

CS159 Lecture 1: Markov Decision Processes

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Caltech

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- Control Policies and Value Functions

Solution Strategies

- Value Iteration

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Markov Decision Process

A Markov decision process (MDP) is a tuple $(\mathcal{S}, \mathcal{A}, T_s, c)$, where

- ▶ $\mathcal{S} = \{1, \dots, |\mathcal{S}|\}$ is a set of states;
- ▶ $\mathcal{A} = \{1, \dots, |\mathcal{A}|\}$ is a set of actions;
- ▶ The function $T_s : \mathcal{S} \times \mathcal{A} \times \mathcal{S} \rightarrow [0, 1]$ describes the probability of transitioning to a state s' given the action a and the system's state s ,

$$T_s(s, a, s') := \mathbb{P}(s_{k+1} = s' | s_k = s, a_k = a) = p(s' | s, a);$$

- ▶ The cost function $c : \mathcal{S} \times \mathcal{A} \rightarrow \mathbb{R}$ assigns an instantaneous cost to each state-action pairs;

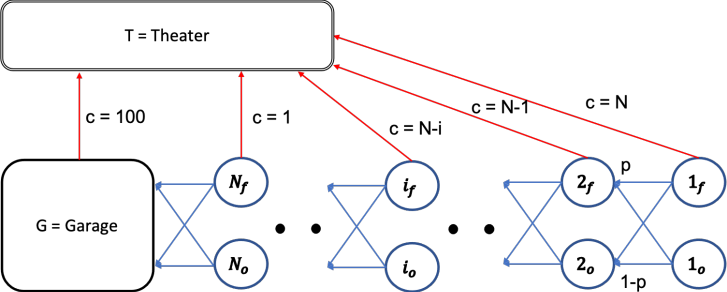
Markov Decision Process

Actions

- ← Park
- ← Move Forward

States

- Parking spot #n free (n_f)
- Theater
- Start
- Parking spot #n occupied (n_o)
- Garage



Deterministic And Random Policies

Deterministic Policies

Define the set of deterministic policies Π^d . A deterministic policy $\pi^d \in \Pi^d$ maps states to actions, i.e.,

$$a_k = \pi^d(s_k).$$

Define the set of random policies Π^r . A random policy $\pi^r \in \Pi^r$ maps states to probability distributions, i.e.,

$$a_k \sim \pi^r(s_k).$$

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Markov Decision Process

A Markov decision process (MDP) is a tuple $(\mathcal{S}, \mathcal{A}, T_s, R)$, where

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$$T_s(s, a, s') := \mathbb{P}(s_{k+1} = s' | s_k = s, a_k = a) = p(s' | s, a);$$

- ▶ The cost function $R : \mathcal{S} \times \mathcal{A} \rightarrow \mathbb{R}$ assigns an instantaneous cost to each state-actions pairs;

Goal

Find a policy $\pi^* = [\pi_0^*, \pi_1^*, \dots]$ defined as

$$\pi^* = \arg \min_{\pi} \mathbb{E} \left[\sum_{t=0}^{\infty} \lambda^t c(s_t, a_t) | \pi \right]$$

Markov Decision Process

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$$\pi^* = \arg \min_{\pi} \mathbb{E} \left[\sum_{t=0}^{\infty} \lambda^t c(s_t, a_t) | \pi \right]$$

- ▶ The discount factor $\lambda \in (0, 1)$.
- ▶ The action $a_t = \pi_t(s_t)$ or $a_t \sim \pi_t(s_t)$.
- ▶ $\mathbb{E}[\sum_{t=0}^{\infty} \lambda^t c(s_t, a_t) | \pi]$ denotes the expectation under the policy π .

Markov Decision Process – Assumptions

Assumption 1. (Stationary costs and transition probabilities)

The cost function $c(s, a)$ and the transition probabilities $\mathbb{P}(s'|s, a)$ do not vary.

Assumption 2. (Bounded costs) The cost function

$|c(s, a)| \leq M < \infty$ for all $a \in \mathcal{A}$ and $s \in \mathcal{S}$.

Assumption 3. (Discrete State and Action Spaces) The state space \mathcal{S} and the action space \mathcal{A} are finite and discrete.

Assumption 4. (Discounting) The future costs are discounted by a factor λ and $0 \leq \lambda < 1$.

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Define the set of random policies Π^r . A random policy $\pi^r \in \Pi^r$ maps states to probability distributions, i.e.,

$$a_k \sim \pi^r(s_k).$$

Deterministic Vs Random Policies

- ▶ For **unconstrained problems** we have that

$$\min_{\pi \in \Pi^d} \mathbb{E} \left[\sum_{t=0}^{\infty} \lambda^t c(s_t, a_t) | \pi \right] = \min_{\pi \in \Pi^r} \mathbb{E} \left[\sum_{t=0}^{\infty} \lambda^t c(s_t, a_t) | \pi \right]$$

There is no performance gain in optimizing over the larger set of random policies.

- ▶ For **constrained problems** we have that

$$\begin{aligned} \min_{\pi \in \Pi^d} \mathbb{E} \left[\sum_{t=0}^{\infty} \lambda^t c(s_t, a_t) | \pi \right] &\geq \min_{\pi \in \Pi^r} \mathbb{E} \left[\sum_{t=0}^{\infty} \lambda^t c(s_t, a_t) | \pi \right] \\ \text{s.t. } \mathbb{E} \left[\sum_{t=0}^{\infty} g(s_t, a_t) | \pi \right] &\leq \epsilon. & \text{s.t. } \mathbb{E} \left[\sum_{t=0}^{\infty} g(s_t, a_t) | \pi \right] &\leq \epsilon. \end{aligned}$$

A randomized policy perform better for constrained problems.

Deterministic Vs Random Policies

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There is no performance gain in optimizing over the larger set of random policies.

