Reinforcement Learning: Overarching view

Reinforcement Learning (RL) is one of the most exciting fields of Machine Learning today, and also one of the oldest. It has been around since the 1950s, producing many interesting applications over the years.

Code example

```python
import numpy as np
import pandas as pd
import time
np.random.seed(2)  # reproducible

N_STATES = 6  # the length of the 1 dimensional world
ACTIONS = ['left', 'right']  # available actions
EPSILON = 0.9  # greedy policy
ALPHA = 0.1  # learning rate
GAMMA = 0.9  # discount factor
MAX_EPISODES = 13  # maximum episodes
FRESH_TIME = 0.3  # fresh time for one move

def build_q_table(n_states, actions):
    table = pd.DataFrame(np.zeros((n_states, len(actions))),
                         columns=actions,  # actions's name
                         )
```

© 1999-2019, Morten Hjorth-Jensen. Released under CC Attribution-NonCommercial 4.0 license
# print(table)  # show table
return table

def choose_action(state, q_table):
    # This is how to choose an action
    state_actions = q_table.iloc[state, :]
    if (np.random.uniform() > EPSILON) or ((state_actions == 0).all()):
        # act non-greedy or state-action have no value
        action_name = np.random.choice(ACTIONS)
    else:
        # act greedy
        action_name = state_actions.idxmax()  # replace argmax to idxmax as argmax means a different function in newer version of pandas
    return action_name

def get_env_feedback(S, A):
    # This is how agent will interact with the environment
    if A == 'right':
        # move right
        if S == N_STATES - 2:
            # terminate
            S_ = 'terminal'
            R = 1
        else:
            S_ = S + 1
            R = 0
    else:
        # move left
        R = 0
        if S == 0:
            S_ = S  # reach the wall
        else:
            S_ = S - 1
    return S_, R

def update_env(S, episode, step_counter):
    # This is how environment be updated
    env_list = ['-']* (N_STATES-1) + ['T']  # '---------T' our environment
    if S == 'terminal':
        interaction = f'Episode {episode+1}: total_steps = {step_counter} '  
        print('{}{}'.format(interaction, end=''))
        time.sleep(2)
        print(' ', end='')
    else:
        env_list[S] = 'o'
        interaction = ''.join(env_list)
        print('{}{}'.format(interaction, end=''))
        time.sleep(FRESH_TIME)

def rl():
    # main part of RL loop
    q_table = build_q_table(N_STATES, ACTIONS)
    for episode in range(MAX_EPISODES):
        step_counter = 0
        S = 0
        is_terminated = False
        update_env(S, episode, step_counter)
        while not is_terminated:
            A = choose_action(S, q_table)
            S_, R = get_env_feedback(S, A)  # take action & get next state and reward
            q_predict = q_table.loc[S, A]
            if S_ != 'terminal':
if __name__ == "__main__":
    q_table = rl()
    print("\r\nQ-table:\n")
    print(q_table)