Reinforcement learning

Episode 2

Value-based methods, Temporal Difference

Reinforcement learning

Episode 2

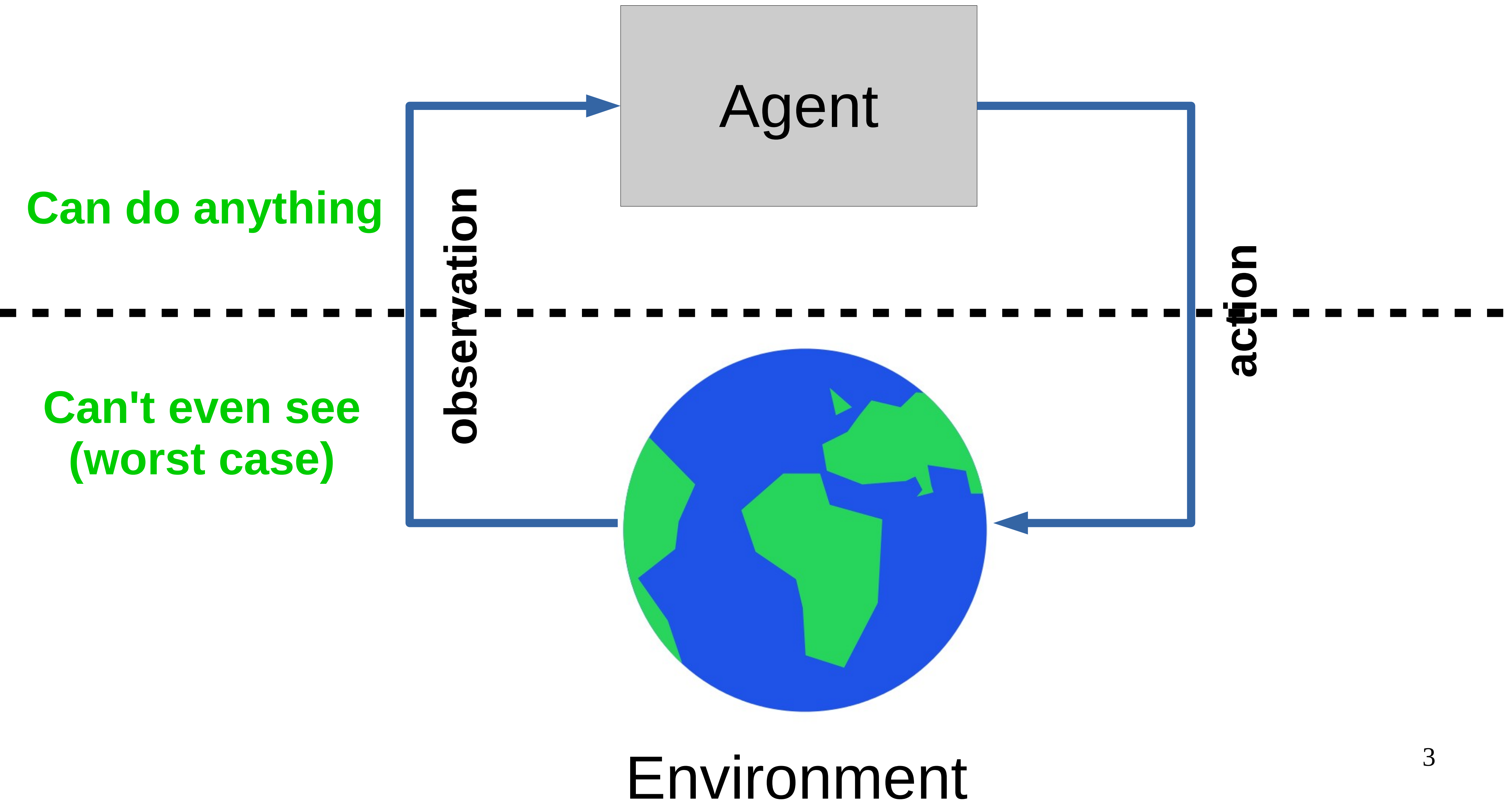
Oh gosh,
we have 101 slides!

Yandex
Data Factory

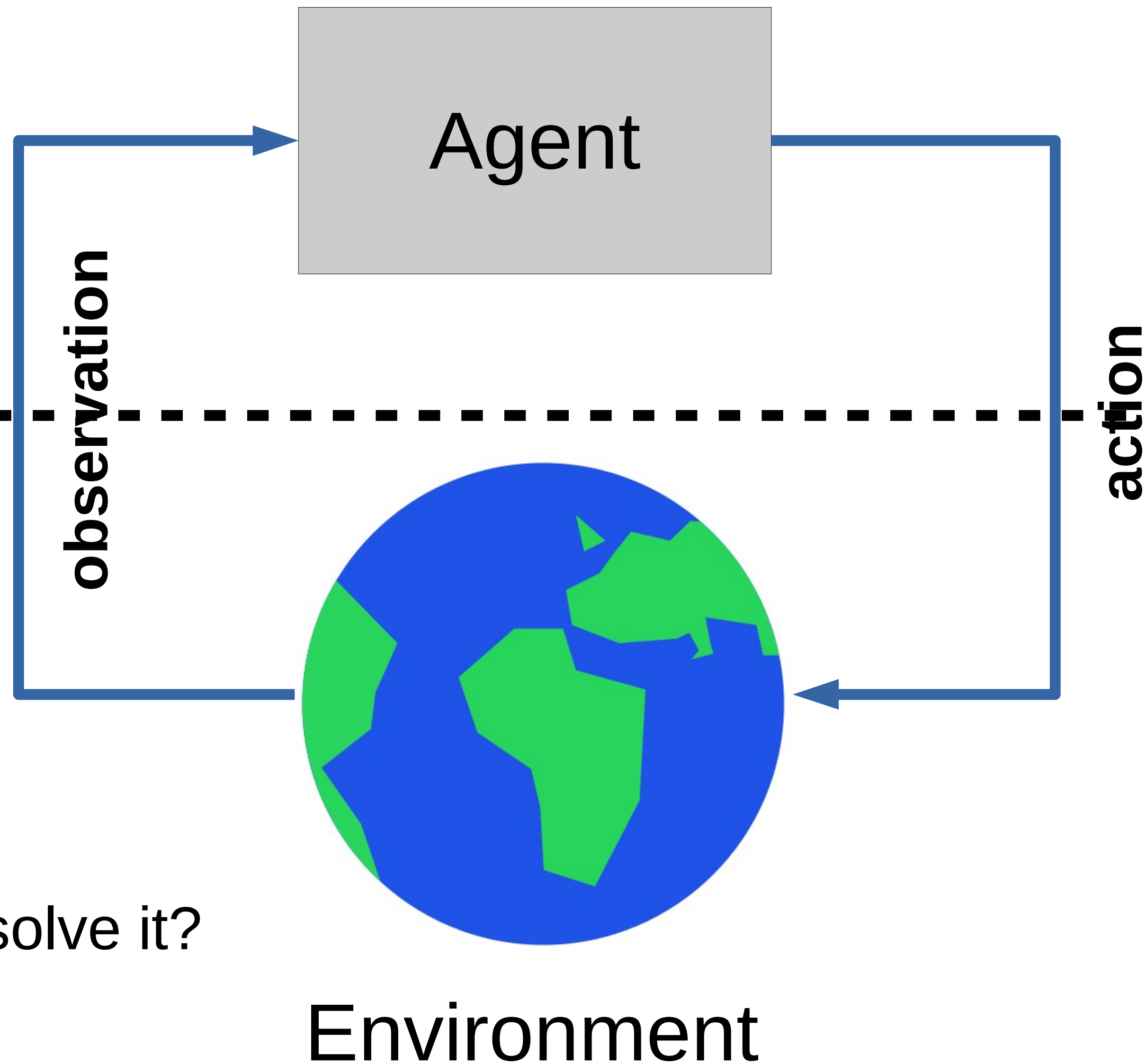
LAMBDA

British Hedgehog
Preservation Society

Recap: reinforcement learning



Recap: reinforcement learning



Can do anything

Can't even see (worst case)

Q: How did we solve it?

Black box methods

- Genetic algorithms
- Evolution strategies
- Crossentropy method

  …

Black box drawbacks

- Both need a full session to start learning
- Requires a lot of interaction
  - A lot of crashed robots / simulations

Today: value-based methods

- Core idea:

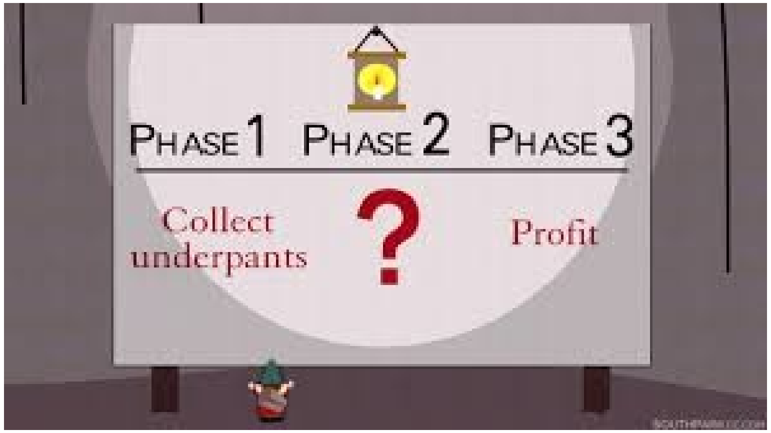
  1. You are at state **s**
  2. Compute expected reward for session if you take

     each possible action (a1,a2,a3,...)

  Then what? (e.g. chess)

     You can compute expected win rate for each move.

     What do you do?

