EC: Reinforcement Learning **Lecture: 1**

Homework: Dynamic Programming and Reinforcement Learning

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Deadline: February 21 at 23:59

1 The One-Site Tree Cutting Problem

We would like to formalize the *tree cutting* problem and compute the strategy which maximizes the revenue. A tree keeps growing over time with a rate which may depend on the weather and it stops when it reaches a certain maximum height. At the same time the tree may get a disease, in which case it dies and looses all its value. When the company decides to cut a tree, it gains an amount of money which is proportional to the height of the tree. Whenever a tree is cut (or it is dead), a new tree has to planted with a fixed cost. Knowing that the one unit of money looses value over time, find the optimal cutting strategy.

1.1 A Bit More Formal Definition of the Environment

- State space: the (discrete!) height of the tree (constrained to a maximum height)
- Initial state: the height of the tree is set to zero
- Action space either cut or not the tree
- Dynamics:
  - If no cut: the tree grows up to a maximum height by a number of units which depend on the (random!) weather. It may also (randomly!) get a disease.
  - If cut: a new tree is planted with an initial height of one unit.
- Reward:
  - If no cut: a fixed amount of maintenance cost
  - If cut: the value of each unit of wood times the height of the tree minus the cost of planting a new tree.
- Discount factor: we assume a bank interest rate $r = 0.05$, and so discount factor is set of $\gamma = 1/(1+r)$.

1.2 Work to do

1. Formalize the problem more precisely (some decisions are of course arbitrary, such as the influence of the weather on the growth) and implement two functions:

(a) tree_sim which receives as input a state and an action and it returns the next state and the reward.

(b) tree_MDP which returns the dynamics and the reward function (in suitable structures).

2. Policy evaluation: define an arbitrary policy and evaluate it in the initial state using one RL method (Monte-Carlo or TD(0)) and one dynamic programming method (matrix inversion or Bellman operator).
   - For both of them chart $V_n(x_0) - V^\pi(x_0)$ where $x_0 = I$, V^π is computed with DP, $V_n(x_0)$ is the value function estimated by the algorithm after n trajectories.
   - Notice: at each repetition you will obtain different estimates since the transitions are random, so multiple runs of the same experiments are needed. Plot the average result.
3. Optimal policy: compute the optimal policy with Q-learning and one dynamic programming method (value iteration or policy iteration).

Notes on the implementation of Q-learning

- Start from I
- Select an action as $a^+ = \arg\max Q(s,a)$ with probability $1-\epsilon$ and randomise with probability ϵ

Measure of performance for Q-learning, at the end of each episode

- Performance in the initial state $|V^*(I) - V^{\pi_n}(I)|$, where π_n is the greedy policy w.r.t. Q_n
- Performance over all the other state $||V^* - V^{\pi_n}||_\infty$
- Reward cumulated over the episode

2 Extras

1. Study how the obtained results change when changing some of the parameters of the problem (initial height, cost of planting a new tree, gain in selling a tree, and so on).
2. Consider the case where we have two sites where we can grow trees. At each point in time, the decision is whether to cut a tree and which one and the state should consider both sites. Implement the extension or discuss how it could be implemented.
3. Propose a model (and test Q-learning on it) to solve the problem sketched here `http://stackoverflow.com/questions/8337417/markov-decision-process-value-iteration-how-does-it-work`