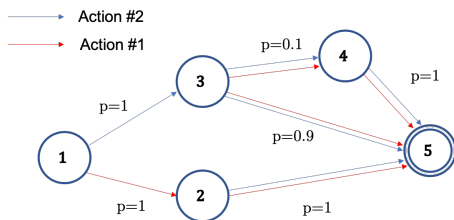
- ▶ For **constrained problems** we have that

$$\begin{array}{l} \min_{\pi \in \Pi^d} \mathbb{E} \left[\sum_{t=0}^{\infty} \lambda^t c(s_t, a_t) | \pi \right] \\ \text{s.t. } \mathbb{E} \left[\sum_{t=0}^{\infty} g(s_t, a_t) | \pi \right] \leq \epsilon. \end{array} \geq \begin{array}{l} \min_{\pi \in \Pi^r} \mathbb{E} \left[\sum_{t=0}^{\infty} \lambda^t c(s_t, a_t) | \pi \right] \\ \text{s.t. } \mathbb{E} \left[\sum_{t=0}^{\infty} g(s_t, a_t) | \pi \right] \leq \epsilon. \end{array}$$

A randomized policy performs better for constrained problems.

Deterministic Vs Random Policies

- ▶ The action space $\mathcal{A} = \{\text{Action 1}, \text{Action 2}\}$, state space $\mathcal{S} = \{1, 2, 3, 4, 5\}$ and the state $s = 5$ is a sink state.
- ▶ The cost function $c(s, a) = 0$ for all $s \in \mathcal{S} \setminus \{3\}$, $a \in \mathcal{A}$ and $c(3, a) = -1$ for all $a \in \mathcal{A}$.
- ▶ The constraint function $g(s, a) = 0$ for all $s \in \mathcal{S} \setminus \{4\}$, $a \in \mathcal{A}$ and $g(4, a) = 1$ for all $a \in \mathcal{A}$.
- ▶ Pick $\epsilon < 0.1$, then a deterministic policy must choose Action 1 from $s = 1$ to meet the constraint $\mathbb{E}[\sum_{t=0}^H g(s_t, a_t) | \pi] \leq \epsilon$.



Value Functions

Value Function

The value function v_π is a vector in $\mathbb{R}^{|\mathcal{S}|}$ where each entry $v_\pi(s)$ represents the cumulative cost of applying the policy $\pi \in \Pi^d$ from the state $s \in \mathcal{S}$, i.e.,

$$v_\pi(s) = \mathbb{E} \left[\sum_{t=0}^{\infty} \lambda^t c(s_t, a_t) \mid \pi, s \right].$$

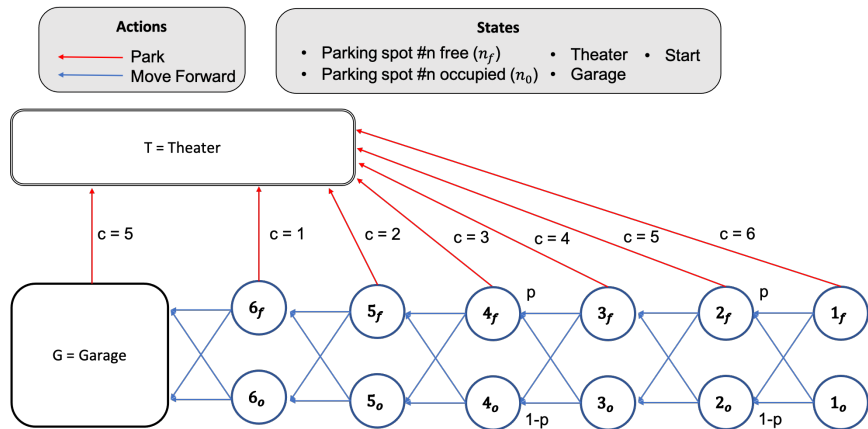
Consider a stationary policy $\pi = [\pi, \pi, \dots]$ with $\pi \in \Pi^d$. Then v_π is the unique solution of

$$v = r_\pi + \lambda P_\pi v$$

where

- ▶ the vector $r_\pi \in \mathbb{R}^{|\mathcal{S}|}$ where $r_\pi(s) = c(s, \pi(s))$
- ▶ the matrix $P_\pi \in \mathbb{R}^{|\mathcal{S}| \times |\mathcal{S}|}$ where $P_\pi(s, s') = p(s' | s, \pi(s))$
- ▶ the value function $v = (I - \lambda P_\pi)^{-1} r_\pi = \sum_{t=0}^{\infty} \lambda^t P_\pi^t r_\pi$

Value Function – The Parking Example



The set of states

$$\mathcal{S} = \{1_f, 1_o, 2_f, 2_o, 3_f, 3_o, 4_f, 4_o, 5_f, 5_o, 6_f, 6_o, G, T\}.$$

Value Function – The Parking Example

Two actions are available: {move forward, park}.

Let π_m be a deterministic policy that selects the action move forward, then P_{π_m} is defined by the following table:

	1f	1o	2f	2o	...	G	T	
			p	1-p				1f
			p	1-p				1o
					...			⋮
						1		6f
						1		6o
							1	G
							1	T

where each entry $P_{\pi}(s, s') = p(s'|s, \pi(s))$ for $s \in \mathcal{S}$, $s' \in \mathcal{S}$ and $\mathcal{S} = \{1_f, 1_o, 2_f, 2_o, 3_f, 3_o, 4_f, 4_o, 5_f, 5_o, 6_f, 6_o, G, T\}$.