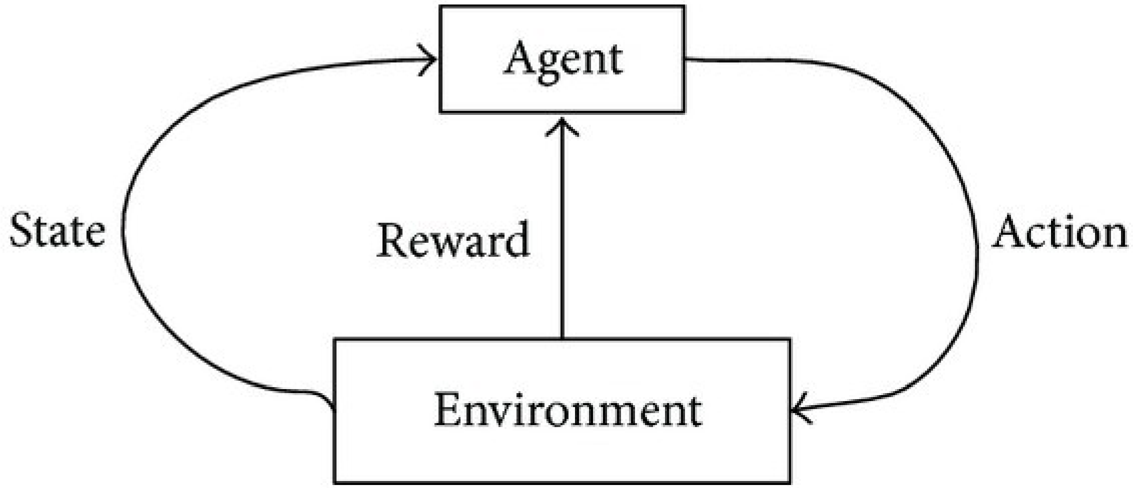


Today: value-based methods

- Core idea:
  1. You are at state **s**
  2. Compute expected reward for session if you take each possible action (a1,a2,a3,...)

  3. Take action with highest expected reward!

MDP formalism: reward on each tick



Classic MDP(Markov Decision Process)
Agent interacts with environment

- Environment states: $s \in S$
- Agent actions: $a \in A$
- State transition: $P(s_{t+1} | s_t, a_t)$
- Reward: $r_t = r(s_t, a_t)$

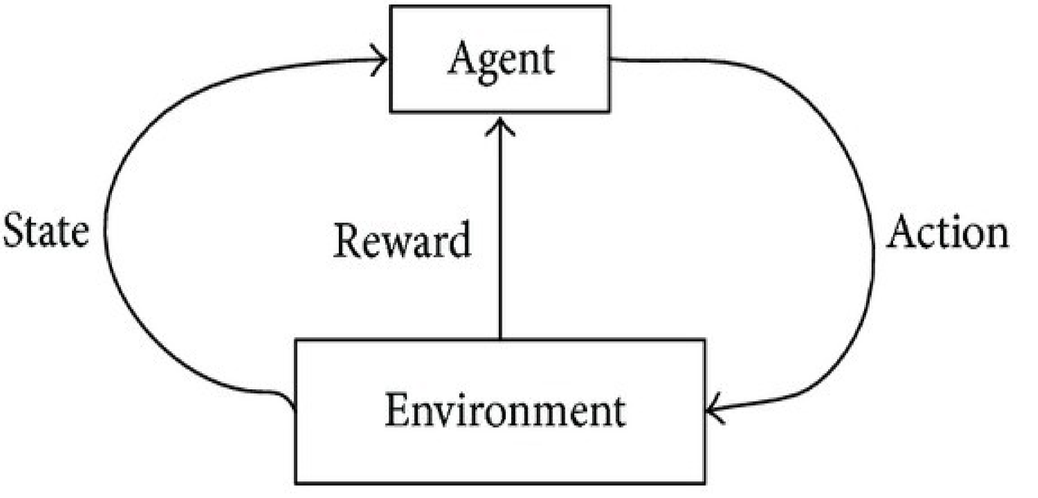
Model-based setup

What we know

- State transitions

$P(s_{next}|s,a)$ or $s_{next}=T(s,a)$

- Rewards $r(s,a)$



Model-based setup

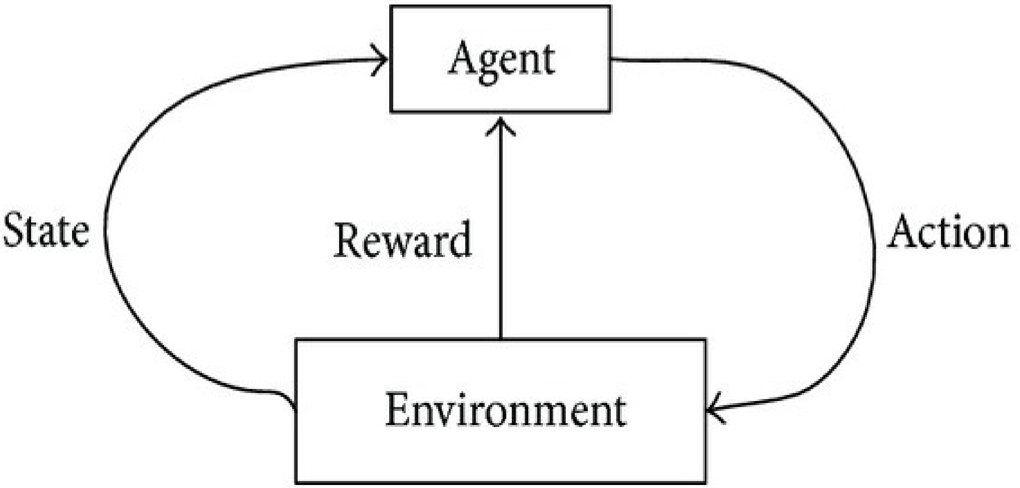
What we know

- State transitions

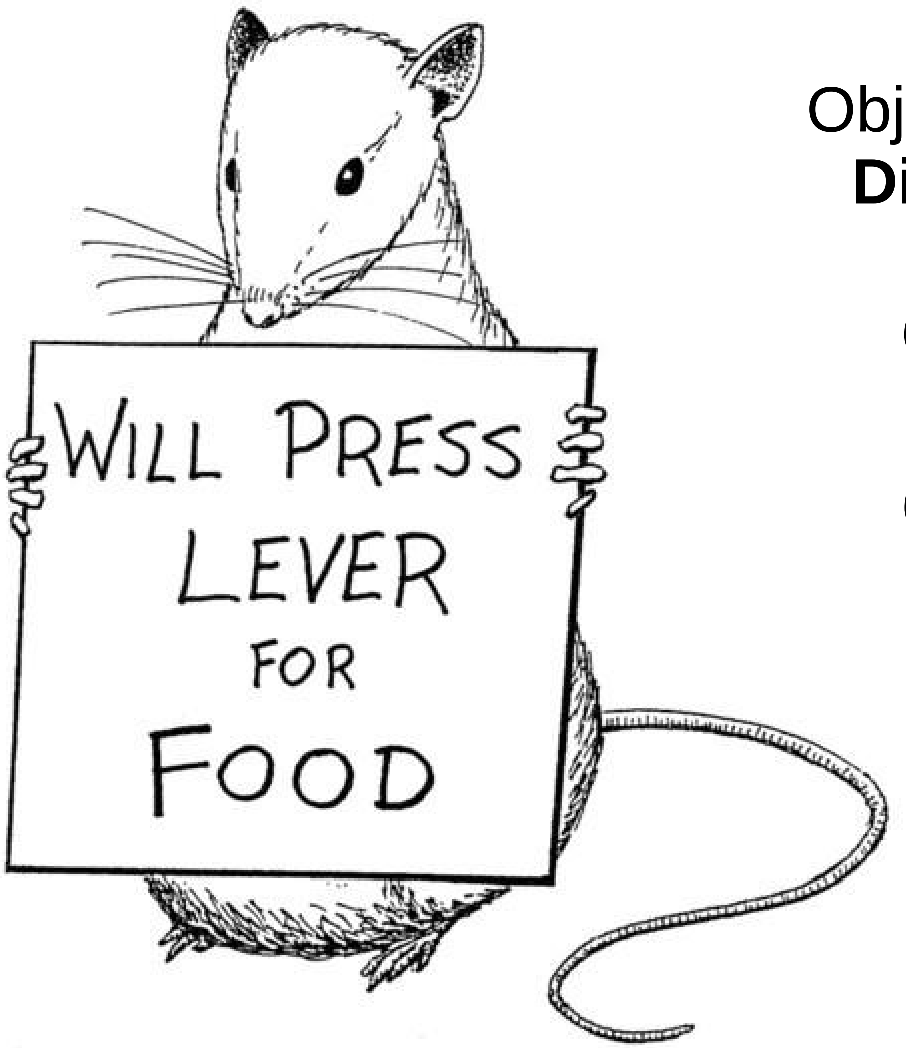
$P(s_{next}|s,a)$ or $s_{next}=T(s,a)$

Weaker version: we can only sample from P(s'|s,a)

