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Policy vs Plan

$$V(s) = \max_{a} \left(R(s, a) + \gamma \sum_{s'} P(s, a, s') V(s') \right)$$

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From now on, we call this bellman equation

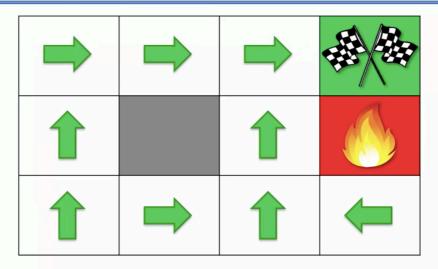
V=0.81	V=0.9	V=1	
V=0.73		V=0.9	
V=0.66	V=0.73	V=0.81	V=0.73

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This is a deterministic approach.

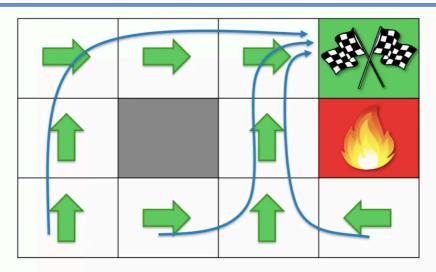
Policy vs Plan



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This is plan. Sometimes we don't or can't have a plan. For instance, sometimes the plan doesn't happen. Not all the time, things are under plan. For example, when you click to the right but it goes to down.



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Policy vs Plan

V=0.71	V=0.74	V=0.86	
V=0.63		V=0.39	
V=0.55	V=0.46	V=0.36	V=0.22

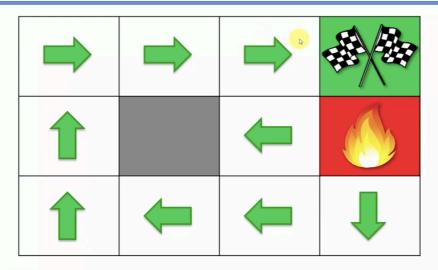
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This is our new values given that we have randomness inside. For example, v=0.86 was equal to 1 previously and the reason for changing it, is because there is 100% deterministic that it goes to the right. For example, there is a chance of 10% that it goes to top to the wall or to the bottom. So to sum up, previously we had a deterministic approach and in here we have non-deterministic values. For finding these values calculate the bellman equation. The reason V=0.39 dropped dramatically comparing to other numbers is because it's next to the -1-reward state.

If the agent is at V=0.22 the AI encourages it to go from the left path rather than right one because there is a low chance of losing there. (look at the number)

Policy vs Plan

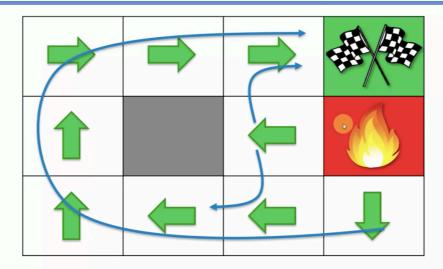


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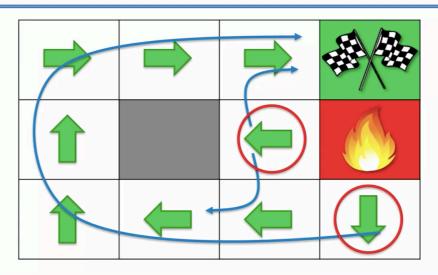
The reason the arrows around the pit are at the opposite direction is because so it first go to the wall (let's say 80%) and for 10% go to right and 10% to the left. With this approach there is a 0% chance to go to the pitfall. This is learnt by experimentation like the self-learning dog.

Policy vs Plan



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