Value Function – The Parking Example

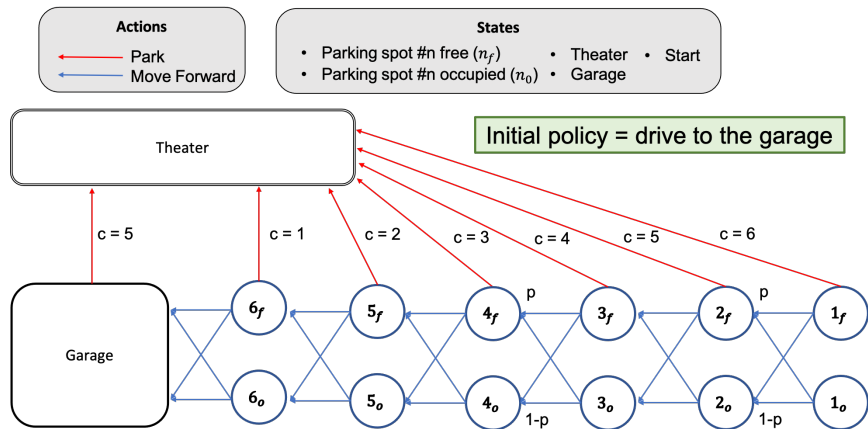
Two actions are available: {move forward, park}.

Let π_p be a deterministic policy that selects the action park, then P_{π_p} is defined by the following table:

	1f	1o	2f	2o	...	G	T	
							1	1f
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					...			⋮
							1	6f
						1		6o
							1	G
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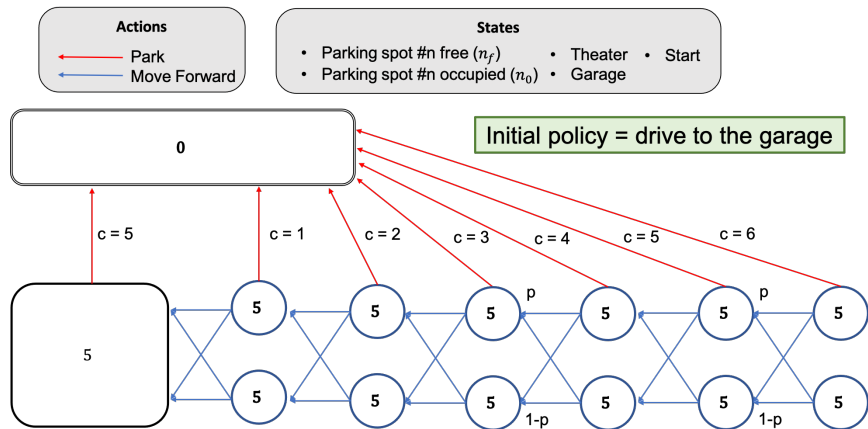
Value Function – The Parking Example



State Vector = $[1_f, 1_o, 2_f, 2_o, 3_f, 3_o, 4_f, 4_o, 5_f, 5_o, 6_f, 6_o, G, T]$.

Value Function = $[5, 5, 5, 5, 5, 5, 5, 5, 5, 5, 5, 5, 5, 5, 0]$.

Value Function – The Parking Example



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Value Function = $[5, 5, 5, 5, 5, 5, 5, 5, 5, 5, 5, 5, 5, 5, 0]$.

Markov Decision Process

Goal

Find a stationary policy $\pi^* = [\pi^*, \pi^*, \dots]$ defined as

$$\pi^* = \arg \min_{\pi} \mathbb{E} \left[\sum_{t=0}^{\infty} \lambda^t c(s_t, a_t) \mid \pi \right]$$

Given a value function which satisfies:

$$v^*(s) = \arg \min_{a \in \mathcal{A}} c(s, a) + \sum_{s' \in \mathcal{S}} \lambda v^*(s') p(s' | s, a).$$

Then, the optimal policy is:

$$\pi(s) = \min_{a \in \mathcal{A}} c(s, a) + \sum_{s' \in \mathcal{S}} \lambda v^*(s') p(s' | s, a)$$

Markov Decision Process

Goal

Find a stationary policy $\pi^* = [\pi^*, \pi^*, \dots]$ defined as

$$\pi^* = \arg \min_{\pi} \mathbb{E} \left[\sum_{t=0}^{\infty} \lambda^t c(s_t, a_t) \mid \pi \right]$$

Optimality Conditions

Given the optimal value function v^* that satisfies the Bellman recursion $v^* = Bv^*$ defined as follows:

$$v^*(s) = \min_{a \in \mathcal{A}} [c(s, a) + \sum_{s' \in \mathcal{S}} \lambda v^*(s') p(s' | s, a)], \quad \forall s \in \mathcal{S}.$$

Then, the optimal policy is:

$$\pi^*(s) = \arg \min_{a \in \mathcal{A}} [c(s, a) + \sum_{s' \in \mathcal{S}} \lambda v^*(s') p(s' | s, a)]$$

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Algorithm Steps:

1. Select $v^0 \in \mathbb{R}^{|\mathcal{S}|}$, set $k = 0$ and pick a tolerance $\epsilon \geq 0$

Value Iteration

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2. For each $s \in \mathcal{S}$ compute $v^{k+1} \in \mathbb{R}^{|\mathcal{S}|}$ where

$$v^{k+1}(s) = \min_{a \in \mathcal{A}} [c(s, a) + \sum_{s' \in \mathcal{S}} \lambda p(s'|s, a) v^k(s')]$$

Value Iteration

Algorithm Steps:

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$$v^{k+1}(s) = \min_{a \in \mathcal{A}} [c(s, a) + \sum_{s' \in \mathcal{S}} \lambda p(s'|s, a) v^k(s')]$$

3. If

$$\|v^{k+1} - v^k\| \geq \epsilon \frac{(1 - \lambda)}{2\lambda}$$

set $k = k + 1$ and go to step 2.