- Rewards $r(s,a)$



Discounted reward MDP



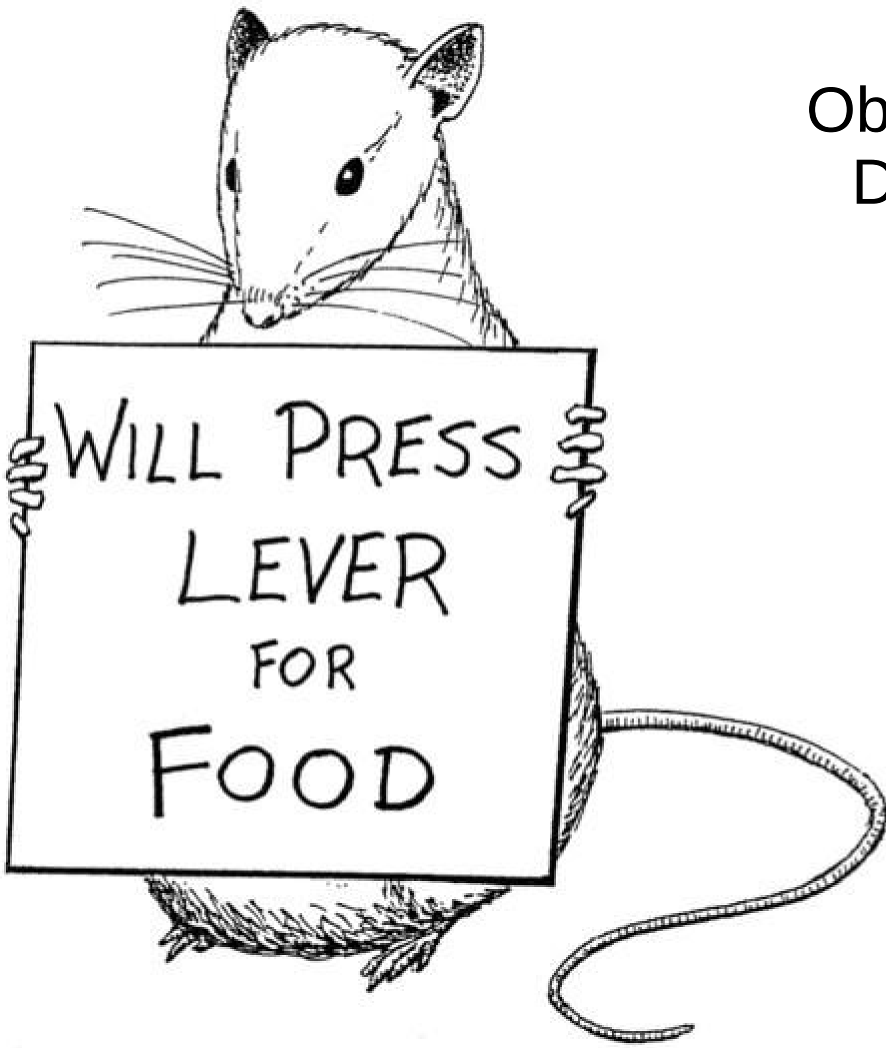
Objective:
Discounted return G

$$G_t = r_t + \gamma \cdot r_{t+1} + \gamma^2 \cdot r_{t+2} + ... + \gamma^n \cdot r_{t+n}$$

$$G_t = \sum_i \gamma^i \cdot r_{t+i} \qquad \gamma \in (0,1)\, const$$

γ ~ patience
Cake tomorrow is γ as good as now

Discounted reward MDP



Objective:
Discounted return G

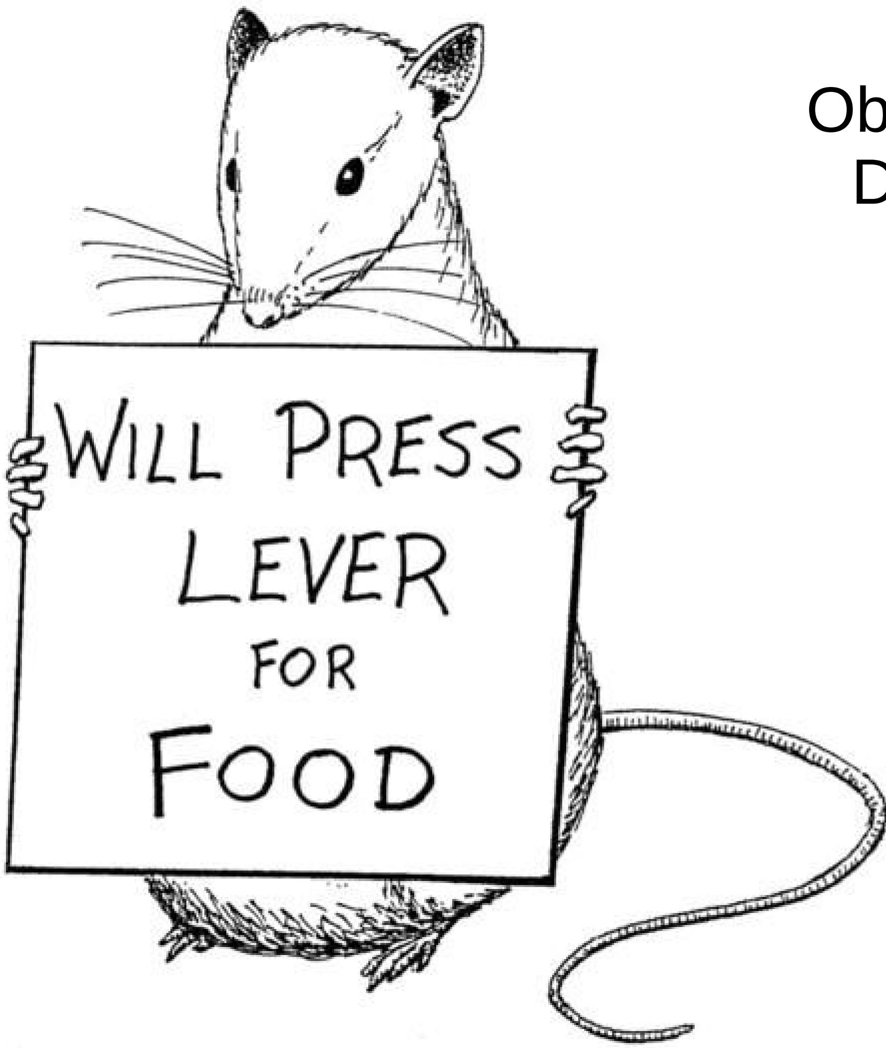
$$G_t = r_t + \gamma \cdot r_{t+1} + \gamma^2 \cdot r_{t+2} + ... + \gamma^n \cdot r_{t+n}$$

$$G_t = \sum_i \gamma^i \cdot r_{t+i} \qquad \gamma \in (0,1)\, const$$

γ ~ patience
Cake tomorrow is γ as good as now

Q1: which γ corresponds to "only current reward matters"?
Q2: with which γ G is just a sum of rewards?

Discounted reward MDP



Objective:

Discounted return G

$$G_t = r_t + \gamma \cdot r_{t+1} + \gamma^2 \cdot r_{t+2} + \ldots + \gamma^n \cdot r_{t+n}$$

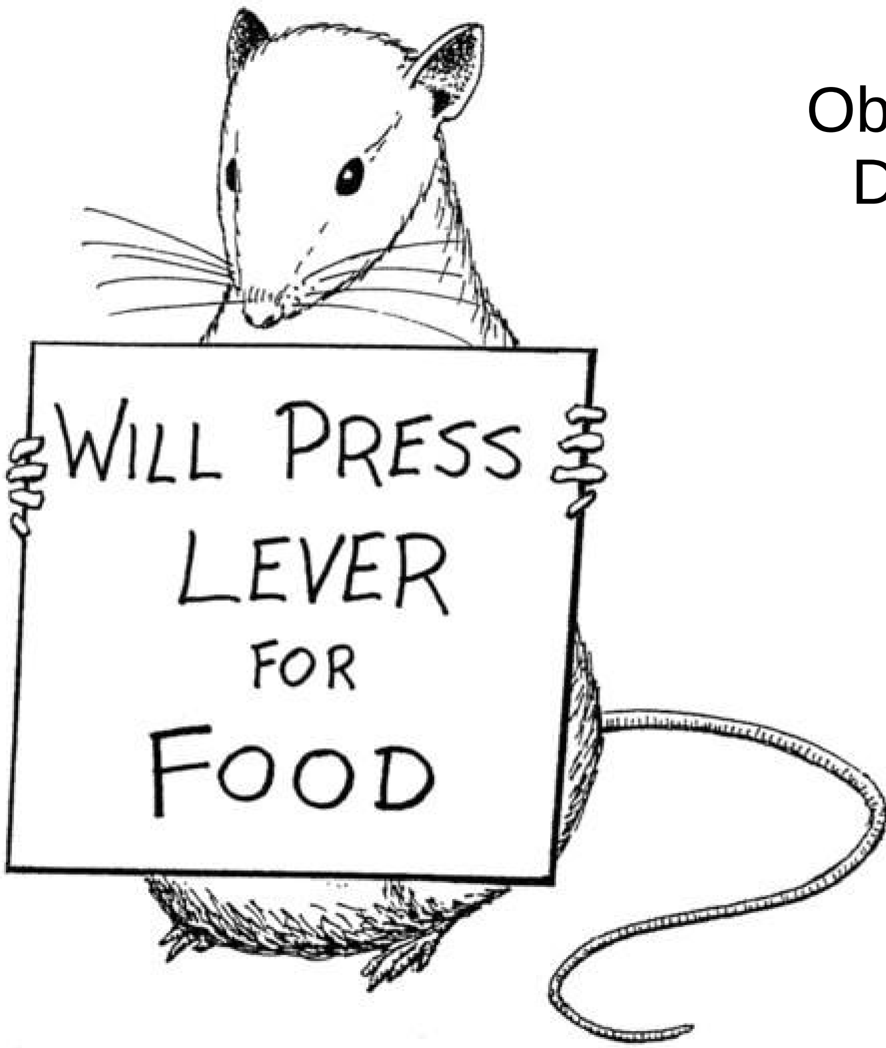
$$G_t = \sum_i \gamma^i \cdot r_{t+i} \qquad \gamma \in (0,1)\ const$$

Reinforcement learning:

- Find policy that maximizes the expected reward

$$\pi = P(a|s) : E[G] \rightarrow max$$

Discounted reward MDP



Objective:
Discounted return G

$$G_t = r_t + \gamma \cdot r_{t+1} + \gamma^2 \cdot r_{t+2} + \ldots + \gamma^n \cdot r_{t+n}$$

