

# Markov Decision Processes

# Last Time

- What does "Markov" mean in "Markov Process"?

# Guiding Questions

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- What is a **Markov decision process?**

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- What is a **Markov decision process**?
- What is a **policy**?

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- What is a **Markov decision process**?
- What is a **policy**?
- How do we **evaluate** policies?

# Decision Networks and MDPs

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-  Chance node
-  Decision node
-  Utility node

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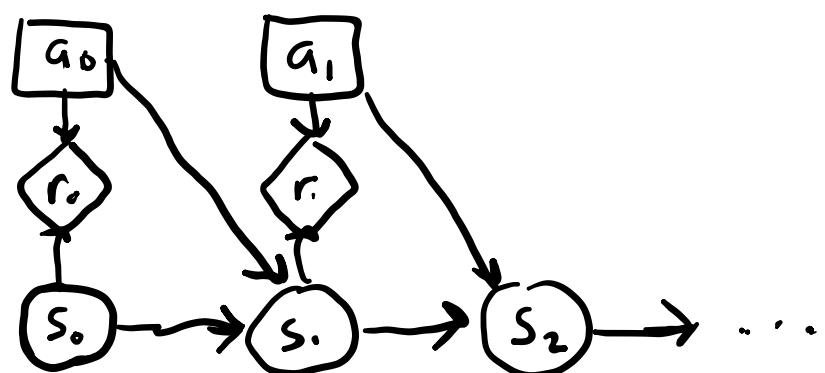
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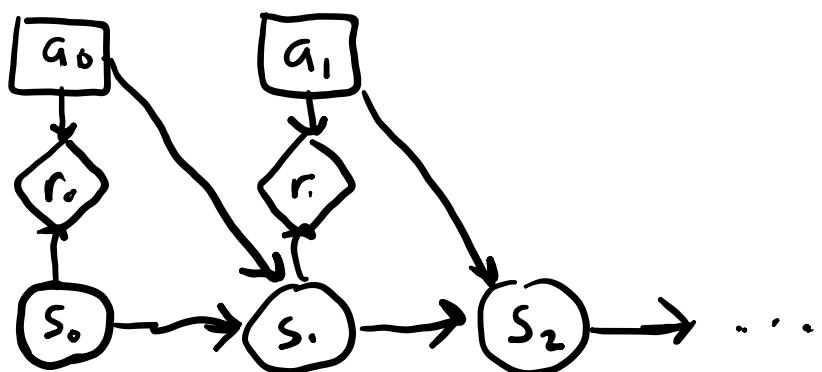
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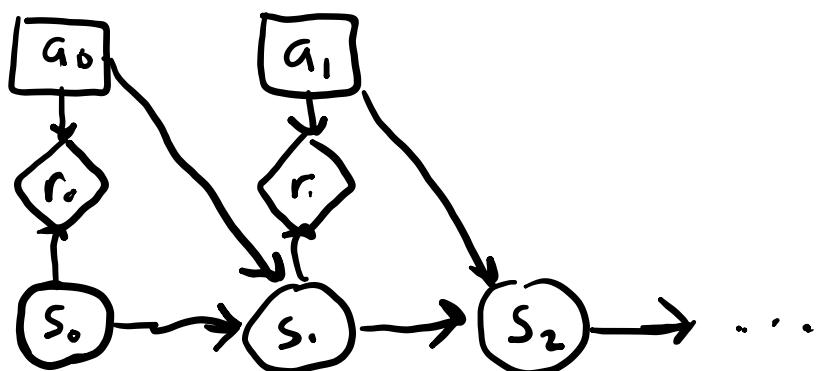
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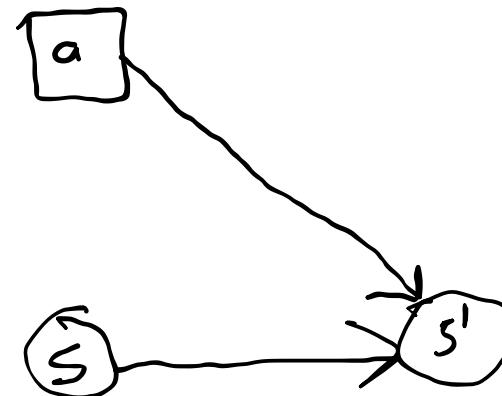


