#### Mini-Course 1, Module 3 Value Functions & Bellman Equations **CMPUT 397**

Fall 2020

- Announcement sent out about Discussion Sessions
  - Please fill out the Google Form
- Graded Assessment for Course 1, Module 3 (Graded Quiz) due this Friday
- Any questions about admin?

# Reminders: Sept 21, 2019

#### Review of Mini-Course 1, Module 3



## Video 1: Policies

- All about policies. All about how our agents select actions
- Goals:
  - recognize that a policy is a **distribution** over actions for each state
  - policies
  - generate valid policies for a given MDP, or Markov Decision Process.

describe the similarities and differences between stochastic and deterministic

# Video 2: Value Functions

- All about value functions, the key data structure of RL
- Goals:
  - learning
  - describe the relationship between value functions and policies
  - create examples of value functions for a given MDP.

describe the roles of the state-value and action-value functions in reinforcement

## Video 3: Bellman Equation Derivation

- Bellman equations: the foundation of many RL algorithms
- Goals:
  - derive the Bellman equation for state value functions
  - derive the Bellman equation for action-value functions
  - understand how Bellman equations relate current and future values.

# Video 4: Why Bellman Equations?

- Why are Bellman equations so important in RL
- Goals:
  - use the Bellman equations to compute value functions
  - now, to take into account the future

understand how Bellman Equations will allow our algorithms to make updates



# Video 5: Optimal Policies

- run
- Goals:
  - define an **optimal** policy
  - state
  - Identify an optimal policy for a given MDP.

• Formalizing our goals: policies that obtains as much reward as possible in the long

• understand how a policy can be at least as good as every other policy in every

## Video 6: Using Optimal Value Functions to get Optimal Policies

- A hint of how our agents might use value functions to select actions
- Goals:
  - policies
  - **verify** the optimal value function for given MDPs.

understand the connection between the optimal value function and optimal



# On Whiteboard

- Go over expectation form for the Bellman equation
- Revisit a couple of Practice Quiz questions
  - Q5 and Q6 about shifting rewards
  - Q7 about expressing v\* in terms of q\*

## Worksheet Question 1

1. Express the action-value function  $q_{\pi}$  in terms of  $v_{\pi}$ . The formula will also include p and  $\pi$ .



## Practice Question

The Bellman equation (3.10) must hold for each state for the value place.). Harder one: verify the red state.

$$\upsilon_{\pi}(s) = \sum_{a} \pi(a|s) \sum_{s',r} p(s',r|s,a) \left[r + \gamma \upsilon_{\pi}(s')\right], \quad \text{for all } s \in \mathcal{S},$$





function v\_\pi shown in Figure 3.2. As an example, show numerically that this equation holds for the center state, valued at +0.7, with respect to its four neighboring states, valued at +2.3, +0.4, -0.4, and +0.7. (These numbers are accurate only to one decimal

| 3.3  | 8.8  | 4.4  | 5.3  | 1.5  |
|------|------|------|------|------|
| 1.5  | 3.0  | 2.3  | 1.9  | 0.5  |
| 0.1  | 0.7  | 0.7  | 0.4  | -0.4 |
| -1.0 | -0.4 | -0.4 | -0.6 | -1.2 |
| -1.9 | -1.3 | -1.2 | -1.4 | -2.0 |

X = 0.9 $\pi = random$ -1 reward on bump