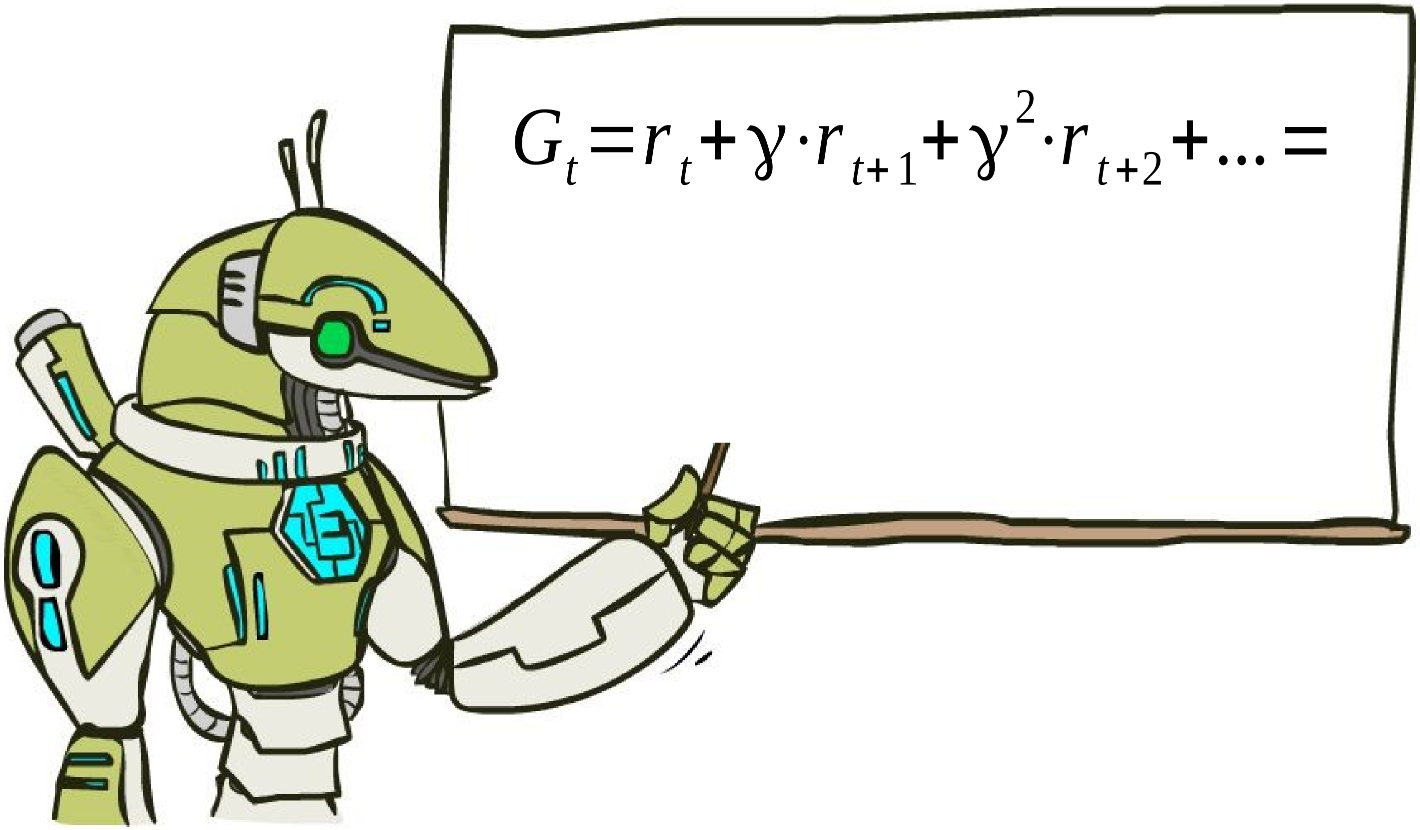
$$G_t = \sum_i \gamma^i \cdot r_{t+i} \qquad \gamma \in (0,1)\, const$$

Reinforcement learning:
- Find policy that maximizes the expected reward

$$\pi = P(a|s) : E[G] \rightarrow max$$

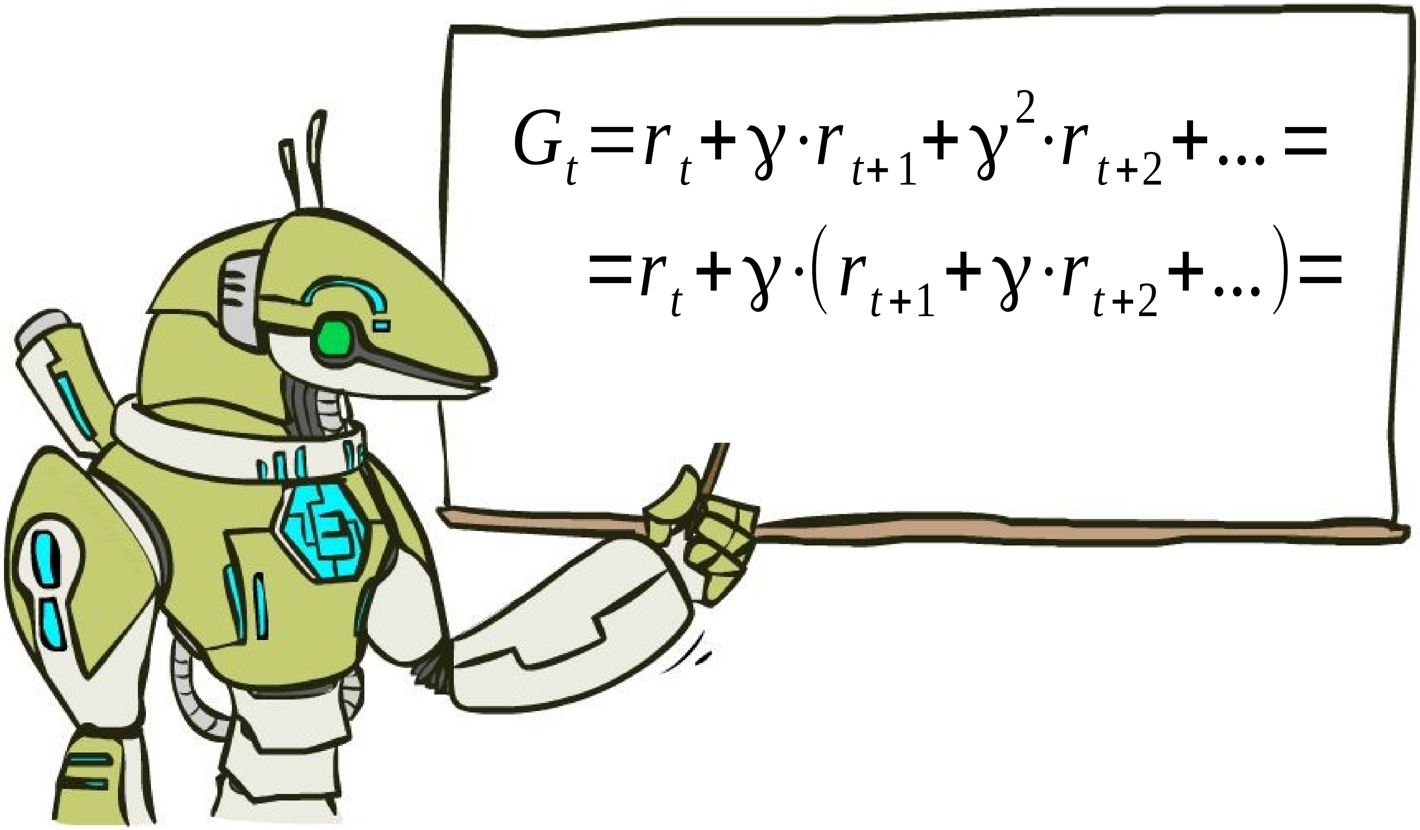
Does not maximize sum of rewards
Unless γ = 1

Dealing with G



We rewrite G with sheer power of math!

