ENGG6600 Reinforcement Learning Assignment-2

Fall 2022

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Problem 1- First-Visit vs Every-Visit Monte Carlo

In the Mars Rover example in the lectures, use $\gamma = 1$. Assume the policy is given as below:

- TL in all the states
- S1, and S7 transition to terminal state upon any action.

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$$\eta = \underbrace{S_3, TL}_{t_0}, \underbrace{0, S_3, TL}_{t_1}, \underbrace{0, S_2, TL}_{t_2}, \underbrace{0, S_1, TL}_{t_3}, \underbrace{1, End}_{t_4}$$

	s1	s2	s3	s4	s5	s6	s 7
\mathbf{r}	1	0	0	0	0	0	10
π	TL	TL	TL	TL	TL	TL	TL

Questions List:

- 1. Use **first-visit** Monte Carlo to estimate the value functions of all the states.
- 2. Use every-visit Monte Carlo to estimate the value functions of all the states.

SOLUTION-1:

Derive all the Returns for each time stamp (i = 1 for the first iteration):

$$G_{i,0}(S_3) = R_{i,1} + \gamma R_{i,2} + \gamma^2 R_{i,3} + \gamma^3 R_{i,4} = 1$$

$$G_{i,1}(S_3) = R_{i,2} + \gamma R_{i,3} + \gamma^2 R_{i,4} = 1$$

$$G_{i,2}(S_2) = R_{i,3} + \gamma R_{i,4} = 1$$

$$G_{i,3}(S_1) = R_{i,4} = 1$$

Along the trajectory, S3, S2, and S1 are visited.

	s1	s2	s3	s4	s5	s6	s7
$\hat{v}(s)$	0	0	0	0	0	0	0
N(s)	0	0	0	0	0	0	0
G(s)	0	0	0	0	0	0	0

SOLUTION-1.1 First-Visited MC:

For S1:

$$N(S_1) = N(S_1) + 1 = 0 + 1 = 1$$

 $G(S_1) = G(S_1) + G_{i,3}(S_1) = 0 + 1 = 1$
 $\hat{v}_{\pi}(S_1) = \frac{G(S_1)}{N(S_1)} = \frac{1}{1} = 1$

For S2:

$$N(S_2) = N(S_2) + 1 = 0 + 1 = 1$$

 $G(S_2) = G(S_2) + G_{i,2}(S_2) = 0 + 1 = 1$
 $\hat{v}_{\pi}(S_2) = \frac{G(S_2)}{N(S_2)} = \frac{1}{1} = 1$

For S3 (S3 were visited twice, but only the first time visit (t_0) evokes a training):

$$N(S_3) = N(S_3) + 1 = 0 + 1 = 1$$

 $G(S_3) = G(S_3) + G_{i,0}(S_3) = 0 + 1 = 1$
 $\hat{v}_{\pi}(S_3) = \frac{G(S_3)}{N(S_3)} = \frac{1}{1} = 1$

For S4 to S7, they were not learned anything from this trajectory.

	s1	s2	s3	s4	s5	s6	s7
$v^{\pi}(s)$	1	1	1	0	0	0	0
N(s)	1	1	1	0	0	0	0
G(s)	1	1	1	0	0	0	0

Table 1: First-visit MC estimation of value functions for all states.

SOLUTION-1.2 Every-Visit MC:

For S1:

$$N(S_1) = N(S_1) + 1 = 0 + 1 = 1$$

 $G(S_1) = G(S_1) + G_{i,3}(S_1) = 0 + 1 = 1$
 $\hat{v}_{\pi}(S_1) = \frac{G(S_1)}{N(S_1)} = \frac{1}{1} = 1$

For S2:

$$N(S_2) = N(S_2) + 1 = 0 + 1 = 1$$

 $G(S_2) = G(S_2) + G_{i,2}(S_2) = 0 + 1 = 1$
 $\hat{v}_{\pi}(S_2) = \frac{G(S_2)}{N(S_2)} = \frac{1}{1} = 1$

For S3 (S3 were visited twice, so it will be trained twice:

The first time visit S3:

$$N(S_3) = N(S_3) + 1 = 0 + 1 = 1$$

 $G(S_3) = G(S_3) + G_{i,0}(S_3) = 0 + 1 = 1$
 $\hat{v}_{\pi}(S_3) = \frac{G(S_3)}{N(S_3)} = \frac{1}{1} = 1$

The second time visit S3:

$$N(S_3) = N(S_3) + 1 = 1 + 1 = 2$$

 $G(S_3) = G(S_3) + G_{i,1}(S_3) = 1 + 1 = 2$
 $\hat{v}_{\pi}(S_3) = \frac{G(S_3)}{N(S_3)} = \frac{2}{2} = 1$

For S4 to S7, they were not learned anything from this trajectory.

	s1	s2	s3	s4	s5	s6	s7
$v^{\pi}(s)$	1	1	1	0	0	0	0
N(s)	1	1	2	0	0	0	0
G(s)	1	1	2	0	0	0	0

Table 2: Every-visit MC estimation of value function for all states.

Problem 2–Q Learning vs SARSA

Agent A lives in a 2x2 grid as shown below:

The states correspond to the numbered squares. Her possible actions are MoveNorth, MoveSouth, MoveEast, MoveWest.

The agent earns \$2 every time she lands in state 3. There are no other rewards or penalties. The reward functions R(s, a) are given. Note that this is a continuing task

Assuming learning rate $\alpha = 1$ and discount rate $\gamma = 0.9$.

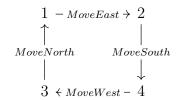
Reward $R(s, a)$	1	2	3	4
${\bf Move North}$	0	0	0	0
MoveSouth	2	0	0	0
MoveEast	0	0	0	0
MoveWest	0	0	0	2

State Value Q(s, a)	1	2	3	4
MoveNorth	0	0	0	0
MoveSouth	0	0	0	0
MoveEast	0	0	0	0
MoveWest	0	0	0	0

Questions List:

1. Agent A starts in square 1 and performs the following actions: MoveEast, MoveSouth, MoveWest, MoveNorth. After each action, the Q-Table is updated using **Q-Learning**, with the the usual update formula:

$$q(s, a) \Leftarrow q(s, a) + \alpha \left(r(s, a) + \gamma \max_{a'} q(s', a') - q(s, a)\right)$$



2. Agent A **continues** in square 1 and performs the following actions: MoveSouth, MoveEast,MoveNorth, MoveWest. After each of the first three action, the Q-Table is updated using **SARSA**, with the the usual update formula:

$$q\left(s,a\right) \Leftarrow q\left(s,a\right) + \alpha\left(r\left(s,a\right) + \gamma q\left(s',a'\right) - q\left(s,a\right)\right)$$

$$\begin{array}{c|c} 1 \leftarrow \textit{MoveWest} - 2 \\ & \uparrow \\ \textit{MoveSouth} & \textit{MoveNorth} \\ \downarrow & \downarrow \\ 3 - \textit{MoveEast} \rightarrow 4 \end{array}$$

Calculate the Q Table after the last update.

SOLUTION-2-1 Q-Learning:

- Initial state in Episode 0, First action,
- Current State s = 1,

- Current Action a = MoveEast,
- Next State s' = 2
- Update q(1, MoveEast)

$$q(1, \text{ME}) \Leftarrow q(1, \text{ME}) + \alpha \begin{pmatrix} r(1, \text{ME}) + \gamma Max & q(2, \text{MN}) \\ q(2, \text{MS}) \\ q(2, \text{ME}) \\ q(2, \text{MW}) \end{pmatrix} - q(1, \text{ME}) \end{pmatrix}$$

$$= 0 + 1 \times (0 + 0.9 \times 0 - 0) = 0$$

- Episode 0, Second action
- Current State s = 2,
- Current Action a = MoveSouth,
- Next State s' = 4
- Update q(2, MoveSouth)