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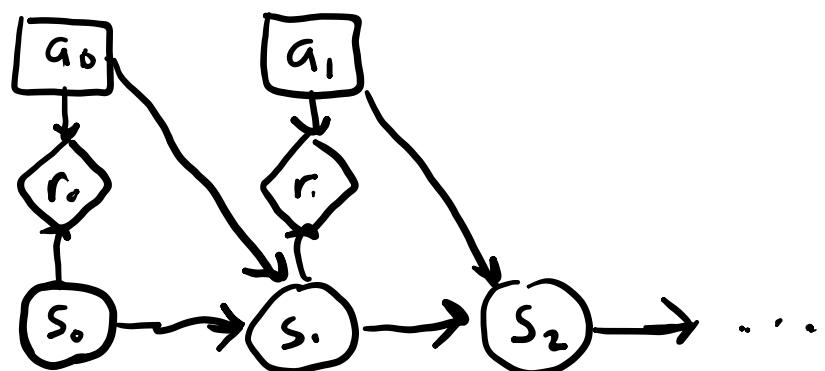
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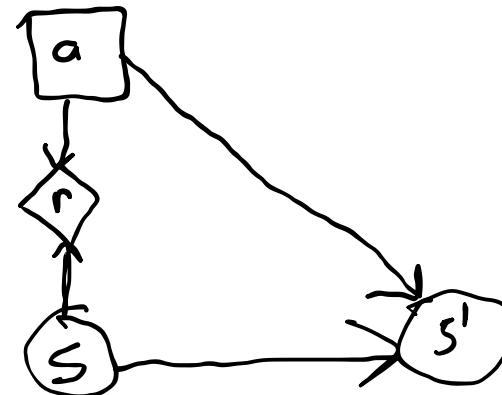


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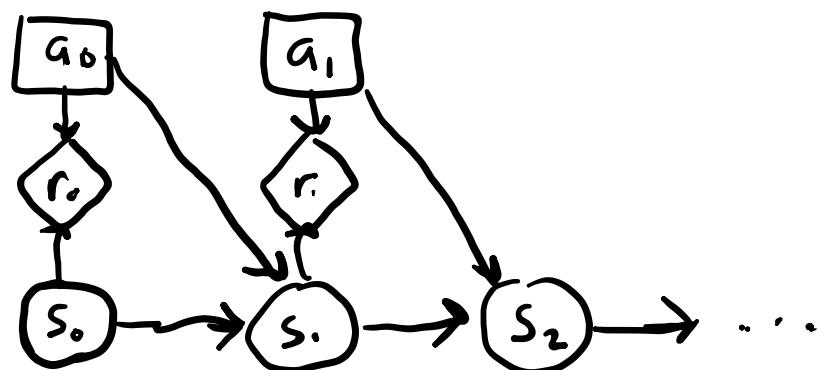
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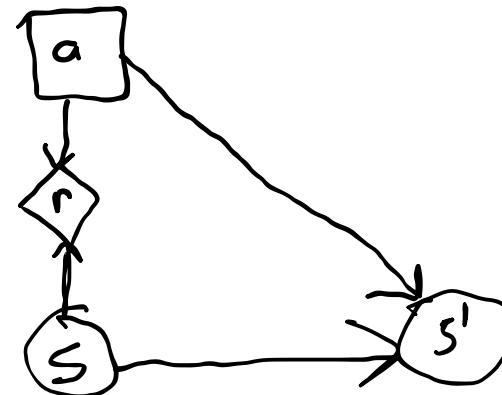