Value Iteration

Algorithm Steps:

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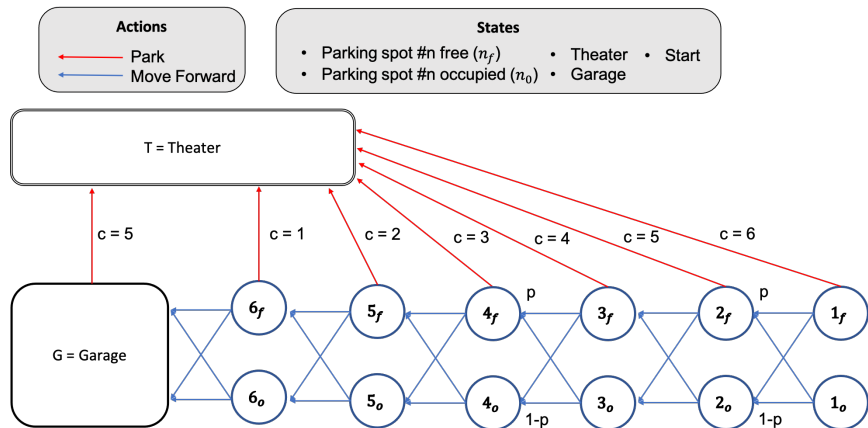
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4. Define the control policy

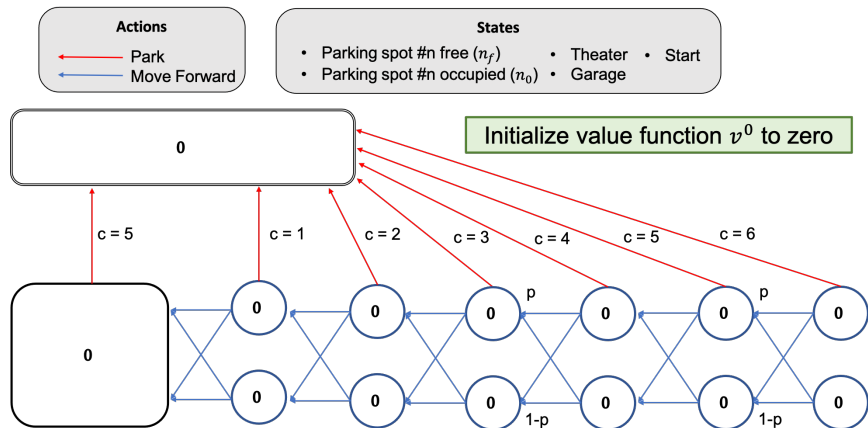
$$\pi^{\text{vi}}(s) = \arg \min_{a \in \mathcal{A}} [c(s, a) + \sum_{s' \in \mathcal{S}} \lambda p(s'|s, a) v^{k+1}(s')]$$

Value Iteration



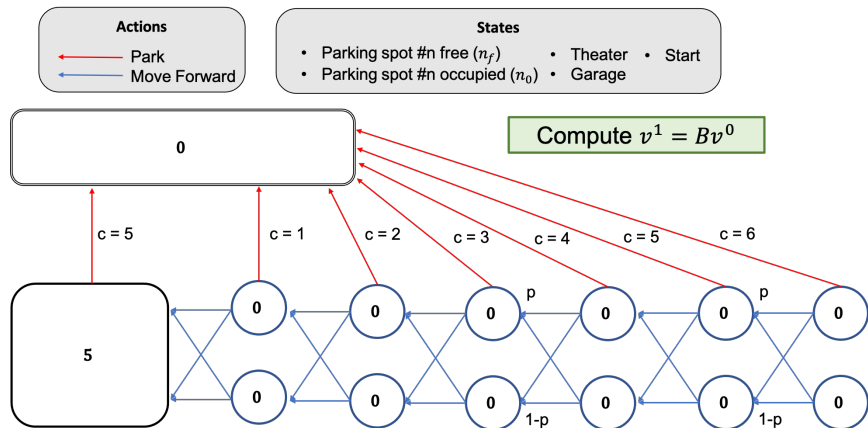
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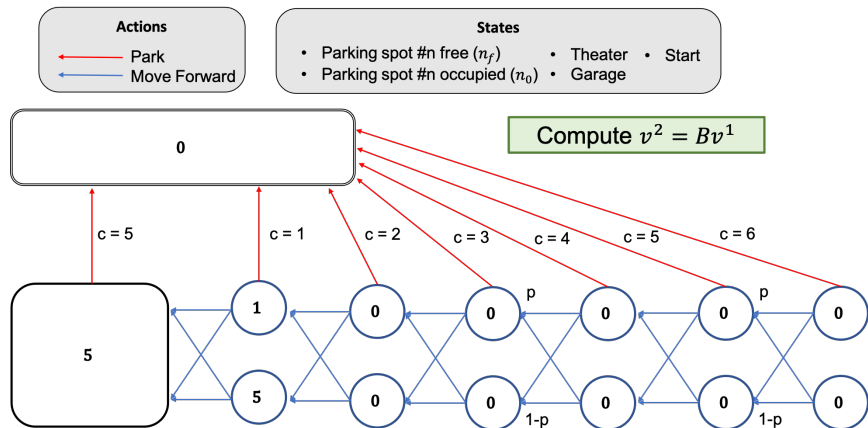
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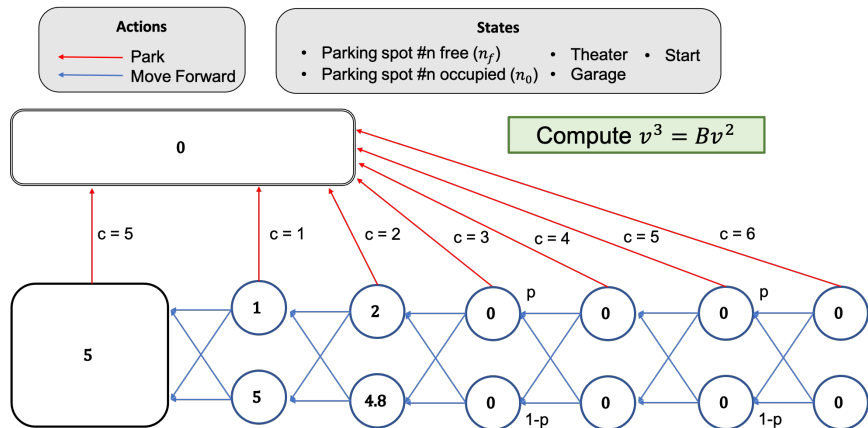
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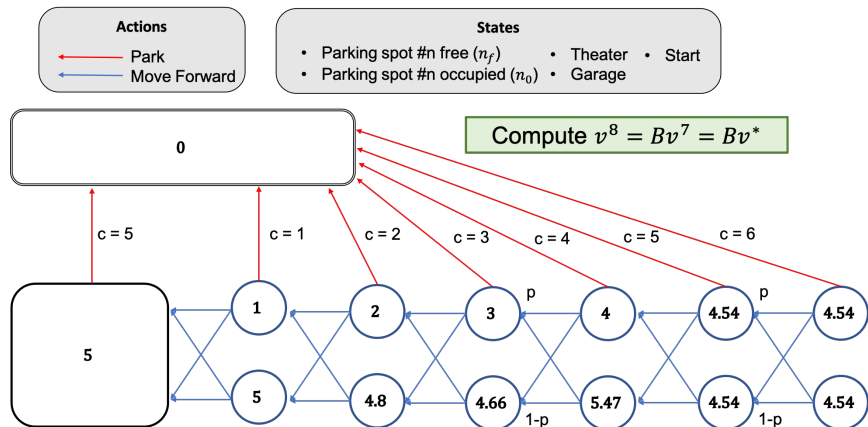
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Value Iteration: Properties

