

1 a. aprendiz & comun

b. $\pi = \left(\frac{1}{4}, \frac{1}{4}, \frac{1}{4}, \frac{1}{4} \right), \quad \phi = 2\frac{1}{2}$

DPRL

Exam

Feb 2021

c.

$V(1)=0, \forall \phi = 1 + \frac{1}{2} V(2) \Rightarrow V(2)=3$

$V(2)+\phi = 2 + \frac{1}{2} V(3) \quad V(3)=7$

$V(3)+\phi = 3 + \frac{1}{2} V(2) + \frac{1}{2} V(4) \quad V(4)=10$

$V(4)+\phi = 4 + \frac{1}{2} V(3) + \frac{1}{2} V(4) \quad \underline{\text{check}}$

d.

$\text{argmax} \left\{ 1 + \frac{1}{2} V(1) + \frac{1}{2} V(2), r^* + V(4) \right\}$

$= \text{argmax} \left\{ 2\frac{1}{2}, r^* + 10 \right\} = 2 \quad \text{iff } r^* > 7.5$

e.

$\max r^* \pi(1,2) + \pi(1,1) + 2\pi(2) + 3\pi(3) + 4\pi(4)$

s. 1. $\pi(1,2) + \pi(1,1) = \frac{1}{2}\pi(2) + \frac{1}{2}\pi(1,1)$

$\pi(2) = \frac{1}{2}\pi(1,1) + \frac{1}{2}\pi(3)$

$\pi(3) = \frac{1}{2}\pi(2) + \frac{1}{2}\pi(4)$

$\pi(4) = \pi(1,2) + \frac{1}{2}\pi(3) + \frac{1}{2}\pi(4)$

$\pi(1,2), \pi(1,1), \pi(2), \pi(3), \pi(4) \geq 0$

$\Sigma = 1$

$$2a. \quad V(1) = 1 + \frac{1}{4} V(1) + \frac{1}{4} V(2) \quad \times 4$$

$$V(2) = 2 + \frac{1}{2} V(1)$$

$$4V(1) = 6 + \frac{3}{2} V(1) \Rightarrow V(1) = \frac{12}{5}$$

$$V(2) = \frac{16}{5}$$

b. state 1, with restart:

$$V(1) = 1 + \frac{1}{4} V(1) + \frac{1}{4} V(2)$$

$$V(2) = \max \left\{ 1 + \frac{1}{4} V(1) + \frac{1}{4} V(2), \underline{2 + \frac{1}{2} V(1)} \right\}$$

$$\text{solution: } \left(\frac{12}{5}, \frac{16}{5} \right) \Rightarrow m(1) = \frac{1}{2} \cdot \frac{12}{5} = \frac{6}{5}$$

state 2, with restart:

$$V(2) = 2 + \frac{1}{2} V(1)$$

$$V(1) = \max \left\{ 1 + \frac{1}{4} V(1), \frac{1}{4} V(2), \underline{2 + \frac{1}{2} V(1)} \right\}$$

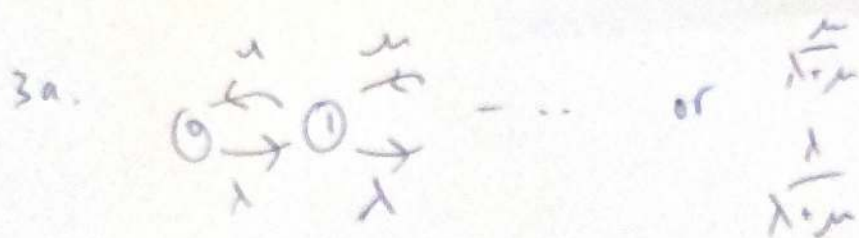
$$V(1) = V(2) = 2 + \frac{1}{2} V(1) = 4. \Rightarrow m(2) = \frac{1}{2} \cdot 4 = 2$$

c. ~~Pull~~ all bandits

Every step: 1. Pull a bandit in state 2

2. If none, pull a bandit in state 1

never touch the "1.1-bandit".



b. ~~known~~

$$V(x) + \frac{1}{\lambda + \mu} \phi = \frac{x}{\lambda + \mu} + \frac{\lambda}{\lambda + \mu} V(x+1) + \frac{\mu}{\lambda + \mu} V(x-1)$$

c. solution: $\phi = \frac{\lambda}{\mu - \lambda}$, $V(x) = \frac{x(x+1)}{2(\mu - \lambda)}$

e.g., $x=0$: $\frac{1}{\lambda + \mu} \frac{\lambda}{\mu - \lambda} = \frac{\lambda}{\lambda + \mu} \frac{2}{2(\mu - \lambda)} + 0$ ✓

d. one-step iteration: consider $\Delta_i = V_i(x+1) - V_i(x)$ for queue i .

(choose queue with lowest Δ_i)

(choice of λ_i : can depend on optimisation problem)

Exam Question:

a What is the principle of "optimism under uncertainty"?

--> It is a principle that aim at encouraging the exploration of the parts of the environment where more uncertainty is present (usually =less data).

b. Cite three elements on which it is possible to work as a data scientist to improve the generalization capabilities of RL algorithms.

--> (1) an abstract representation that discards non-essential features, (2) the objective function (e.g., reward shaping, tuning the training discount factor) and (3) the learning algorithm (type of function approximator and model-free vs model-based).

c. When estimating the expected return of following a given policy, Monte Carlo rollouts can be used. Cite one advantage and one drawback of using Monte Carlo rollouts.

--> (+) The Monte-Carlo estimator is an unbiased well-behaved estimate.

(-) the main drawback is that the estimate requires on-policy rollouts and can exhibit high variance (Many rollouts are thus needed).

d. In Q-learning, what are the two potential characteristics of the state space that make it necessary to use function approximators?

--> It is important when there is a large and/or continuous state space.