

Question 2

A cat lives in a two-room apartment; its current state is given by the room number it currently occupies ($s \in \{1, 2\}$). It has two possible actions: $a \in \{\text{walk}, \text{purr}\}$. The cat attempts to determine the optimum policy using Q-learning. It starts out with an empty Q-table ($Q_0(s, a) = 0 \ \forall s, a$). Starting in state $s_1 = 1$, it receives the following rewards, performs the following actions, and observes the following resulting states:

t	s_t	R_t	a_t	s_{t+1}
1	1	2	purr	1
2	1	2	purr	1

The cat performs one iteration of TD-learning with each of these two observations, using a learning rate of $\alpha = 0.1$ and a discount factor of $\gamma = 1$.

- (a) After these two iterations of Q-learning, what values in the Q-table have changed?
- (b) Define $Q_t(s, a)$ to be the value of the Q-function after the t^{th} step of TD-learning. What is $Q_2(1, \text{purr})$?