Theorem

Let $\{v^k\}$ be a sequence defined by the Bellman recursion and consider the stopping rule

$$\|v^{k+1} - v^k\|_\infty < \epsilon \frac{(1 - \lambda)}{2\lambda} \quad (1)$$

Then we have that

- ▶ v^k converges in norm to v^* and the convergence is linear with rate λ .
- ▶ If (1) holds for a finite N , then (1) holds for $k \geq N$.
- ▶ If (1) holds for a finite N , then $\|v^{N+1} - v^*\|_\infty < \epsilon/2$ and π^{v^i} is ϵ -optimal.

Variants to the Value Iteration with better convergence rate in Chapter 6 of “Markov decision processes: discrete stochastic dynamic programming” by M. Puterman. John Wiley & Sons, 2014.

Value Iteration: Convergence Proof

Define the Bellman backup operator $B : \mathbb{R}^{|S|} \rightarrow \mathbb{R}^{|S|}$

$$Bv(s) = \min_{a \in \mathcal{A}} [c(s, a) + \sum_{s' \in \mathcal{S}} \lambda p(s'|s, a) v(s')]$$

which is a contraction as

$$\begin{aligned} |Bv_0(s) - Bv_1(s)| &= \left| \min_{a \in \mathcal{A}} [c(s, a) + \sum_{s' \in \mathcal{S}} \lambda p(s'|s, a) v_0(s')] \right. \\ &\quad \left. - \min_{a \in \mathcal{A}} [c(s, a) + \sum_{s' \in \mathcal{S}} \lambda p(s'|s, a) v_1(s')] \right| \\ &\leq \max_{a \in \mathcal{A}} \lambda \left| \sum_{s' \in \mathcal{S}} p(s'|s, a) v_0(s') - \sum_{s' \in \mathcal{S}} p(s'|s, a) v_1(s') \right| \\ &= \max_{a \in \mathcal{A}} \lambda \sum_{s' \in \mathcal{S}} p(s'|s, a) |v_0(s') - v_1(s')| \\ &\leq \lambda \max_{s' \in \mathcal{S}} |v_0(s') - v_1(s')|. \end{aligned}$$

Then, by the fixed-point theorem, we have that $Bv^* = v^*$ and the sequence $v^{k+1} = Bv^k = B^{k+1}v^0$ converges to v^* .

Value Iteration: Suboptimality Proof

We notice that

$$\begin{aligned}\|v^* - v^{k+1}\|_\infty &= \|Bv^* - v^{k+1}\|_\infty \\ &\leq \|Bv^* - Bv^{k+1}\|_\infty + \|Bv^{k+1} - v^{k+1}\|_\infty \\ &= \|Bv^* - Bv^{k+1}\|_\infty + \|Bv^{k+1} - Bv^k\|_\infty \\ &\leq \lambda \|v^* - v^{k+1}\|_\infty + \lambda \|v^{k+1} - v^k\|_\infty.\end{aligned}$$

Rearranging terms and leveraging the stopping rule yields to

$$\|v^{k+1} - v^*\|_\infty \leq \frac{\lambda}{1-\lambda} \|v^{k+1} - v^k\|_\infty \leq \frac{\epsilon}{2}$$

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Policy Iteration

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1. Set $k = 0$ and select a policy $\pi^k \in \Pi^d$.
2. **(Policy Evaluation)**. Compute the value function $v_{\pi^k}^k \in \mathbb{R}^{|\mathcal{S}|}$ that is the solution to the following equation:

$$v_{\pi^k}^k(s) = c(s, \pi^k(s)) + \sum_{s' \in \mathcal{S}} \lambda p(s'|s, \pi^k(s)) v_{\pi^k}^k(s').$$

Recall that $v_{\pi^k}^k = (I - P_{\pi^k})^{-1} r_{\pi^k}$.

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Recall that $v_{\pi^k}^k = (I - P_{\pi^k})^{-1} r_{\pi^k}$.

