CS394R Reinforcement Learning: Theory and Practice

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Good Afternoon Colleagues

• Are there any questions?





• Defines how to learn given a task hierarchically





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- Does not address how to construct the hierarchy





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- Strives for recursive optimality— local optimality for each subtask
 - Weaker or stronger than hierarchical optimality?
- Enables reuse of subtasks
- Enables useful state abstraction (how?)



Some details

• a means both primitive actions and subtasks (options)



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• Polling: Why the dip in the graph in Figure 6?



• What does MAXQ-Q buy you over flat?



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- What does polling buy you over flat?



- What does MAXQ-Q buy you over flat?
- What does polling buy you over flat?
- Would learning the subtasks from the bottom up help?



- What does MAXQ-Q buy you over flat?
- What does polling buy you over flat?
- Would learning the subtasks from the bottom up help?

