

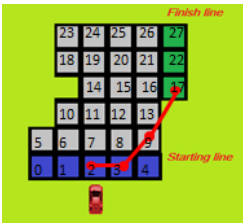



### 3. Exercise Sheet

#### Assignment 14 Monte Carlo method

In Monte Carlo method, if we start with a deterministic  $\pi$ , some/many  $(s, a)$ -pairs will never be visited! How can we make sure that (almost) all pairs are visited?

#### Assignment 15 Race track (MC)

- States: grid squares, velocity horizontal and vertical
- Rewards:  $-1$  on track,  $-5$  off track
- Only the right turns allowed
- Actions:  $+1, -1, 0$  to velocity
- $0 < \text{Velocity} < 2$  in each direction
- Stochastic: 50% of the time it moves 1 extra square up or right
- Goal: reach the finish line as fast as possible without leaving the track
- No discounting ( $\gamma = 1$ )
- Return for each state is the negative number of steps to go from that state
- $V(s)$ : predicted negative number of steps

			
<p>You start from cell 2 with no velocity</p>	<p>After one move, west wind brings you to cell 4 (instead of 3)</p>	<p>You stay in cell 4</p>	<p>A wind from south moves you to cell 13 (instead of 9)</p>
<p>Estimated return of <math>-3</math></p>	<p>Estimated return of <math>-4 \rightarrow 5</math> steps in total</p>	<p>Estimated return of <math>-3 \rightarrow 5</math> steps in total</p>	<p>Estimated return of <math>-1 \rightarrow 4</math> steps in total</p>
<p>You add <math>+1</math> to horizontal velocity.</p>	<p>You add <math>-1</math> to horizontal velocity.</p>	<p>You add <math>+1</math> to vertical velocity.</p>	<p>You add <math>+1</math> to horizontal velocity.</p>
	<p>Reward <math>-1</math></p>	<p>Reward <math>-1</math></p>	<p>Reward <math>-1</math></p>
<p>State = <math>(2, 0, 0)</math></p>	<p>State = <math>(4, 1, 0)</math></p>	<p>State = <math>(4, 0, 0)</math></p>	<p>State = <math>(13, 0, 1)</math> Final State = <math>(17, 1, 1)</math></p>

a) Complete the table below for the Race track example:

State $s(\text{cell}, h, v)$	Rewards so far	$G_t$	$V(s)$
(2, 0, 0)	0	-3	-3
(4, 1, 0)			
(4, 0, 0)			
(13, 0, 1)			
(17, 1, 1)			

b) Compute an iteration of Monte Carlo with  $\alpha = 0.5$  for the Race track example

Iteration	$K = 0$	$K = 1, (\alpha = 0.5)$
$G_t(2, 0, 0)$		
$V(2, 0, 0)$		
$G_t(4, 1, 0)$		
$V(4, 1, 0)$		
$G_t(4, 0, 0)$		
$V(4, 0, 0)$		
$G_t(13, 0, 1)$		
$V(13, 0, 1)$		

### Assignment 16 Race track (TD)

Compute an iteration of  $TD(0)$  with  $\alpha = 0.5$  for the Race track example

Iteration	$K = 0$	$K = 1, (\alpha = 0.5)$	Error $\delta$
$V(2, 0, 0), R_1 = -1$			
$V(4, 1, 0), R_2 = -1$			
$V(4, 0, 0), R_3 = -1$			
$V(13, 0, 1), R_4 = -1$			