**Nuts and Bolts of Reinforcement Learning: Introduction to Temporal Difference (TD) Learning**

[**https://www.analyticsvidhya.com/blog/2019/03/reinforcement-learning-temporal-difference-learning/**](https://www.analyticsvidhya.com/blog/2019/03/reinforcement-learning-temporal-difference-learning/)

**Reinforcement Learning: Introduction to Monte Carlo Learning using the OpenAI Gym Toolkit**

[**https://www.analyticsvidhya.com/blog/2018/11/reinforcement-learning-introduction-monte-carlo-learning-openai-gym/?utm\_source=blog&utm\_medium=reinforcement-learning-temporal-difference**](https://www.analyticsvidhya.com/blog/2018/11/reinforcement-learning-introduction-monte-carlo-learning-openai-gym/?utm_source=blog&utm_medium=reinforcement-learning-temporal-difference)

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**Monte Carlo Learning:**

1. **Monte Carlo learning is in which we do not have any information about the environment and everything is to be learned by experience.**

**Important links to understand the subject better:**

1. [*Simple Beginner’s guide to Reinforcement Learning & its implementation*](https://www.analyticsvidhya.com/blog/2017/01/introduction-to-reinforcement-learning-implementation/)
2. [*Nuts & Bolts of Reinforcement Learning: Model Based Planning using Dynamic Programming*](https://www.analyticsvidhya.com/blog/2018/09/reinforcement-learning-model-based-planning-dynamic-programming/)
3. [*Reinforcement Learning Guide: Solving the Multi-Armed Bandit Problem from Scratch in Python*](https://www.analyticsvidhya.com/blog/2018/09/reinforcement-multi-armed-bandit-scratch-python/)

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**Model-Based vs Model-Free Learning**

Dynamic programming is used to solve problems where the environment is known beforehand.

Model: The transition probabilities from one state to another (or the so called model of the environment) are not known beforehand in most of the real life situations.

**Monte Carlo Methods – An Example**

**Any method which solves a problem by generating suitable random numbers, and observing that fraction of numbers obeying some property or properties, can be classified as a Monte Carlo method.**

Monte Carlo approximation to find the Pi value

Area of a Circle = Pi \* r ^ 2

Area of a square with this Circle is inscribed will have an area of 4 \* r ^ 2

Area of Circle/Area of Square = Pi/4

So, Pi = 4\* (Area of Circle/Area of Square)

Here comes approximation to randomly ask a computer to select points in this circle.

Pi turns out to be this.

Pi = 4 \* (Total number of points that fall in the circle / Total number of points that fall in the square)

Eg; If computer selects 3000 points, Pi = 4 \*(Points in circle/Points in Square)

**Monte Carlo Reinforcement Learning**

Refer this link

<https://www.analyticsvidhya.com/blog/2018/11/reinforcement-learning-introduction-monte-carlo-learning-openai-gym/?utm_source=blog&utm_medium=reinforcement-learning-temporal-difference>

Introduction to Temporal Difference Learning

We can use Monte Carlo Learning to solve Markov Decision Process when the model dynamics of the environment are not known in advance.

But Monte Carlo Learning is only applicable for episodic tasks.

Examples of episodic tasks (which lasts a finite amount of time) are:

* 1. Playing a single game of chess.

Temporal Difference is a model-free learning algorithm and it could be applied to learn the non-episodic tasks as well.