$$q(2, MS) \Leftarrow q(2, MS) + \alpha \left(r(2, MS) + \gamma Max \begin{bmatrix} q(4, MN) \\ q(4, MS) \\ q(4, ME) \\ q(4, MW) \end{bmatrix} - q(2, MS) \right)$$

$$= 0 + 1 \times (0 + 0.9 \times 0 - 0) = 0$$

- Episode 0, Third action
- Current State s = 4,
- Current Action a = MoveWest,
- Next State s' = 3
- Update q(4, MoveWest)

$$q\left(4, \mathrm{MW}\right) \Leftarrow q\left(4, \mathrm{MW}\right) + \alpha \left(r\left(4, \mathrm{MW}\right) + \gamma \mathrm{Max} \begin{bmatrix} q\left(3, \mathrm{MN}\right) \\ q\left(3, \mathrm{MS}\right) \\ q\left(3, \mathrm{ME}\right) \\ q\left(3, \mathrm{MW}\right) \end{bmatrix} - q\left(4, \mathrm{MW}\right) \right)$$

$$\Leftarrow 0 + 1 \times (2 + 0.9 \times 0 - 0) = 2$$

• Episode 0, Forth action (last action)

- Current State s = 3,
- Current Action a = MoveNorth,
- Next State s' = 1
- Update q(3, MoveNorth)

$$q(3, MN) \Leftarrow q(3, MN) + \alpha \left(r(3, MN) + \gamma \operatorname{Max} \begin{bmatrix} q(1, MN) \\ q(1, MS) \\ q(1, ME) \\ q(1, MW) \end{bmatrix} - q(3, MN) \right)$$

$$\Leftarrow 0 + 1 \times (0 + 0.9 \times 0 - 0) = 0$$

Q-Learning Q Table	1	2	3	4
MoveNorth	0	0	0	0
MoveSouth	0	0	0	0
MoveEast	0	0	0	0
MoveWest	0	0	0	2

Table 3: Q-Table after episode-0's last update via Q-Learning method.

SOLUTION-2-2 SARSA:

- Episode 1, First action under SARSA,
- Current State s = 1,
- Current Action a = MoveSouth,
- Next State s' = 3
- Update q(1, MoveSouth)
- Next Action a' = MoveEast

$$\begin{split} &q\left(1,MoveSouth\right) \Leftarrow q\left(1,MoveSouth\right) + \alpha\left(r\left(1,MoveSouth\right) + \gamma q\left(3,MoveEast\right) - q\left(1,MoveSouth\right)\right) \\ &q\left(1,MoveSouth\right) \Leftarrow 0 + 1 \times (2 + 0.9 \times 0 - 0) = 2 \end{split}$$

- Episode 1, Second action under SARSA,
- Current State s = 3,
- Current Action a = MoveEast,

- Next State s' = 4
- Update q(3, MoveEast)
- Next Action a' = MoveNorth

$$q\left(3, MoveEast\right) \Leftarrow q\left(3, MoveEast\right) + \alpha\left(r\left(3, MoveEast\right) + \gamma q\left(4, MoveNorth\right) - q\left(3, MoveEast\right)\right)$$

$$q\left(3, MoveEast\right) \Leftarrow 0 + 1 \times (0 + 0.9 \times 0 - 0) = 0$$

- Episode 1, Second action under SARSA,
- Current State s = 4,
- Current Action a = MoveNorth,
- Next State s' = 2
- Update q(4, MoveNorth)
- Next Action a' = MoveWest

$$q\left(4, MoveNorth\right) \Leftarrow q\left(4, MoveNorth\right) + \alpha\left(r\left(4, MoveNorth\right) + \gamma q\left(2, MoveWest\right) - q\left(4, MoveNorth\right)\right)$$

$$q\left(4, MoveNorth\right) \Leftarrow 0 + 1 \times (0 + 0.9 \times 0 - 0) = 0$$

SARSA Q Table	1	2	3	4
${\bf Move North}$	0	0	0	0
MoveSouth	2	0	0	0
MoveEast	0	0	0	0
MoveWest	0	0	0	2

Table 4: Q-Table after episode-1's last update via SARSA.