

First-visit Monte Carlo policy evaluation

Initialize:

$\pi \leftarrow$ policy to be evaluated

$V \leftarrow$ an arbitrary state-value function

$Returns(s) \leftarrow$ an empty list, for all $s \in \mathcal{S}$

Repeat forever:

(a) Generate an episode using π

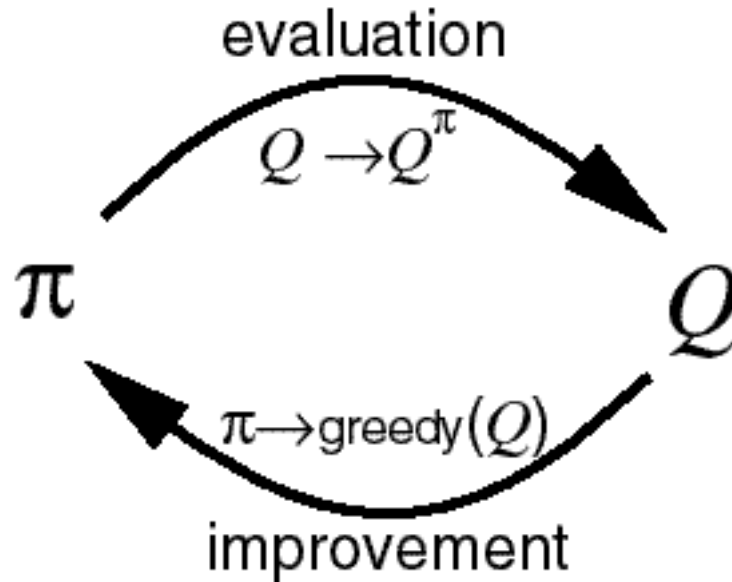
(b) For each state s appearing in the episode:

$R \leftarrow$ return following the first occurrence of s

Append R to $Returns(s)$

$V(s) \leftarrow$ average($Returns(s)$)

Monte Carlo Control



- **MC policy iteration:** Policy evaluation using MC methods followed by policy improvement
- **Policy improvement step:** greedify with respect to value (or action-value) function

MC Estimating Q?

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Monte Carlo Estimation of Action Values (Q)

- Monte Carlo is most useful when a model is not available
 - We want to learn Q^*
- $Q^\pi(s, a)$ - average return starting from state s and action a following π
- Also converges asymptotically *if* every state-action pair is visited
- *Exploring starts*: Every state-action pair has a non-zero probability of being the starting pair

Monte Carlo Exploring Starts

Initialize, for all $s \in \mathcal{S}$, $a \in \mathcal{A}(s)$:

$Q(s, a) \leftarrow$ arbitrary

$\pi(s) \leftarrow$ arbitrary

$Returns(s, a) \leftarrow$ empty list

Fixed point is optimal policy π^*

Repeat forever:

(a) Generate an episode using exploring starts and π

(b) For each pair s, a appearing in the episode:

$R \leftarrow$ return following the first occurrence of s, a

Append R to $Returns(s, a)$

$Q(s, a) \leftarrow$ average($Returns(s, a)$)

(c) For each s in the episode:

$\pi(s) \leftarrow \arg \max_a Q(s, a)$

Convergence of MC Control

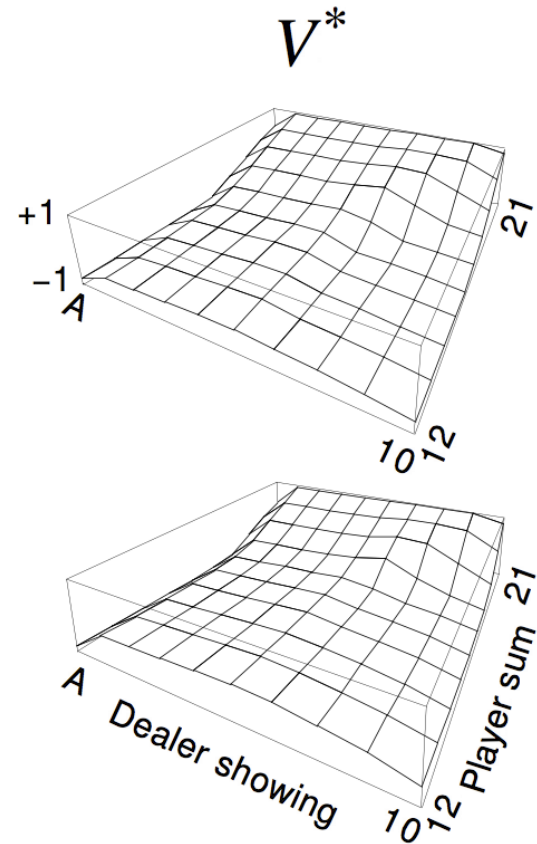
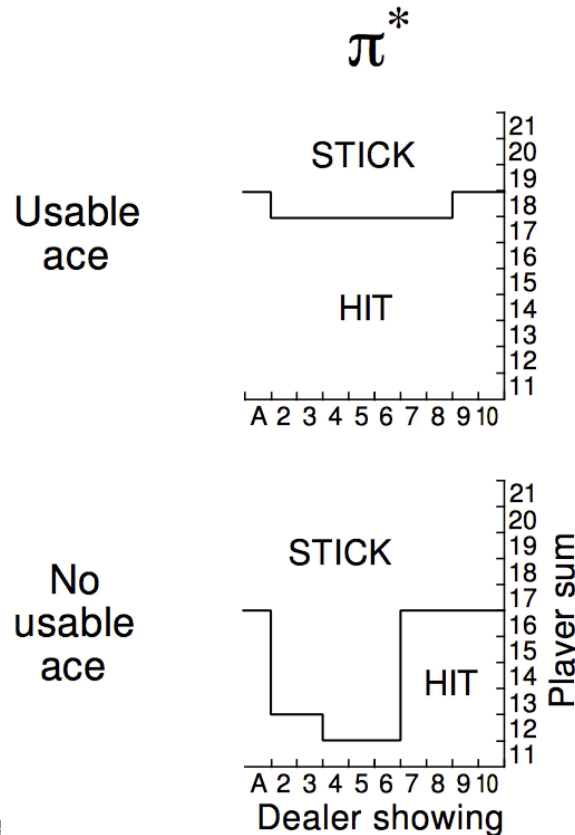
- Greedified policy meets the conditions for policy improvement:

$$\begin{aligned} Q^{\pi_{k+1}}(s, \pi_{k+1}(s)) &= Q^{\pi_k}(s, \arg \max_a Q^{\pi_k}(s, a)) \\ &= \max_a Q^{\pi_k}(s, a) \\ &\geq Q^{\pi_k}(s, \pi_k(s)) \\ &= V^{\pi_k}(s). \end{aligned}$$

- And thus must be $\geq \pi_k$ by the policy improvement theorem
- This assumes exploring starts and infinite number of episodes for MC policy evaluation
- To solve the latter:
 - update only to a given level of performance
 - alternate between evaluation and improvement per episode

Blackjack example continued

- Exploring starts
- Initial policy as described before



On-policy Monte Carlo Control

- *On-policy*: learn about policy currently executing
- How do we get rid of exploring starts?
 - Need *soft* policies: $\pi(s,a) > 0$ for all s and a
 - e.g. ϵ -soft policy:

$$\frac{\epsilon}{|A(s)|}$$

non-max

$$1 - \epsilon + \frac{\epsilon}{|A(s)|}$$

greedy

- Similar to GPI: move policy *towards* greedy policy (i.e. ϵ -soft)
- Converges to best ϵ -soft policy

On-Policy MC Control: No Exploring Starts

Initialize, for all $s \in \mathcal{S}$, $a \in \mathcal{A}(s)$:

$Q(s, a) \leftarrow$ arbitrary

$\pi(s) \leftarrow$ arbitrary

$Returns(s, a) \leftarrow$ empty list

Repeat forever:

(a) Generate an episode using exploring starts and π

(b) For each pair s, a appearing in the episode:

$R \leftarrow$ return following the first occurrence of s, a

Append R to $Returns(s, a)$

$Q(s, a) \leftarrow \text{average}(Returns(s, a))$

(c) For each s in the episode:

$\pi(s) \leftarrow \arg \max_a Q(s, a)$

On-policy MC Control

Initialize, for all $s \in \mathcal{S}$, $a \in \mathcal{A}(s)$:

$Q(s, a) \leftarrow$ arbitrary

$Returns(s, a) \leftarrow$ empty list

$\pi \leftarrow$ an arbitrary ε -soft policy

Repeat forever:

(a) Generate an episode using π

(b) For each pair s, a appearing in the episode:

$R \leftarrow$ return following the first occurrence of s, a

Append R to $Returns(s, a)$

$Q(s, a) \leftarrow$ average($Returns(s, a)$)

(c) For each s in the episode:

$a^* \leftarrow \arg \max_a Q(s, a)$

For all $a \in \mathcal{A}(s)$:

$$\pi(s, a) \leftarrow \begin{cases} 1 - \varepsilon + \varepsilon/|\mathcal{A}(s)| & \text{if } a = a^* \\ \varepsilon/|\mathcal{A}(s)| & \text{if } a \neq a^* \end{cases}$$