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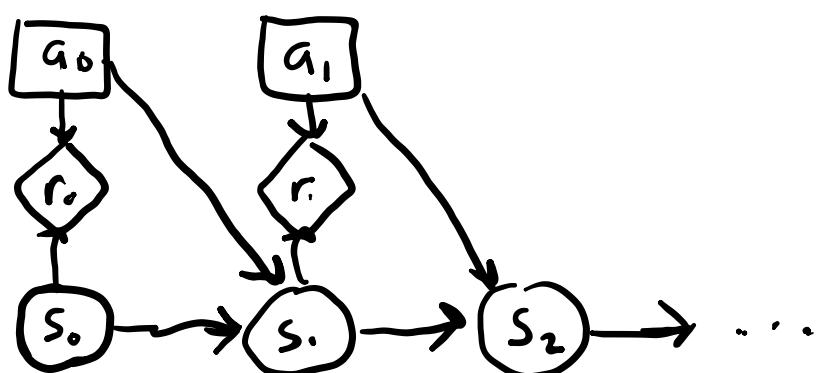
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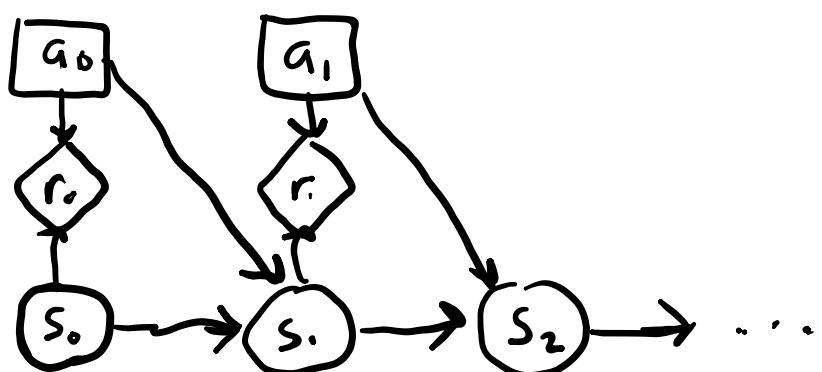
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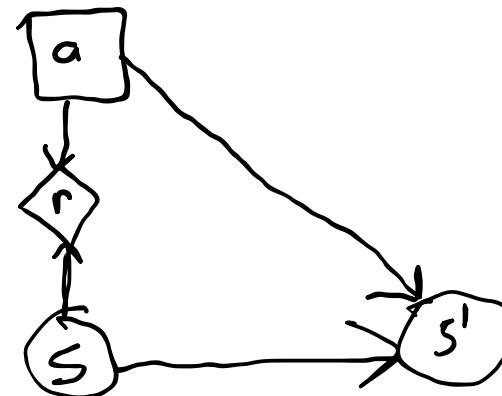
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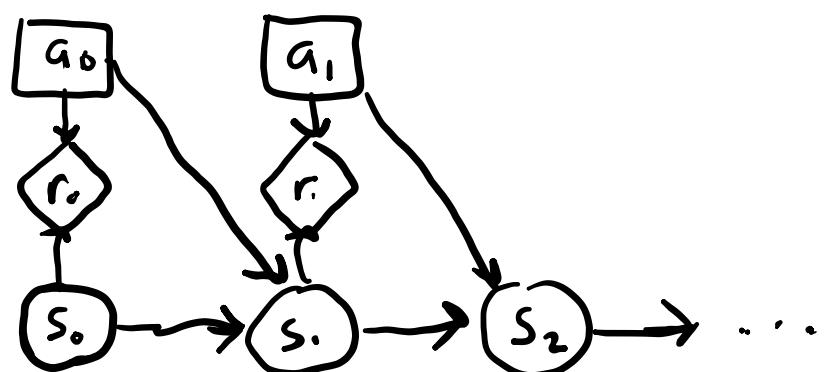
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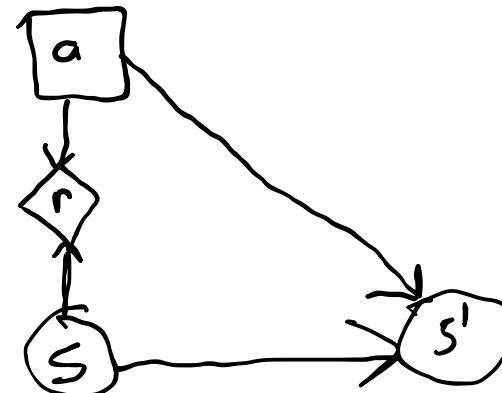
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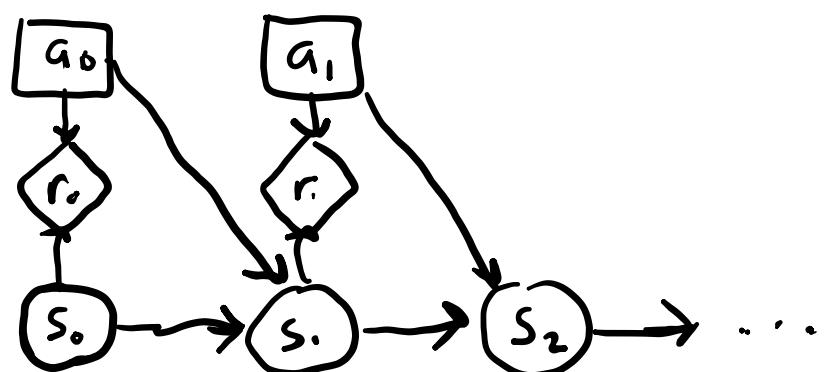
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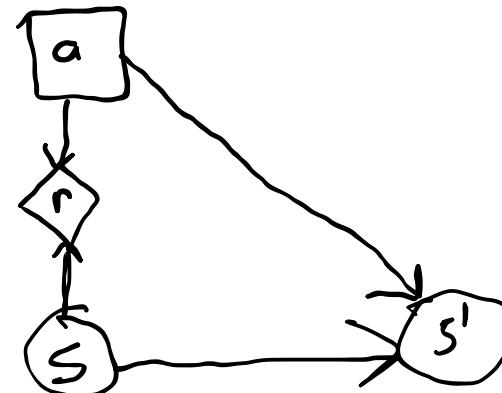
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- If you drive, you will have to pay \$15 for parking; biking is free.
- On 1% of cold days, the ground is covered in ice and you will crash if you bike, but you can't discover this until you start riding. After your crash, you limp home with pain equivalent to losing \$100.

