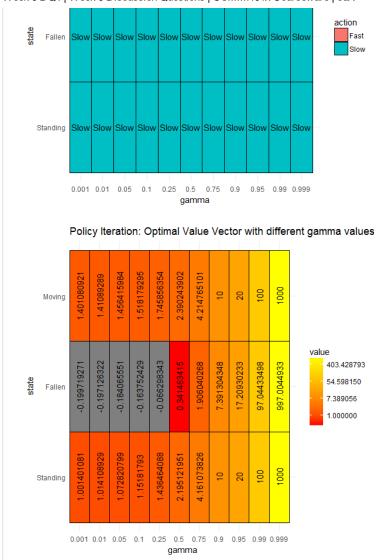
posted 7 days ago by adkjeff

Week 9 Optional Project: Reinforcement Learning (not graded)

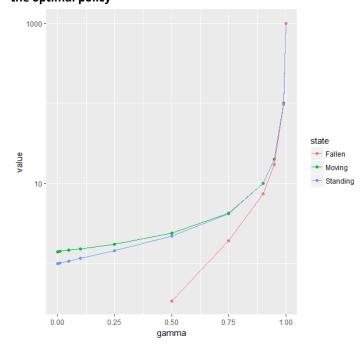
Week 9
Discussion
Questions

Week 10: Logical Agents





Policy Iteration changes in the value vector corresponding to the optimal policy



Can you guys verify the results i obtained with yours, so that i can be confident about the correctness of my implementation?

posted about 23 hours ago by sandipan_dey

	rs and the "switching point" of the optimal policy. I dn't think of anything else, and was surprised to see the n one of them.	
posted abou	ut 22 hours ago by adkjeff	
•	_dey: Compliments about your visualizations. Do you e professionally, or did you take some course for it? Or	•••
posted abou	ut 18 hours ago by wvdzwart	
observation on this? @w	wvdzwart Thank you very much. @adkjeff A nice n indeed. [STAFF] could you please share some intuition wdzwart I visualized these using R, I am working on R ars, got a chance to learn a few things by myself on	•••
posted abou	ut 14 hours ago by sandipan_dey	
Add a co	mment	
owing all r		

© All Rights Reserved



© 2012-2017 edX Inc. All rights reserved except where noted. EdX, Open edX and the edX and Open EdX logos are registered trademarks or trademarks of edX Inc.

















