

Reinforcement Learning for

Spacecraft in Stochastic Environments

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Stochastic Environments





Reinforcement Learning

Agent Seeks to Accumulate Reward



Bellman Function

$$V^{\pi} = R(s,\pi(s)) + \gamma \sum_{s'} P(s'|s,a) V^{\pi*}(s')$$



Conclusions & Future Work

- Noisy Environments
 - Stochastic Value Gradient (Heess et al., 2015)
- Sparse Rewards
 - Potential-Based Reward Shaping
 - $F(s, a, s') = \gamma \phi(s') \phi(s)$
- Reward Design in Orbital Environment
 - Keplerian vs. Cartesian
- Future Work
 - More Realistic & Complex Orbit Environment
 - Augmented Experience Replay
 - Incorporating Approximations of Fokker-Planck

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