

Impact of Parameter Choices in RL

← Back Graded Assignment • 40 min

English ▾ Due Jun 27, 11:59 PM +07

Your grade: 83.33%

Your latest: 83.33% • Your highest: 83.33%  
To pass you need at least 80%. We keep your highest score.

Next item →

1. Which of the following meta-parameters can be tuned to improve performance of the agent? Performance refers to the cumulative reward the agent would receive *in expectation* across different runs. (Select all that apply) 1 point

✓ Exploration parameter (e.g., epsilon in e-greedy or the temperature tau in the softmax policy)

✓ Correct  
Correct. We have to try different levels of exploration that the agent begins with, because different problems may require different extents of exploration. We do not know this beforehand.

✓ The step size in the update rule of the learning algorithm (e.g., alpha in Q-learning)

✓ Correct  
Correct. If the step size is too low, learning might be very slow. But if it is too high, there might be a lot of variance in the learning behaviour.

✓ Random seed (for the random number generator)

✗ This should not be selected  
Incorrect. Good scientific practice involves trying the same configuration of meta-parameters of an algorithm over a number of different random seeds for drawing statistically-sound inferences. The random seed is not a meta-parameter to be tuned for ‘good performance’.

✓ Number of hidden-layer units in a neural network approximating the value function

✓ Correct  
Correct. If the number of hidden units is too small, the representational capacity may be insufficient for learning good behavioural policies. On the other hand, a large number of hidden units could help to learn a good representation, but learning progress might be very slow due to the sheer number of parameters.

2. Suppose a problem that you have formulated as an MDP has k continuous input dimensions. You are considering using tile coding as a function approximator. With T tilings and t tiles per dimension in each tiling, which of the following represent the resultant number of features? (Assume each tiling covers all k dimensions.) 1 / 1 point

- ☒  $T \cdot t^k$
- ☐  $T \cdot t / k$
- ☐  $k \cdot T^t$