

AML, 17 Oct 2019

Reinforcement learning

Agent chooses actions, gets a (probabilistic) reward

Determine a strategy to choose actions to maximize

long term reward

Exploitation vs Exploration

↓
Choosing greedily

↘
Learn more about system

Non-associative model

Rewards are not based on current state (i.e. only on state)

- Possibility of time varying rewards

k-bandit problem

Choose among k actions

Associative model

Markov Decision Process

Markov chain

States

Transition probability matrix

$$s_i \begin{bmatrix} & s_1 & \dots & s_j & \dots & s_n \\ \hline & & & P_{ij} & & \end{bmatrix}$$

P_{ij} : prob of $s_i \rightarrow s_j$

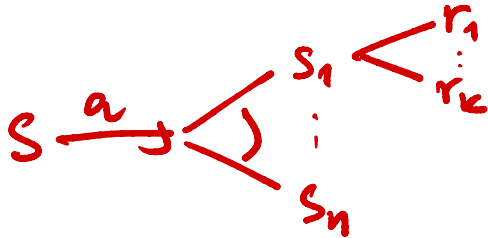
$$\sum_j P_{ij} = 1$$

Finite state, one next state distribution per state

Generative

At s , choose a - Agent's choice

Associated probability $p(s', r | s, a)$



$$p(s' | s, a) = \sum_r p(s', r | s, a)$$

$$\sum_{s'} p(s' | s, a) = 1$$

Expected reward

$$r(s, a, s') = \sum_r r \cdot \frac{P(s', r | s, a)}{P(s' | s, a)}$$

Idealized setting for "associative" reinforcement learning

"State" information is available to agent

What does it mean to maximize long term reward?

Finite trajectory

- Play a game till it ends in win/loss/draw
 - T moves, $t = 1, \dots, T$
- ↓
"Episode"

Expected return at time t

$$G_t = R_{t+1} + R_{t+2} + \dots + R_T$$



action A_t at t generates reward R_{t+1}

$$(S_t, A_t) \longrightarrow S_{t+1}, R_{t+1}$$

Many situations - no finite episode boundary

Infinite sequence of rewards

Discounted reward

$$G_t \stackrel{\text{def}}{=} R_{t+1} + \gamma R_{t+2} + \gamma^2 R_{t+3} + \dots$$

$$0 \leq \gamma \leq 1$$

$$= \sum_{k=0}^{\infty} \gamma^k R_{t+k+1}$$

$\gamma = 0$ - "myopic"

$\gamma \rightarrow 1$

$$G_t = R_{t+1} + \gamma R_{t+2} + \gamma^2 R_{t+3} + \dots$$

$$= R_{t+1} + \gamma \underbrace{(R_{t+2} + \gamma R_{t+3} + \gamma^2 R_{t+4} + \dots)}_{G_{t+1}}$$

$$G_t = R_{t+1} + \gamma G_{t+1}$$

If $R = +1$ always

$$G = \frac{1}{1-\gamma}$$

To reconcile finite & infinite case

- Episodic tasks, assume that

- terminal state have a single self loop

- Reward is 0 for self loop



Use same discounted reward defn in both cases

Actual "value" depends on policy

$v_{\pi}(s)$ - value of state s wrt policy π

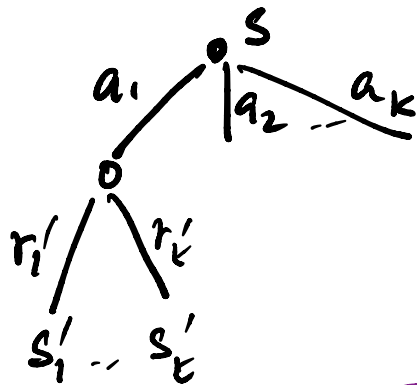
$$\mathbb{E}_{\pi} [G_t | S_t = s] = \mathbb{E}_{\pi} \left[\sum_{k=0}^{\infty} \gamma^k R_{t+k+1} | S_t = s \right]$$

State-value function

$$v_{\pi}(s, a) \stackrel{\text{def}}{=} \mathbb{E}_{\pi} [G_t | S_t = s, A_t = a]$$

$$V_{\pi}(s) = E_{\pi} [G_t | s_t = s]$$

$$= E_{\pi} [R_{t+1} + \gamma G_{t+1} | s_t = s]$$



$$= \sum_a \pi(a|s) \sum_{s'} \sum_r p(s', r | s, a)$$

$$\left[r + \gamma E [G_{t+1} | s_{t+1} = s'] \right]$$

$$V_{\pi}(s) = \sum_a \pi(a|s) \sum_{s', r} p(s', r | s, a) \left[r + \gamma V_{\pi}(s') \right]$$

$$v_{\pi}(s) = \sum_a \pi(a|s) \sum_{s', r} P(s', r | s, a) [r + \gamma v_{\pi}(s')]$$

Bellman equation for $v_{\pi}(s)$

Find a solution to these (simultaneous) equations

Given a policy, we have Bellman equations to solve for $v_{\pi}(s)$

What we really want to do is to find "best" π

Best π ?

$$\pi_1 \leq \pi_2 \text{ if } \forall s. V_{\pi_1}(s) \leq V_{\pi_2}(s)$$

There exist optimal policies

Suppose π_1, π_2 are both optimal

$$- \forall s. V_{\pi_1}(s) = V_{\pi_2}(s)$$

$$- \forall s, a. Q_{\pi_1}(s, a) = Q_{\pi_2}(s, a)$$

Hypothetically, there are optimum $V_*(s), Q_*(s, a)$

We must have

$$V_*(s) = \max_a Q_*(s, a)$$

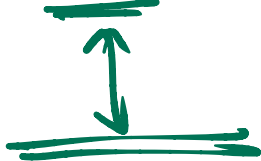
$$= \max_a E [G_t \mid S_t = s, A_t = a]$$

$$= \max_a E [R_{t+1} + \gamma G_{t+1} \mid S_t = s, A_t = a]$$

$$= \max_a E [R_{t+1} + \gamma V_*(S_{t+1}) \mid S_t = s, A_t = a]$$

$$V_*(s) = \max_a \sum_{s', r} P(s', r \mid s, a) [r + \gamma V_*(s')]$$

$$V_*(s) = \max_a \sum_{s',r} p(s',r|s,a) [r + \gamma v_*(s')]$$



vs

$$V_\pi(s) = \sum_a \pi(a|s) \sum_{s',r} p(s',r|s,a) [r + \gamma v_\pi(s')]$$

Similarly

$$q_*(s,a) = \sum_{s',r} p(s',r|s,a) [r + \gamma \max_{a'} q_*(s',a')]$$