Dealing with G

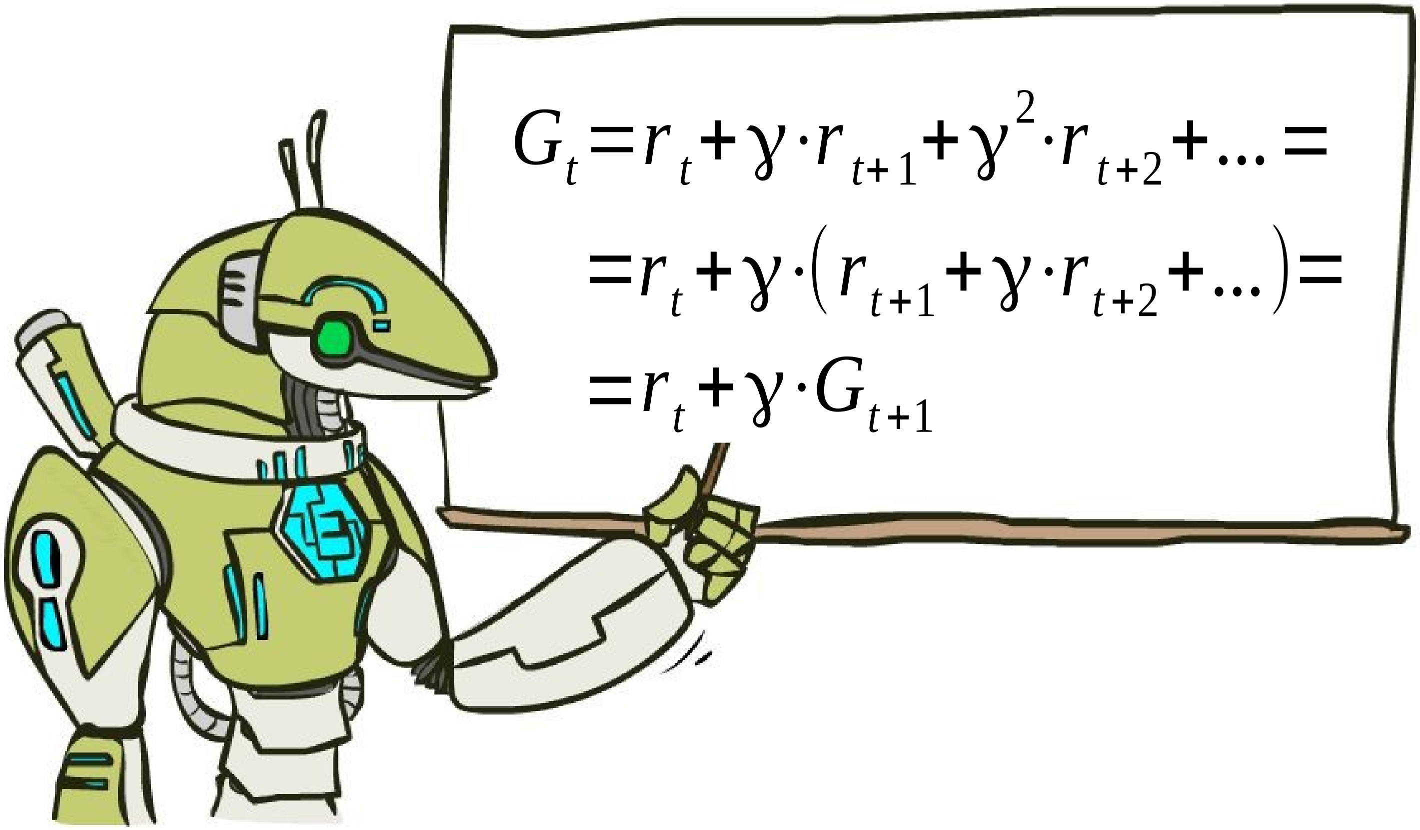


$$G_t = r_t + \gamma \cdot r_{t+1} + \gamma^2 \cdot r_{t+2} + \ldots =$$

$$= r_t + \gamma \cdot \left(r_{t+1} + \gamma \cdot r_{t+2} + \ldots \right) =$$

We rewrite G with sheer power of math!

Dealing with G



$$
\begin{aligned}
G_t &= r_t + \gamma \cdot r_{t+1} + \gamma^2 \cdot r_{t+2} + \ldots = \\
&= r_t + \gamma \cdot \left(r_{t+1} + \gamma \cdot r_{t+2} + \ldots \right) = \\
&= r_t + \gamma \cdot G_{t+1}
\end{aligned}
$$

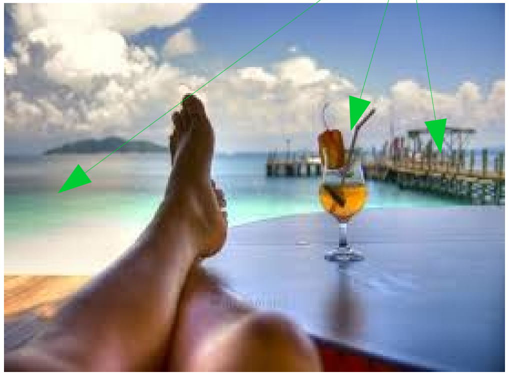
We rewrite G with sheer power of math!

More new letters!

State values : $V_{\pi}(s)$

- **Definition:** $V_\pi(s)$ – expected total reward G that can be obtained starting from state s and following policy π.

large potential rewards



vs

small potential rewards

More new letters!

State values : $V_\pi(s)$

- **Definition:** $V_\pi(s)$ – expected total reward G that can be obtained starting from state s and following policy π.

$$V_\pi(s) = \underset{a \sim \pi(a|s)}{E} \quad \ldots$$

State value

State values : $V_\pi(s)$

- **Definition:** $V_\pi(s)$ – expected total reward G that can be obtained starting from state s and following policy π.

$$V_\pi(s) = \underset{a \sim \pi(a|s)}{E} \quad \underset{s',r \sim P(s'|s,a)}{E} \quad \ldots$$

State value

State values : $V_\pi(s)$

- **Definition:** $V_\pi(s)$ – expected total reward G that can be obtained starting from state s and following policy π.

$$V_\pi(s) = \underset{a \sim \pi(a|s)}{E} \quad \underset{s',r \sim P(s'|s,a)}{E} \quad \underset{a',r',s'',\ldots}{E} \ \ldots$$

State value

State values : $V_\pi(s)$

- **Definition:** $V_\pi(s)$ – expected total reward G that can be obtained starting from state s and following policy π.

$$V_\pi(s) = \underset{a \sim \pi(a|s)}{E} \; \underset{s',r \sim P(s'|s,a)}{E} \; \underset{a',r',s'',\ldots}{E} r_t + \gamma \cdot r_{t+1} + \gamma^2 \cdot r_{t+2} + \ldots + \gamma^n \cdot r_{t+n}$$

State value

State values : $V_{\pi}(s)$

- **Definition:** $V_{\pi}(s)$ – expected total reward G that can be obtained starting from state s and following policy π.

$$V_{\pi}(s) = \underset{\tau \sim p(\tau|\ldots)}{E} G(\tau)$$

trajectory **τ** = (s,a,r,s',a',r',...)

Bellman equation

State values : $V_{\pi}(s)$

Definition: $V_{\pi}(s)$ – expected total reward R that can be obtained starting from state s and following policy π.

$$V_{\pi}(s) = \underset{a \sim \pi(a|s)}{E} \; \underset{s', r \sim P(s', r|s, a)}{E} \left[r + \gamma \cdot V_{\pi}(s') \right]$$

Bellman equation

State values : $V_\pi(s)$

Definition: Vπ(s) – expected total reward R that can be obtained starting from state s and following policy π.

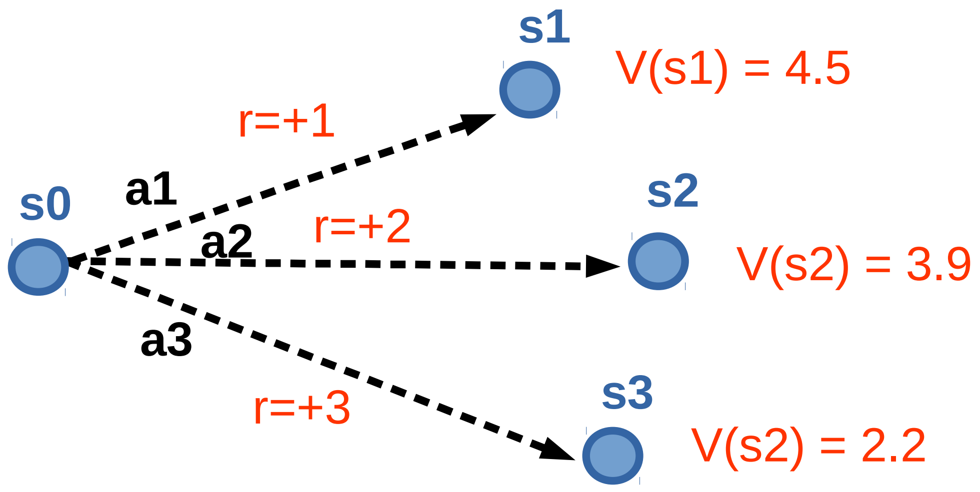
$$V_\pi(s) = \mathop{E}_{a \sim \pi(a|s)} \; \mathop{E}_{s',r \sim P(s',r|s,a)} [r + \gamma \cdot V_\pi(s')]$$

how I like **s** = what **r** I can get right now + γ * how I like **s'**

Optimal policy

Imagine we know exact value of any $V_\pi(s)$.
(also P(s',r|s,a))

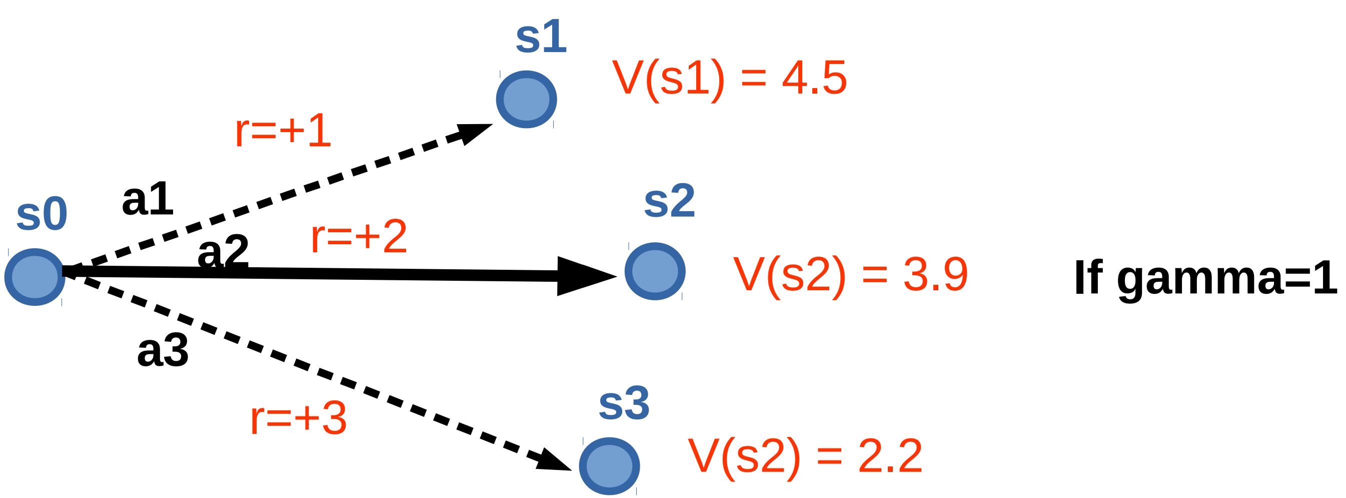
Q: how do we pick optimal action?



