

# 1 Introduction

## 1.1 Learning from chosen actions

## 1.2 Pattern recognition

# 2 Litterature review

# 3 Proposed algorithm

## 3.1 Description

## 3.2 Remarks

### 3.2.1 Regressor function

### 3.2.2 Signal function and discounted values

# 4 Behaviour of the algorithm

## 4.1 Convergent estimates for equivalent underlying states

## 4.2 Long term gain maximization

# 5 Implementation for the tic-tac-toe game

## 5.1 Particularities of the implementation

## 5.2 Necessary adjustments

## 5.3 Performance analysis

# 6 Conclusion

# 7 References

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**Algorithm 1**

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Initialized variables:

$X$ : empty  $m$ -columns feature matrix  
 $y$ : empty target vector  
 $w^* = w_0$ : random weights for the regressor  
 $\gamma \in [0, 1]$  discount rate  
 $\Delta = 0$ : number of actions

Other variables:

$f()$ : regressor function  
 $m$ : number of features  
 $p_t(x^*)$ : stochastic process, function of the last existing chosen state  
 $X'$ :  $m$ -columns simulated states matrix  
 $x_t(p_t) \in \mathbb{R}^m$ : current state vector  
 $\Omega_t(x_t)$ : set of possible actions  
 $\epsilon$ : randomness rate  
 $s(x^*) \in \mathbb{R}$ : signal value potentially triggered by the modified state

**WHILE** the learning process is on:

  record  $x_t(p_t)$   
   $X' := \emptyset$ : empty  $m$ -columns matrix

**FOR**  $x'$  in  $\Omega_t(x_t)$ :  
    append  $x'$  to  $X'$

  With probability  $1 - \epsilon$   
     $x^* := \arg \max_{x' \in X'} f(w^*, X')$

  With probability  $\epsilon$   
     $x^* := \text{random sample } x' \in X'$

  append  $x^*$  to  $X$

**IF**  $s(x^*) \neq 0$ :

**FOR**  $\delta$  in  $1:\Delta$ :  
       $value = d(\gamma, \Delta, \delta, s(x^*))$   
      append  $value$  to  $y$   
       $w^* := \arg \min_w (l(f(w, X), y))$   
       $\Delta := 0$

**ELSE**:

$\Delta += 1$

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