Course 1, Module 5 Dynamic Programming CMPUT 397 Fall 2019

Sunday: Discussion question due, deadline for completing practice quiz

- question
- Wednesday: In-class Discussion based on your submitted discussion topics
- Friday: Graded Assessment (usually python notebook) due
- Friday: Finish discussion if needed. More in-class exercise questions from worksheet

Weekly Schedule

• Monday: Review of module, Q&A session about content. Finish with class exercise

Are you in the private session?

• How to find out?

- check eclass!!!! Do you have marks for the notebooks you have done?
- The hour is late!!!
 - getting zero on everything to date
- Check Eclass announcements weekly!

check your email!!! The TAs have been personally emailing people to inform them

• if you are not in the private session, then do something about it today or risk



Any questions about course admin?



Review of Course 1, Module 5 Dynamic Programming

Video 1: Policy Evaluation vs. Control

- Introduce the two classic problems of RL: prediction and control. Classic assumptions of DP
- Goals:
 - Understand the distinction between policy evaluation and control
 - limitations

• Explain the setting in which dynamic programming can be applied, as well as its



Video 2: Iterative Policy Evaluation

- policies
- Goals:
 - given policy
 - Apply iterative policy evaluation to compute value functions. Example

How to turn Bellman equations into algorithms for computing value functions and

• Outline the iterative policy evaluation algorithm for estimating state values for a

Video 3: Policy Improvement

- function
- Goals:
 - Understand the **policy improvement theorem**; and how it can be used to construct improved policies
 - And use the value function for a policy to produce a better policy

Key theoretical result in RL and DP! How to make the policy better using the value

Video 4: Policy Iteration

- Our first control algorithm. Why sequencing evaluation and improvement works!
- Goals:
 - Outline the **policy iteration algorithm** for finding the optimal policy;
 - Understand "the dance of policy and value", how policy iteration reaches the optimal policy by alternating between evaluating a policy and improving it
 - Apply policy iteration to compute optimal policies and optimal value functions

Video 5: Flexibility of the Policy Iteration Framework

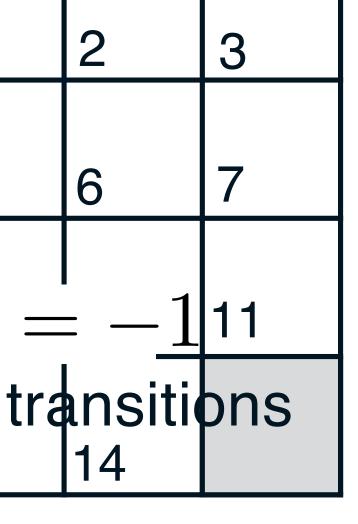
- Generalized Policy Iteration: a general framework for control
- Goals:
 - Understand the framework of generalized policy iteration

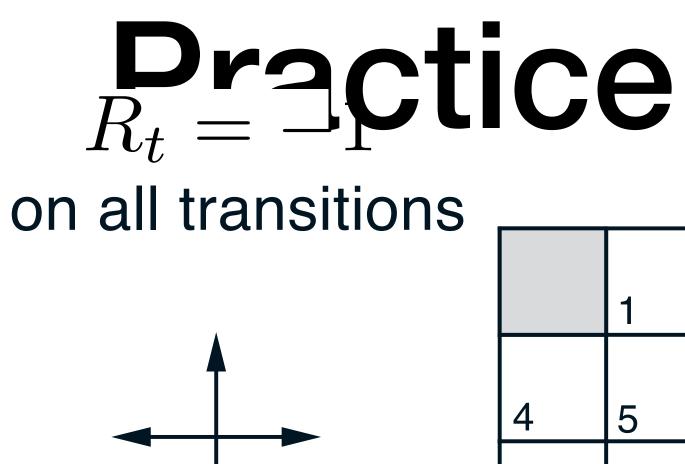
• Outline value iteration, an important special case of generalized policy iteration

Differentiate synchronous and asynchronous dynamic programming methods

Video 6: Efficiency of Dynamic Programming

- DP is actually pretty good, compared to other approaches! What's the deal with Bootstrapping?
- Goals:
 - Describe Monte-Carlo sampling as an alternative method for learning a value function
 - Describe brute force search as an alternative method for finding an optimal policy; and
 - Understand the advantages of Dynamic programming and "bootstrapping" over these alternatives.





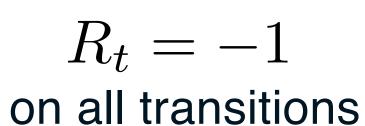
actions

	1	2	3
4	5	6	7
8	9	10	11
12	13	14	

$$p(6, -1|5, \texttt{right}) =$$

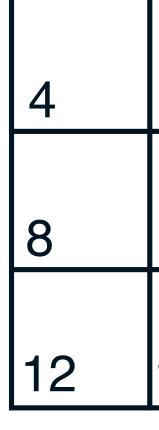
p(7, -1|7, right) =

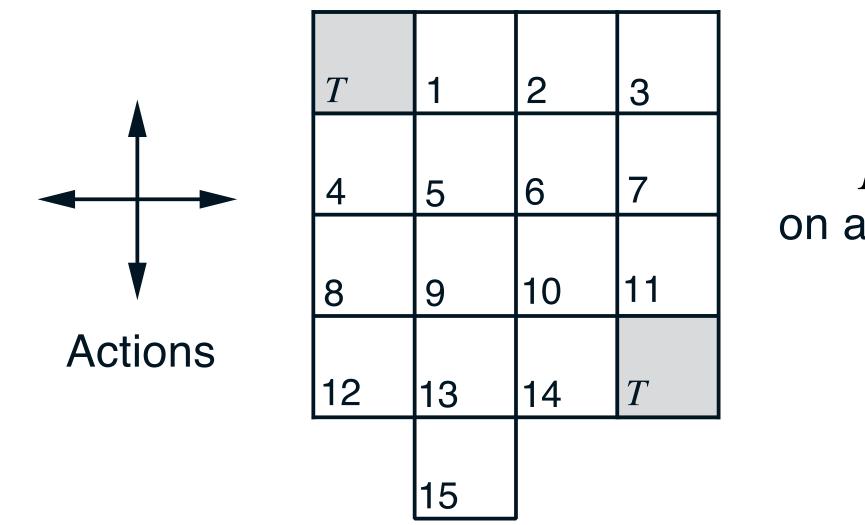




p(10, r | 5, right) =

actions



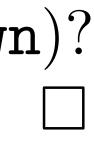


Exercise 4.1 In Example 4.1, if π is the equiprobable random policy, what is $q_{\pi}(11, \text{down})$? What is $q_{\pi}(7, \text{down})$?

Practice Questions

R = -1on all transitions

Т	-14.	-20.	-22.
-14.	-18.	-20.	-20.
-20.	-20.	-18.	-14.
-22.	-20.	-14.	Т
	-20.		



In iterative policy evaluation, we seek to find the value function for a policy π by applying the Bellman equation many times to generate a sequence of value functions v_k that will eventually converge to the true value function v_{π} . How can we modify the update below to generate a sequence of action value functions q_k ?

$$v_{k+1}(s) = \sum_{a} \pi(a|s) \sum_{s',r} p(s',r|s,a) \left[r + \gamma v_k(s')\right]$$

Practice Questions