3. **(Policy Improvement)**. Set

$$\pi^{k+1}(s) = \min_{a \in \mathcal{S}} \left[c(s, a) + \sum_{s' \in \mathcal{S}} \lambda p(s'|s, a) v_{\pi^k}^k(s') \right].$$

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4. If $\pi^k = \pi^{k+1}$ stop, $\pi^* = \pi^k$. Otherwise, set $k = k + 1$ and go to Step 2.

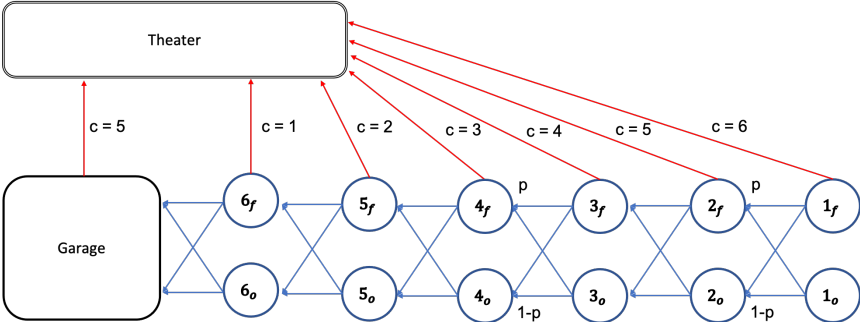
Policy Iteration

Actions

- ← Park (red arrow)
- ← Move Forward (blue arrow)

States

- Parking spot #n free (n_f)
- Theater
- Start
- Parking spot #n occupied (n_o)
- Garage



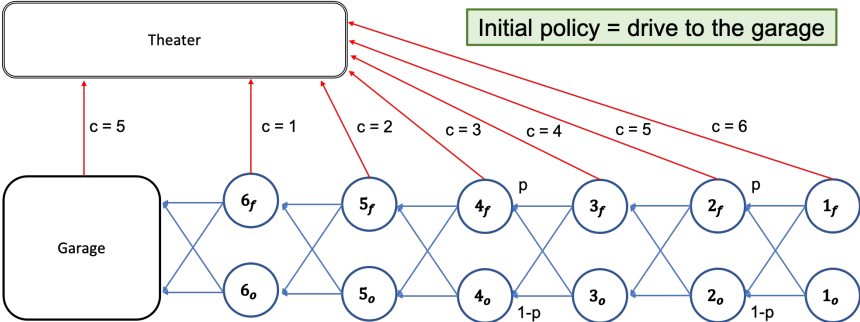
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- Parking spot #n free (n_f)
- Theater
- Start
- Parking spot #n occupied (n_o)
- Garage



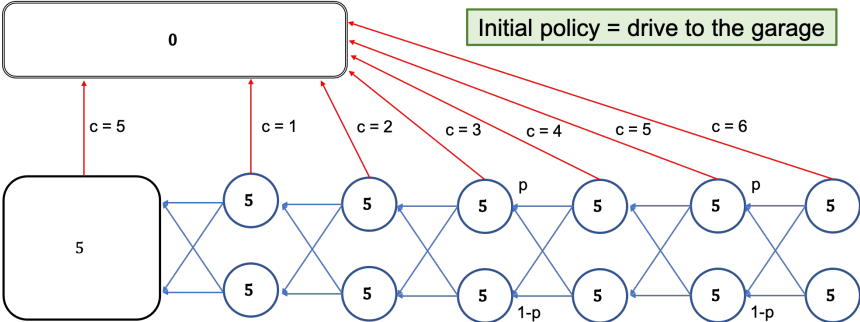
Policy Iteration

Actions

- ← Park
- ← Move Forward

States

- Parking spot #n free (n_f)
- Theater
- Start
- Parking spot #n occupied (n_o)
- Garage



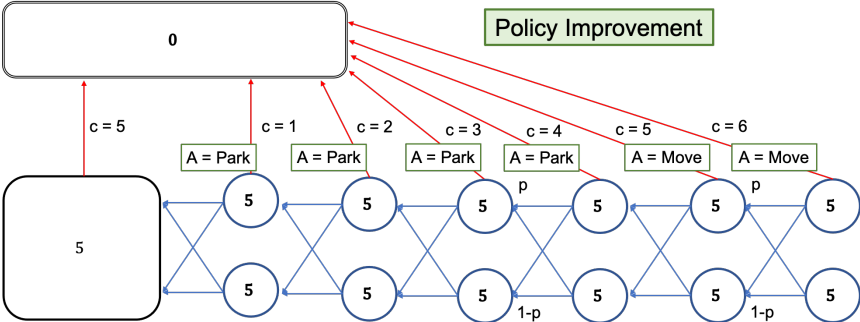
Policy Iteration

Actions

- ← Park (red arrow)
- ← Move Forward (blue arrow)

States

- Parking spot #n free (n_f)
- Theater
- Start
- Parking spot #n occupied (n_o)
- Garage



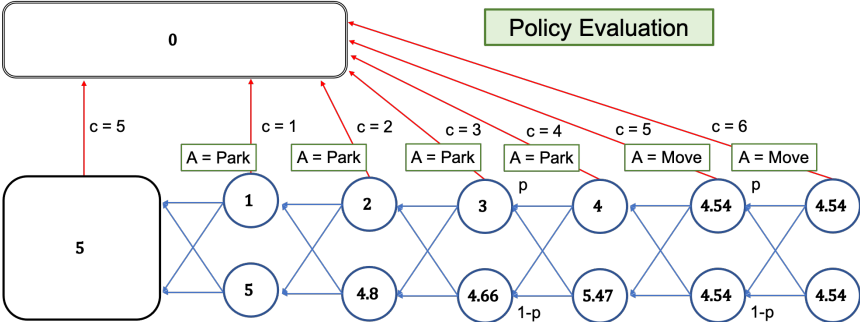
Policy Iteration

Actions

- ← Park (red arrow)
- ← Move Forward (blue arrow)