Optimal policy

Imagine we know exact value of any $V_\pi(s)$.
(also P(s',r|s,a))

Q: how do we pick optimal action?



$$\pi^*(a|s) = \underset{a}{argmax} \underset{s',r \sim P(s',r|s,a)}{E} [r + \gamma \cdot V_{\pi^*}(s')]$$

$\pi^*(a|s)$ and $V^*(s)$

Optimal policy : $\pi^*(a|s)$

$$\pi^*(a|s) = \underset{a}{argmax} \underset{s',r \sim P(s',r|s,a)}{E} [r + \gamma \cdot V_{\pi^*}(s')]$$

Optimal state value : $V^*(s)$

$$V^*(s) = V_{\pi^*}(s) = \underset{a}{max} \underset{s',r \sim P(s',r|s,a)}{E} [r + \gamma \cdot V(s')]$$

Value iteration (TD)

Idea:

- Iterative updates

$$\forall s, V_0(s) := 0$$

$$V_{i+1}(s) := max_a [r(s,a) + \gamma \cdot E_{s' \sim P(s'|s,a)} V_i(s')]$$

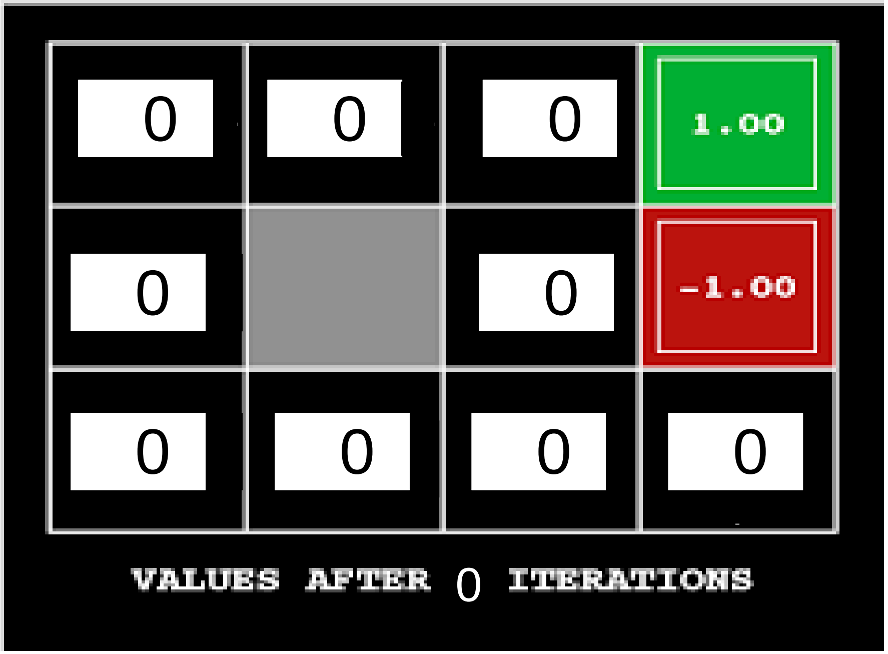
Value iteration (TD)

Idea:

- Iterative updates

$$\forall s, V_0(s) := 0$$

$$V_{i+1}(s) := max_a [r(s,a) + \gamma \cdot E_{s' \sim P(s'|s,a)} V_i(s')]$$

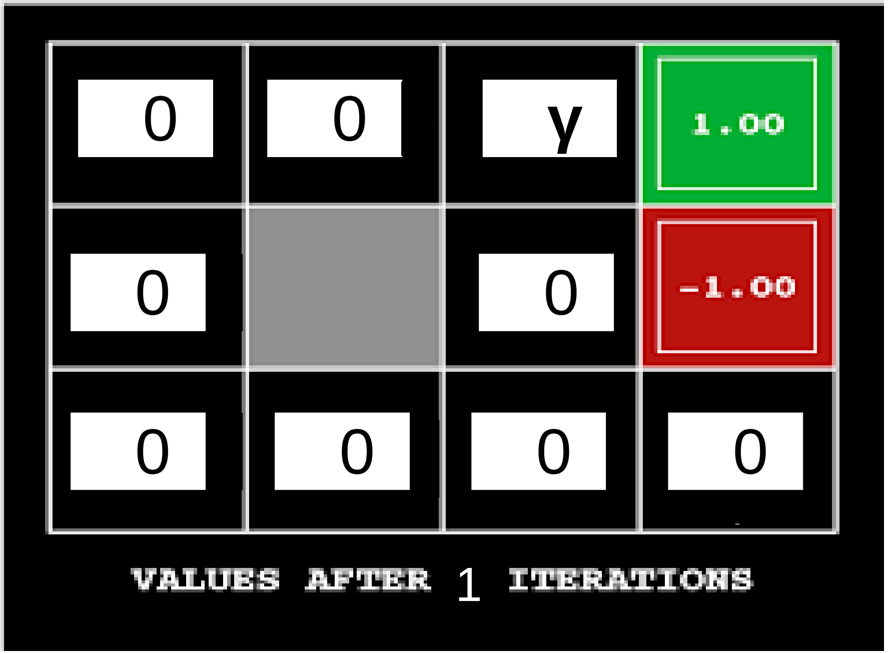


Value iteration (TD)

Idea:
- Iterative updates

$$\forall s, V_0(s) := 0$$

$$V_{i+1}(s) := max_a [r(s,a) + \gamma \cdot E_{s' \sim P(s'|s,a)} V_i(s')]$$

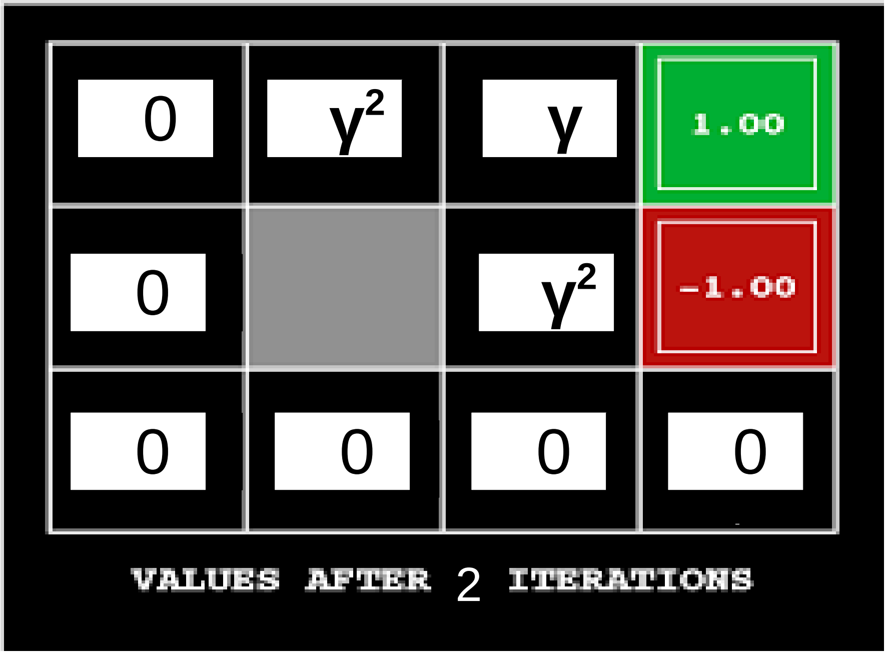


Value iteration (TD)

Idea:
- Iterative updates

$$\forall s, V_0(s) := 0$$

$$V_{i+1}(s) := max_a [r(s,a) + \gamma \cdot E_{s' \sim P(s'|s,a)} V_i(s')]$$



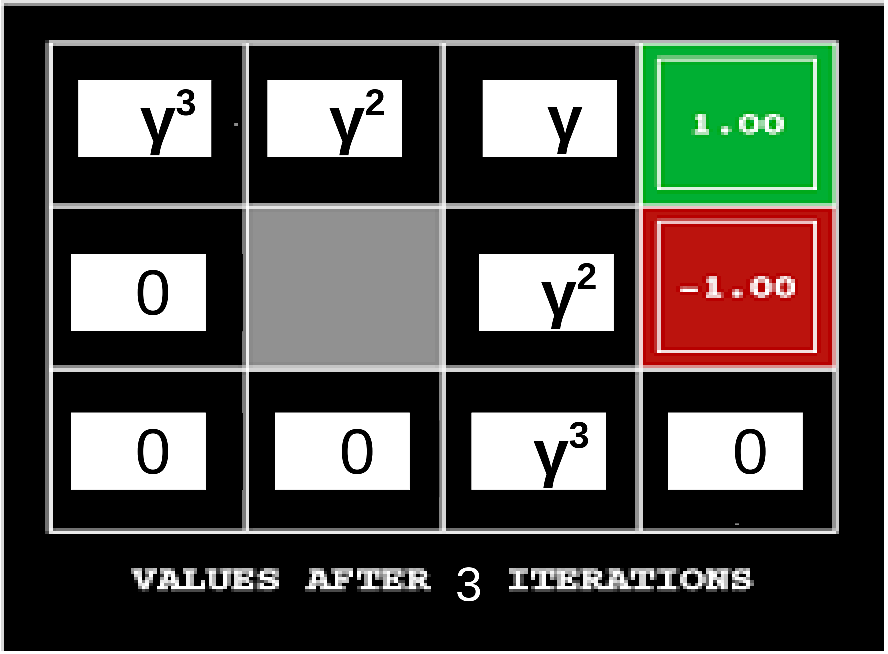
Value iteration (TD)

Idea:

- Iterative updates

$$\forall s, V_0(s) := 0$$

$$V_{i+1}(s) := max_a [r(s,a) + \gamma \cdot E_{s' \sim P(s'|s,a)} V_i(s')]$$



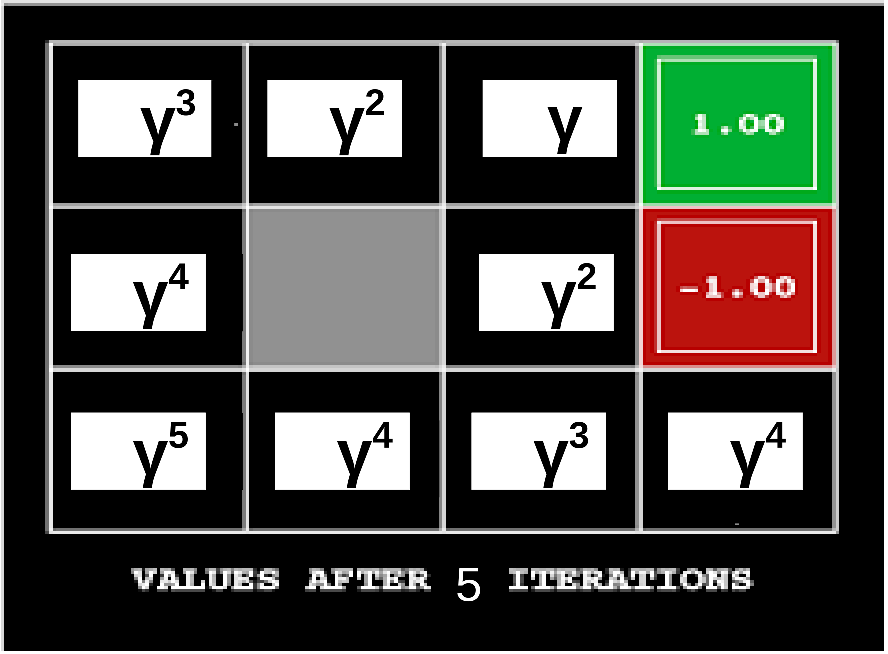
Value iteration (TD)

Idea:

- Iterative updates

$$\forall s, V_0(s) := 0$$

$$V_{i+1}(s) := max_a [r(s,a) + \gamma \cdot E_{s' \sim P(s'|s,a)} V_i(s')]$$



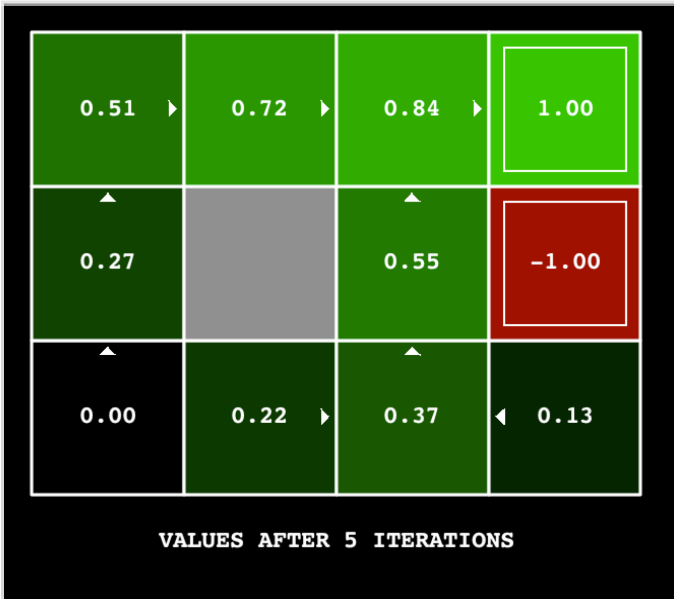
Value iteration (TD)

Idea:

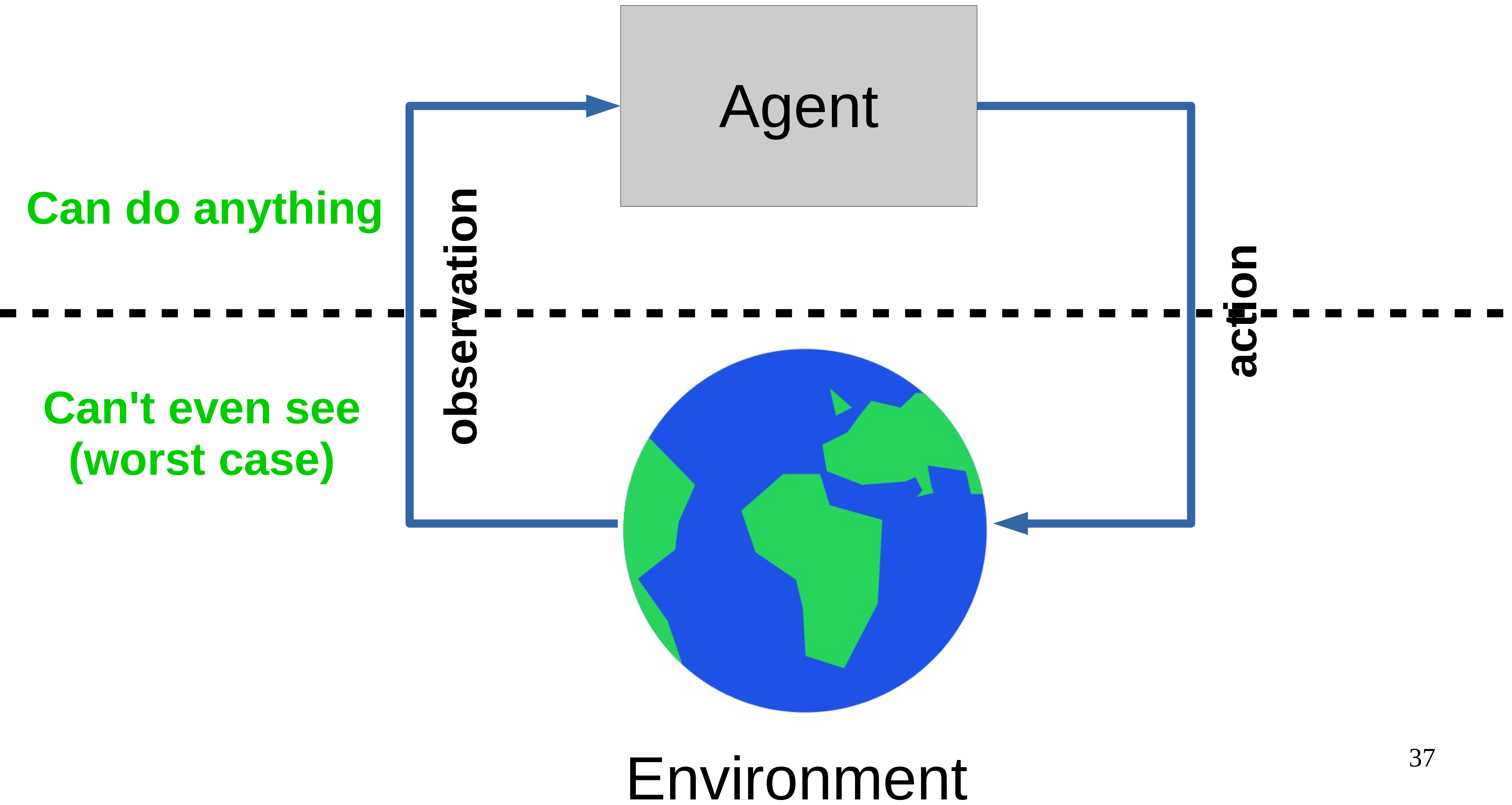
- Iterative updates

$$\forall s, V_0(s) := 0$$

$$V_{i+1}(s) := max_a [r(s,a) + \gamma \cdot E_{s' \sim P(s'|s,a)} V_i(s')]$$



Decision process in the wild



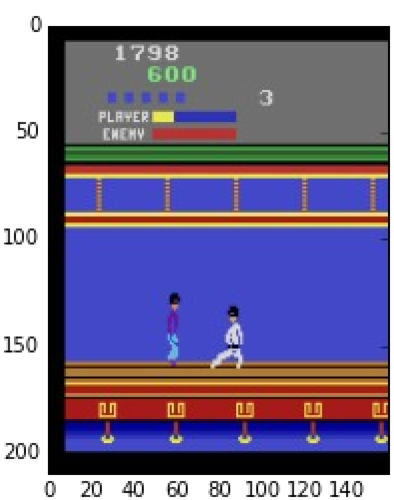
Decision process in the wild

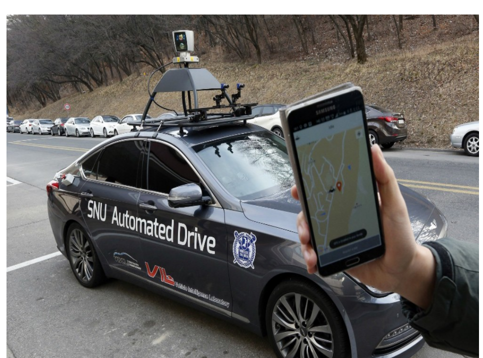
Agent

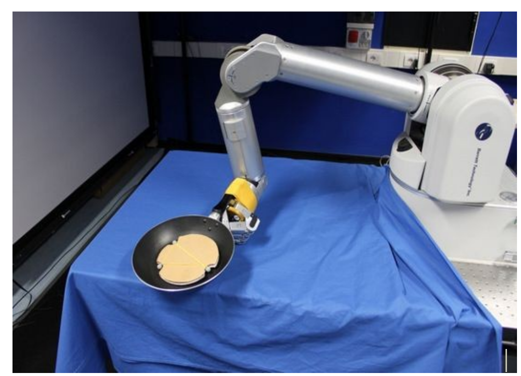
Can do anything

vation

ion







Model-free setting:

We don't know actual

$P(s',r|s,a)$

Whachagonnado?

Model-free setting:

We don't know actual

$P(s',r|s,a)$

Learn it?

Get rid of it?

