

RL Homework 2

Submitted By:
Snehal Gupta
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Q1

Q1

Given:

$S = \{ \text{low, high} \}$

$A(\text{high}) = \{ \text{search, wait} \}$

$A(\text{low}) = \{ \text{search, wait, recharge} \}$

search at high

- leaves high with probability α
- reduces it to low with probability $1-\alpha$

search at low

- leaves low with probability β
- depletes the battery with $1-\beta$ [Robot is rescued and battery is recharged to high]

Reward

- 1 for each can collected
- 3 when got rescued

search - Expected no. of cans the robot will collect after searching.

wait - Expected no. of cans the robot will collect while waiting.

s	a	s'	r	$p(s', r s, a)$
high	search	high	r_{search}	α
high	search	low	r_{search}	$1-\alpha$
high	wait	high	r_{wait}	1
low	search	low	r_{search}	β
low	search	high	-3	$1-\beta$
low	wait	low	r_{wait}	1
low	recharge	high	0	1

This has been obtained using

$$p(s', r | s, a) = P[S_{t+1} = s', R_{t+1} = r | S_t = s, A_t = a]$$

Q2

According to Bellman equation for $V\pi$,

$$V\pi(s) = \sum_a \pi(a|s) \sum_{s', r} p(s', r|s, a) [r + \gamma V\pi(s')]$$

$$V\pi(s) = \sum_a \pi(a|s) \sum_{s', r} p(s', r|s, a) r +$$

$$\sum_a \pi(a|s) \sum_{s', r} \gamma p(s', r|s, a) V\pi(s')$$

$$V\pi(s) - \sum_a \pi(a|s) \sum_{s', r} \gamma p(s', r|s, a) V\pi(s')$$

$$= \sum_a \pi(a|s) \sum_{s', r} p(s', r|s, a) r$$

For $s = s'$

$$\text{Coeff of } V\pi(s) = \left(1 - \sum_a \pi(a|s) \sum_{s', r} \gamma p(s', r|s, a) \right)$$

For $s \neq s'$

$$\text{Coeff of } V\pi(s) = \sum_{s' \neq s} \left(\sum_a \pi(a|s) \sum_{s', r} \gamma p(s', r|s, a) \right)$$

$$\text{Coeff of } V\pi(s) \times V\pi(s) = \sum_a \pi(a|s) \sum_{s', r} p(s', r|s, a) r$$

Q3

Q3

Ex 3.15

"Signs of the rewards are not important and only the intervals between them are important. This is because, rewards can be made of the same sign by adding/subtracting a large positive constant c from all the rewards. This leads to increase/decrease in the value function by a constant, which does not affect the algorithm.

To prove: Adding a constant c to all the rewards adds a constant V_c to the value of the states, and thus does not affect the relative values of any states under any policies.

Proof:

We know that,

$$G_t = \sum_{k=0}^{\infty} \gamma^k R_{t+k+1} \text{ and } V_{\pi}(s) = E[G_t | S_t = s, A_t = \pi]$$

After adding constant c to all the rewards,

$$G_t' = \sum_{k=0}^{\infty} \gamma^k (R_{t+k+1} + c)$$

Important

Thursday 05

$$\begin{aligned} V_{\pi}'(s) &= E[G_t' | S_t = s] \\ &= E\left[\sum_{k=0}^{\infty} \gamma^k (R_{t+k+1} + c) \mid S_t = s\right] \\ &= E\left[\sum_{k=0}^{\infty} \gamma^k R_{t+k+1} + \sum_{k=0}^{\infty} \gamma^k c \mid S_t = s\right] \\ &= E\left[\sum_{k=0}^{\infty} \gamma^k R_{t+k+1} \mid S_t = s\right] + E\left[\sum_{k=0}^{\infty} \gamma^k c \mid S_t = s\right] \\ &= V_{\pi}(s) + \underbrace{E\left[\sum_{k=0}^{\infty} \gamma^k c \mid S_t = s\right]}_{\text{constant term}} \\ &= V_{\pi}(s) + \sum_{k=0}^{\infty} \gamma^k c \\ V_{\pi}'(s) &= V_{\pi}(s) + \underbrace{\frac{c}{1-\gamma}}_{\text{constant term } V_c} \quad [\text{since } 0 \leq \gamma < 1] \end{aligned}$$

We can observe that the value function increases only by a constant V_c and hence, does not affect the relative values of any states under any policies.

Ex 3.16

In case of episodic task, let terminal time be T .

Solving the equation,

$$\begin{aligned} V_{\pi}'(s) &= E[G_t' | S_t = s] \\ &= E\left[\sum_{k=0}^T \gamma^k (R_{t+k+1} + c) \mid S_t = s\right] \\ &= E\left[\sum_{k=0}^T \gamma^k R_{t+k+1} \mid S_t = s\right] + E\left[\sum_{k=0}^T \gamma^k c \mid S_t = s\right] \\ &= V_{\pi}(s) + E\left[\sum_{k=0}^T \gamma^k c \mid S_t = s\right] \end{aligned}$$

Here, $V_c = E\left[\sum_{k=0}^T \gamma^k c \mid S_t = s\right]$ is a function of T and T is a random variable that normally varies from episode to episode. Different episodes will have different value-functions.

Now G_t is $G_t + c \left(\frac{1-\gamma^T}{1-\gamma}\right)$

\Rightarrow It will increase V_{π} when T increases.

Example

Consider an episodic task with one state S and two actions A_1 and A_2 .

$A_1 \rightarrow$ Agent goes to terminal state with reward 1

$A_2 \rightarrow$ Agent goes back to S with reward 0.

On adding 1 to each reward, when A_2 is performed forever, G_t return is $\frac{1}{1-\gamma}$ which can be bigger than 2 if $\gamma < \frac{1}{2}$.

Q5

$$\begin{aligned} \underline{Q5} \quad V^*(s) &= \max_{a \in A(s)} q_{\pi^*}(s, a) \\ &= \max_a E_{\pi^*} [G_t \mid S_t = s, A_t = a] \\ &= \max_a E_{\pi^*} [R_{t+1} + \gamma G_{t+1} \mid S_t = s, A_t = a] \\ &= \max_a E [R_{t+1} + \gamma V^*(S_{t+1}) \mid S_t = s, A_t = a] \quad \text{--- (1)} \end{aligned}$$

Also,

$$q_{\pi^*}(s, a) = E [R_{t+1} + \gamma V^*(S_{t+1}) \mid S_t = s, A_t = a] \quad \text{--- (2)}$$

Substituting (2) into (1)

$$V^*(s) = \max_a q_{\pi^*}(s, a)$$