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- Parking spot #n free (n_f)
- Theater
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- Parking spot #n occupied (n_o)
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Policy Evaluation Step

Direct Strategy

Solve the linear system of equations

$$v_{\pi^k}^k = (I - \lambda P_{\pi^k})^{-1} r_{\pi^k}$$

Set $v_{\pi^k}^{k,0}(s) = 0$

Iterate $v_{\pi^k}^{k,i+1}(s) = c(s, \pi^k(s)) + \sum_{s' \in \mathcal{S}} \lambda p(s'|s, \pi^k(s)) v_{\pi^k}^{k,i}(s')$

Stop when $v_{\pi^k}^{k,i+1}(s) = v_{\pi^k}^{k,i}(s)$ for all $s \in \mathcal{S}$ and set $v_{\pi^k}^{k,i} = v_{\pi^k}^k$

Policy Evaluation Step

Direct Strategy

Solve the linear system of equations

$$v_{\pi^k}^k = (I - \lambda P_{\pi^k})^{-1} r_{\pi^k}$$

Iterative Strategy

Set $v_{\pi^k}^{k,0}(s) = 0$

Iterate $v_{\pi^k}^{k,i+1}(s) = c(s, \pi^k(s)) + \sum_{s' \in \mathcal{S}} \lambda p(s'|s, \pi^k(s)) v_{\pi^k}^{k,i}(s')$

Stop when $v_{\pi^k}^{k,i+1}(s) = v_{\pi^k}^{k,i}(s)$ for all $s \in \mathcal{S}$ and set $v_{\pi^k}^{k,i} = v_{\pi^k}^k$

Policy Evaluation: Properties

Theorem

For the policy iteration algorithm we have that

- ▶ The value function is non-increasing, i.e., $v_{\pi^{k+1}}^{k+1} \leq v_{\pi^k}^k$
- ▶ The algorithm converges in a finite number of iterations
- ▶ Let π^∞ be the policy at convergence, then $\pi^\infty = \pi^*$

Policy Evaluation: Properties

Proof sketch:

- ▶ The value function is non-increasing and there is a finite number of policies (as the number of action is finite). Therefore, the policy iteration algorithm converges in a finite number of iterations
- ▶ At convergence we have that $\pi^{k+1} = \pi^k$ and therefore

$$v^{k+1}(s) = \min_{a \in \mathcal{A}} \left[c(s, a) + \sum_{s' \in \mathcal{S}} \lambda p(s'|s, a) v^{k+1}(s') \right], \forall s \in \mathcal{S}.$$

Hence, v^{k+1} satisfies the Bellman equation and $\pi^{k+1} = \pi^*$.

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Linear Programming

Let $\alpha(s) > 0$ for all $s \in \mathcal{S}$ and

$$\bar{v} = \arg \max_{v \in \mathbb{R}^{|\mathcal{S}|}} \sum_{s \in \mathcal{S}} \alpha(s)v(s)$$

$$\text{subject to } v(s) \leq c(s, a) + \sum_{s' \in \mathcal{S}} \lambda p(s'|s, a)v(s'),$$

$$\forall a \in \mathcal{A}, \forall s \in \mathcal{S}.$$

then, we have that $\bar{v} = v^*$.

Linear Programming

Proof Sketch. By feasibility of \bar{v} we have

$$\bar{v}(s) \leq c(s, a) + \sum_{s' \in \mathcal{S}} \lambda p(s'|s, a) \bar{v}(s'), \quad \forall a \in \mathcal{A}, \quad \forall s \in \mathcal{S}.$$

which is equivalent to

$$\bar{v}(s) \leq \min_{a \in \mathcal{A}} \left[c(s, a) + \sum_{s' \in \mathcal{S}} \lambda p(s'|s, a) \bar{v}(s') \right] = Bv(\bar{s}), \quad \forall s \in \mathcal{S}.$$

Now recall that B is monotone and therefore

$v(s) \leq Bv(s) \leq B^2v(s) \leq \dots \leq B^\infty v(s) = v^*(s), \quad \forall s \in \mathcal{S}$. Hence, any feasible solution $v(s) \leq Bv(s) \leq v^*(s) = Bv^*(s)$. Concluding as $\alpha(s) > 0$, the feasible solution $v^*(s)$ is optimal.

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Policy Evaluation: Find V_{π^k} by solving

$$V_{\pi^k}(s) = c(s, \pi^k(s)) + \sum_{s' \in \mathcal{S}} \lambda p(s'|s, \pi^k(a)) V_{\pi^k}(s'), \quad \forall s \in \mathcal{S}.$$

Policy Improvement: Compute π^{k+1} as

$$\pi^{k+1}(s) = \min_{a \in \mathcal{A}} \left[c(s, a) + \sum_{s' \in \mathcal{S}} \lambda p(s'|s, a) V_{\pi^k}(s') \right], \quad \forall s \in \mathcal{S}.$$

Value Iteration

For any $V \in \mathbb{R}^{|\mathcal{S}|}$ compute

$$V^*(s) = \lim_{k \rightarrow \infty} B^k V(s), \quad \forall s \in \mathcal{S}.$$

Summary Policy and Value Iteration

Policy Iteration

Policy Evaluation: Find V_{π^k} by solving

$$V_{\pi^k}(s) = c(s, \pi^k(s)) + \sum_{s' \in \mathcal{S}} \lambda p(s'|s, \pi^k(a)) V_{\pi^k}(s'), \quad \forall s \in \mathcal{S}.$$

Policy Improvement: Compute π^{k+1} as

$$\pi^{k+1}(s) = \min_{a \in \mathcal{A}} \left[c(s, a) + \sum_{s' \in \mathcal{S}} \lambda p(s'|s, a) V_{\pi^k}(s') \right], \quad \forall s \in \mathcal{S}.$$