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## Algorithm: Rollout Simulation

Inputs: MDP  $(S, A, R, T, \gamma, b)$  (only need generative model,  $G$ ), Policy  $\pi$ , horizon  $H$

Outputs: Utility estimate  $\hat{u}$

$s \leftarrow \text{sample}(b)$

$\hat{u} \leftarrow 0$

for  $t$  in  $0 \dots H - 1$

$a \leftarrow \text{sample}(\pi(a | s))$

$s', r \leftarrow G(s, a)$

$\hat{u} \leftarrow \hat{u} + \gamma^t r$

$s \leftarrow s'$

return  $\hat{u}$

# Break

- Suggest a policy that you think is optimal for the icy day problem

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$$P(\tau \mid \pi) = b(s_0) \prod_{t=0}^{\infty} T(s_{t+1} \mid s_t, \pi(t))$$

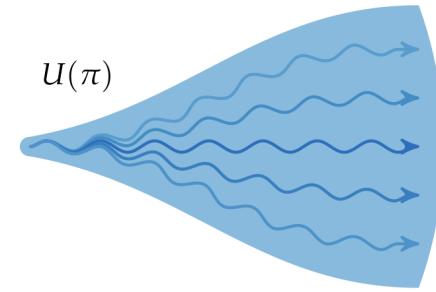
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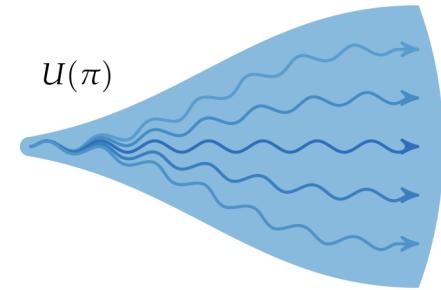
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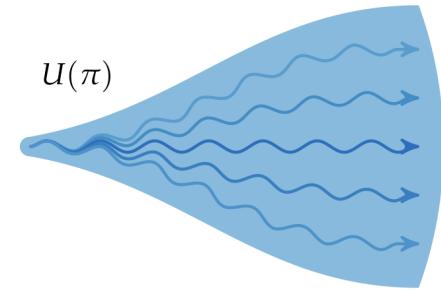


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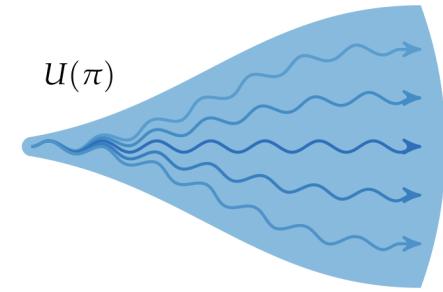
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$$U(\pi) \approx \bar{u}_m = \frac{1}{m} \sum_{i=1}^m \hat{u}^{(i)}$$

where  $\hat{u}^{(i)}$  is generated by a rollout simulation

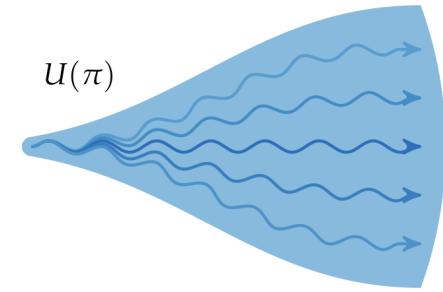


# Monte Carlo Policy Evaluation

- Running a large number of simulations and averaging the accumulated reward is called *Monte Carlo Evaluation*

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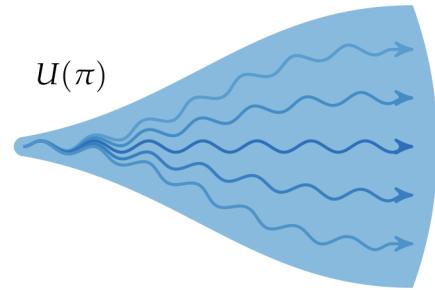
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# Value Function-Based Policy Evaluation

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