L12 – Week 7 Introduction to Markov Decision Processes and RL

CS 295 Optimization for Machine Learning Ioannis Panageas

The framework

A finite Markov Decision Process (MDP) is defined as follows:

- A finite state space S.
- A finite action space A.
- A transition model P where P(s'|s, a) is the probability of transitioning into state s' upon taking action a in state s. P is a matrix of size $(S \cdot A) \times S$.
- Reward function $r: S \times A \rightarrow [0, 1]$.
- A discounted factor $\gamma \in [0, 1)$.

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The goal is to find a stationary policy $\pi: S \to A$ such that the function

$$V^{\pi}(s) = (1 - \gamma) \mathbb{E}\left[\sum_{t=0}^{\infty} \gamma^{t} r(s_{t}, a_{t}) | \pi, s_{0} = s\right]$$

is maximized. This is the Infinite Time Horizon case. $V^{\pi}(s) \in [0, 1]$ Optimization for Machine Learning

Example

Example (Navigation). Suppose you are given a grid map. The state of the agent is their current location. The four actions might be moving 1 step along each of east, west, north or south. The transitions in the simplest setting are deterministic. There is a goal g that is trying to reach. Reward is one if the agent reaches the goal and zero otherwise.

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The value function of a state s, given the aforementioned policy is

$$V^{\pi}(s) = (1 - \gamma)\gamma^d,$$

where d is the number of steps to reach the goal from s.

Definition (Q-function). *In discounted infinite horizon problems, for any policy* π *, the state-action value function* $Q : S \times A \rightarrow \mathbb{R}$ *is given by*

$$Q^{\pi}(s,a) = (1-\gamma)\mathbb{E}\left[\sum_{t=0}^{\infty} \gamma^{t} r(s_{t},a_{t}) | s_{0} = s, a_{0} = a \text{ and } \pi(s_{\tau}) = a_{\tau} \ \forall \tau\right]$$

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By definition of *Q* function (for fixed policy) the following equations must be satisfied:

$$V^{\pi}(s) = Q^{\pi}(s, \pi(s)) \text{ and } Q^{\pi}(s, a) = (1 - \gamma)r(s, a) + \gamma \mathbb{E}_{s' \sim P(.|s, a)}[V^{\pi}(s')]$$

namely $Q^{\pi}(s, a) = (1 - \gamma)r(s, a) + \gamma \sum_{s'} P(s'|s, a) V^{\pi}(s').$

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Similarly, one can show that

$$V^{\pi}(s) = (1 - \gamma)r(s, \pi(s)) + \gamma \sum_{s'} P(s'|s, \pi(s)) V^{\pi}(s').$$

$$V^{\pi}(s) = Q^{\pi}(s, \pi(s)) \text{ and } Q^{\pi}(s, a) = (1 - \gamma)r(s, a) + \gamma \mathbb{E}_{s' \sim P(.|s, a)}[V^{\pi}(s')]$$

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where P^{π} is a $(S \cdot A) \times (S \cdot A)$ that is induced by the *P* and the policy π .

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We conclude that

$$Q^{\pi} = (1 - \gamma)(I - \gamma P^{\pi})^{-1}r,$$

where $(I - \gamma P^{\pi})^{-1}$ is invertible (why?).

Optimization for Machine Learning

We would like to find the optimal stationary policy, that is we want to

$$V^*(s) = \max_{\pi} V^{\pi}(s)$$

Lemma (Bellman Equations). *The following must hold:*

$$V^*(s) = \max_{a \in A} \{ (1 - \gamma)r(s, a) + \gamma \sum_{s'} P(s'|s, \pi(s))V^*(s') \}.$$

Equivalently for *Q*-function

$$Q^*(s,a) = (1-\gamma)r(s,a) + \gamma \sum_{s'} P(s'|s,\pi(s)) \max_{b \in A} Q^*(s',b)$$

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=
$$\max_{\pi} (1 - \gamma) \mathbb{E} [\sum_t \gamma^t r(s_t, a_t) | \pi, s, a].$$

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Definition (Bellman Operator). *Let's define the following operator T*:

$$TW(x) = \max_{a \in A} (1 - \gamma) r(s, a) + \gamma \sum_{s'} P(s'|s, a) W(s')$$

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Consider f, f' and observe that

$$|\max_{a} f(a) - \max_{a'} f'(a')| \le \max_{a} |f(a) - f'(a)|$$

Proof cont. Assume *a* maximizes f(a) and moreover $f(a) \ge \max_{a'} f'(a')$ (w.l.o.g due to symmetry). Then we get

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$$\|TV - TV'\|_{\infty} = (1 - \gamma)[\max_{a} r(s, a) + \sum_{s'} P(s'|a, s)V(s') - \max_{a'} r(s, a') - \sum_{s'} P(s'|a', s)V'(s'))]_{\infty}$$

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Value Iteration

Idea: We build a sequence of value functions. Let V_0 be any vector, then iterate the application of the optimal Bellman operator so that given V_k at iteration k we compute

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The policy will be given at every iteration as

$$\pi_k = \arg\max_a (1-\gamma)r(s,a) + \gamma \sum_{s'} P(s'|s,a)V_k(s')$$

After
$$k = \frac{\log(1/\epsilon)}{\log(1/\gamma)}$$
 we have error ϵ .

Policy Iteration

Idea: We build a sequence of policies. Let π_0 be any stationary policy. At each iteration k we perform the two following steps:

- 1. Policy evaluation given π_k , compute V^{π_k} .
- 2. Policy improvement: we compute the greedy policy π_{k+1} from V^{π_k} as:

$$\pi_{k+1}(x) \in \arg\max_{a \in A} \left[r(x,a) + \gamma \sum_{y} p(y|x,a) V^{\pi_k}(y) \right].$$

The iterations continue until $V^{\pi_k} = V^{\pi_{k+1}}$.

Conclusion

- Introduction to Markov Decision Processes.
 - Policy Iteration
 - Value Iteration
 - Bellman Equations
- Next week we will talk for multi-agent RL.