Value Iteration

For any $V \in \mathbb{R}^{|\mathcal{S}|}$ compute

$$V^*(s) = \lim_{k \rightarrow \infty} B^k V(s), \quad \forall s \in \mathcal{S}.$$

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Policy Evaluation: Find V_{π^k} by solving

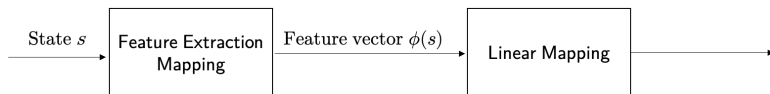
$$V_{\pi^k}(s) = c(s, \pi^k(s)) + \sum_{s' \in \mathcal{S}} \lambda p(s'|s, \pi^k(a)) V_{\pi^k}(s'), \quad \forall s \in \mathcal{S}.$$

Policy Improvement: Compute π^{k+1} as

$$\pi^{k+1}(s) = \min_{a \in \mathcal{A}} \left[c(s, a) + \sum_{s' \in \mathcal{S}} \lambda p(s'|s, a) V_{\pi^k}(s') \right], \quad \forall s \in \mathcal{S}.$$

- ▶ Perform the policy evaluation step for all $s \in \bar{\mathcal{S}} \subset \mathcal{S}$
- ▶ Similar strategies for Value Iteration and Linear Programming

Approximation in the Value Space



Value function approximation

$$\hat{V}_{\theta}(s) = \sum_i \theta_i \phi_i(s) = \theta^{\top} \phi(s)$$

Chess example

- ▶ $\phi_1(s) = \textit{material score}$ computed summing the points with the pieces on the board (pawn = 1, rook = 5, Knight and Bishops = 3, queen = 10)
- ▶ $\phi_2(s) = \textit{mobility}$ given by the legal moves available,
- ▶ $\phi_3(s) = \textit{center control}$ given by the number of pawns in the center
- ▶ $\phi_4(s) = \textit{bishop's mobility}$ given by the amount of squared reachable by the bishop,



Policy Iteration w/ Value Function Approximation

We focus on a variant of approximate policy iteration based on Monte Carlo simulations and function approximation.

Approximate Policy Iteration

Policy Evaluation: For a set of representative states $\bar{\mathcal{S}} \subset \mathcal{S}$ run M simulations using the policy π^k . Then, compute the cost of each i th simulation from the state $s \in \bar{\mathcal{S}}$ denoted as $\bar{c}(i, s)$ and approximate the value function $\hat{V}_\theta(s) = \sum_{s \in \mathcal{S}} \theta^\top \phi(s)$ solving the following problem

$$\theta^k = \arg \min_{\theta} \sum_{s \in \bar{\mathcal{S}}} \sum_{i=1}^M \|\hat{V}_\theta(s) - \bar{c}(i, s)\|.$$

Policy Improvement: Compute π^{k+1} as

$$\pi^{k+1} = \min_{a \in \mathcal{A}} \left[c(s, a) + \sum_{s' \in \mathcal{S}} \lambda p(s'|s, a) \hat{V}_{\theta^k}(s') \right].$$

Theoretical Basis for Approximate Policy Iteration

Theorem

If policies are approximately evaluated using an approximated value function such that

$$\max_s |V_{\theta^k}(s) - V_{\pi^k}(s)| \leq \delta, \quad \forall k = 0, 1, \dots$$

and the policy improvement is approximate

$$\max_s |B_{\pi^{k+1}} V_{\theta^k}(s) - B V_{\theta^k}(s)| \leq \epsilon, \quad \forall k = 0, 1, \dots$$

Then, we have that

$$\limsup_{k \rightarrow \infty} \max_s |V_{\pi^k}(s) - V^*(s)| \leq \frac{\epsilon + 2\lambda\delta}{(1 - \lambda)^2}$$

Readings

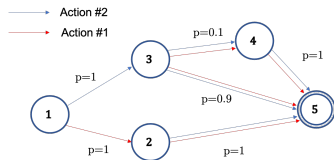
- ▶ Chapter 2 and Chapter 6.2 “Neuro-Dynamic Programming”
Dimitri P. Bertsekas and John Tsitsiklis
- ▶ Chapter 6 “Markov decision processes: discrete stochastic dynamic programming.” M. Puterman
- ▶ D. Bertsekas, “Feature-based aggregation and deep reinforcement learning: A survey and some new implementations.” *IEEE/CAA Journal of Automatica Sinica* 6.1 (2018): 1-31.
- ▶ D. Bertsekas, “Biased aggregation, rollout, and enhanced policy improvement for reinforcement learning.” arXiv preprint arXiv:1910.02426 (2019).
- ▶ D. P. De Farias, and B. Van Roy. “The linear programming approach to approximate dynamic programming.” *Operations research* 51.6 (2003): 850-865.

Summary

- ▶ We discussed how to solve optimal control problem with discrete state and action spaces of the form

$$\pi^* = \arg \min_{\pi} \mathbb{E} \left[\sum_{t=0}^{\infty} \lambda^t r(s_t, a_t) | \pi \right].$$

- ▶ The solution can be computed exactly given a known model and state-action spaces of moderate size.
- ▶ Approximate dynamic programming can be used to reduce the computational complexity of synthesis strategies.



What is next?

Optimal Control Problem with Continuous State Spaces:

In the next lectures we will

- ▶ Compute a control policy mapping continuous state to continuous control action

$$\pi : \mathbb{R}^n \rightarrow \mathbb{R}^d$$

- ▶ Leverage the same ideas to synthesize optimal policies, but computing/approximating the value function is harder for problem with constraints.
- ▶ Present learning-based strategies to approximate the value function in continuous state-action spaces.