More new letters

- $\mathbf{V_{\pi}(s)}$ – expected G from state **s** if you follow $\boldsymbol{\pi}$
- $\mathbf{V^{*}(s)}$ – expected G from state s if you follow $\boldsymbol{\pi^{*}}$

More new letters

- $\mathbf{V_\pi(s)}$ – expected G from state **s** if you follow $\boldsymbol{\pi}$
- $\mathbf{V^*(s)}$ – expected G from state s if you follow $\boldsymbol{\pi^*}$

- $\mathbf{Q_\pi(s,a)}$ – expected G from state **s**
  - if you start by taking action **a**
  - and follow $\boldsymbol{\pi}$ from next state on

- $\mathbf{Q^*(s,a)}$ – guess what it is :)

More new letters

- **V_π(s)** – expected G from state **s** if you follow **π**
- **V*(s)** – expected G from state s if you follow **π***

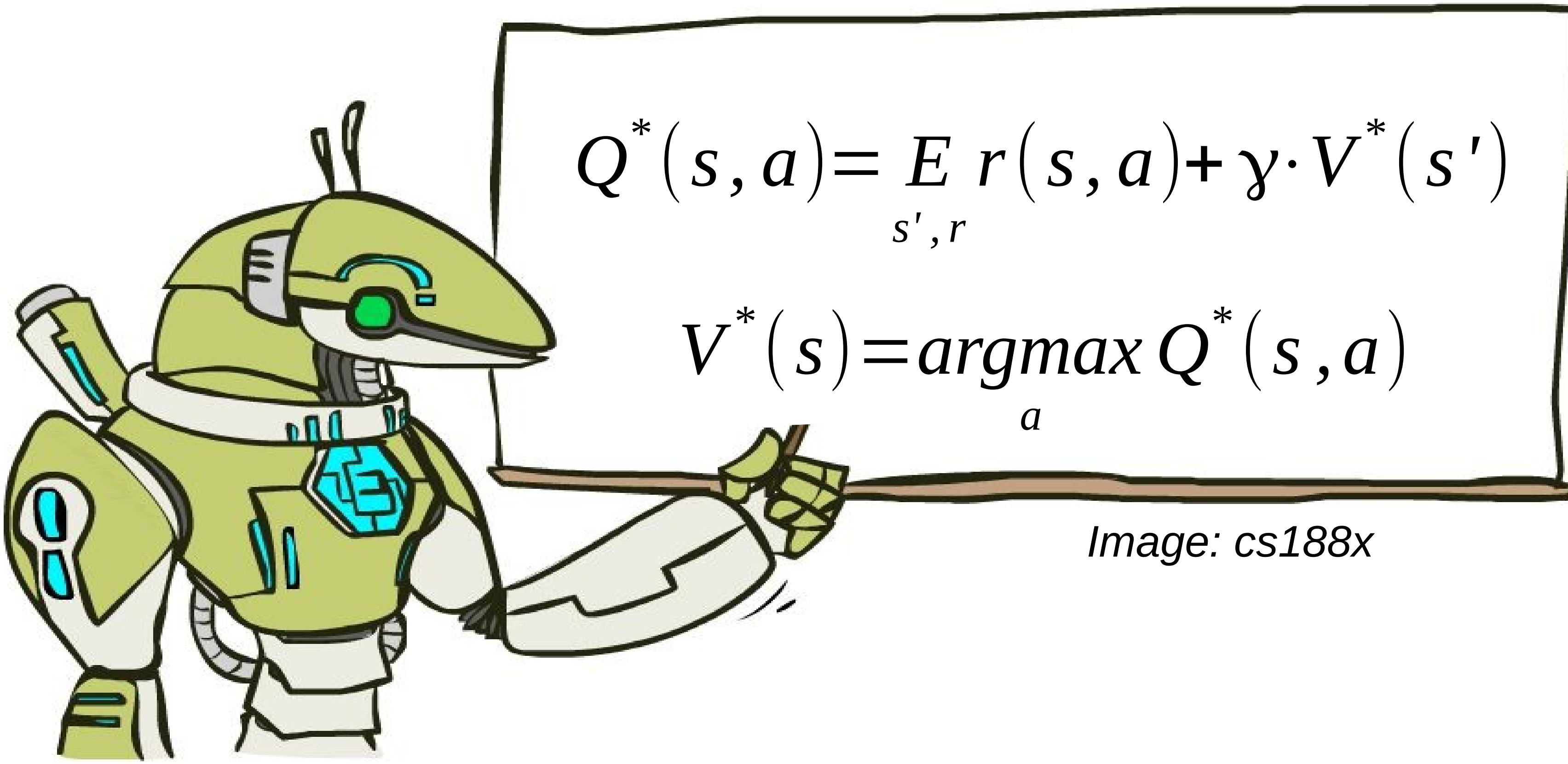
- **Q_π(s,a)** – expected G from state **s**
  - if you start by taking action **a**
  - and follow **π** from next state on

- **Q*(s,a)** – same as **Q_π(s,a)** where **$\pi = \pi$***

Any ideas?

- Assuming you know **Q*(s,a)**,
  - how do you compute **π***
  - how do you compute **V*(s)**?
- Assuming you know V(s)
  - how do you compute **Q(s,a)?**

To sum up



$$Q^*(s,a) = \underset{s',r}{E}\, r(s,a) + \gamma \cdot V^*(s')$$

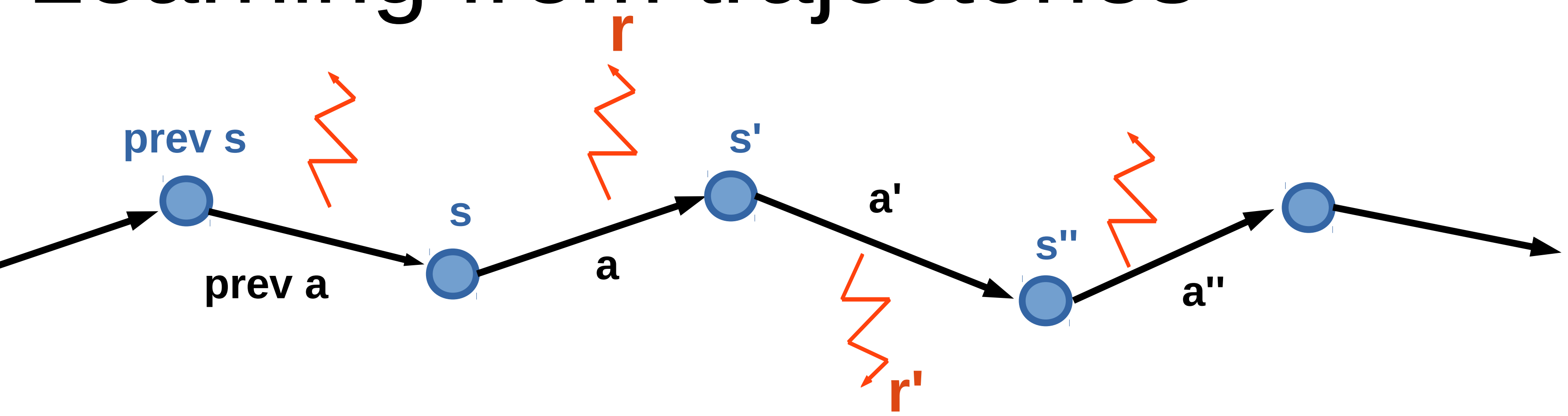
$$V^*(s) = \underset{a}{argmax}\, Q^*(s,a)$$

Image: cs188x

Action value Q_π(s,a) is the expected total reward **G** agent gets from state **s** by taking action **a** and following policy **π** from next state.

$$\pi(s): argmax_a Q(s,a)$$

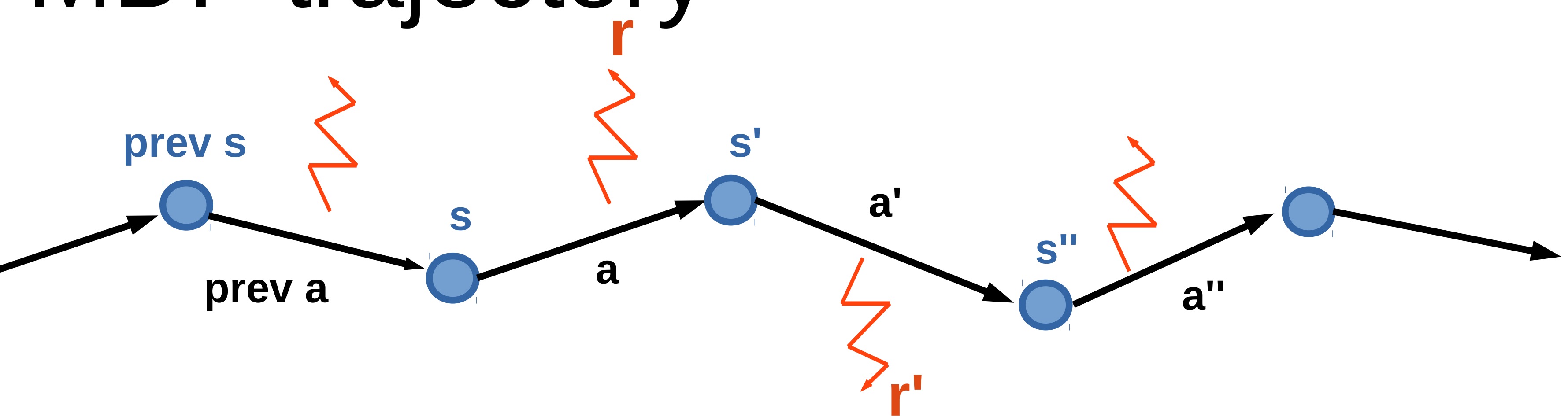
Learning from trajectories



Model-based: you know P(s'|s,a)
- can apply dynamic programming
- can plan ahead

Model-free: you can sample trajectories
- can try stuff out
- insurance not included

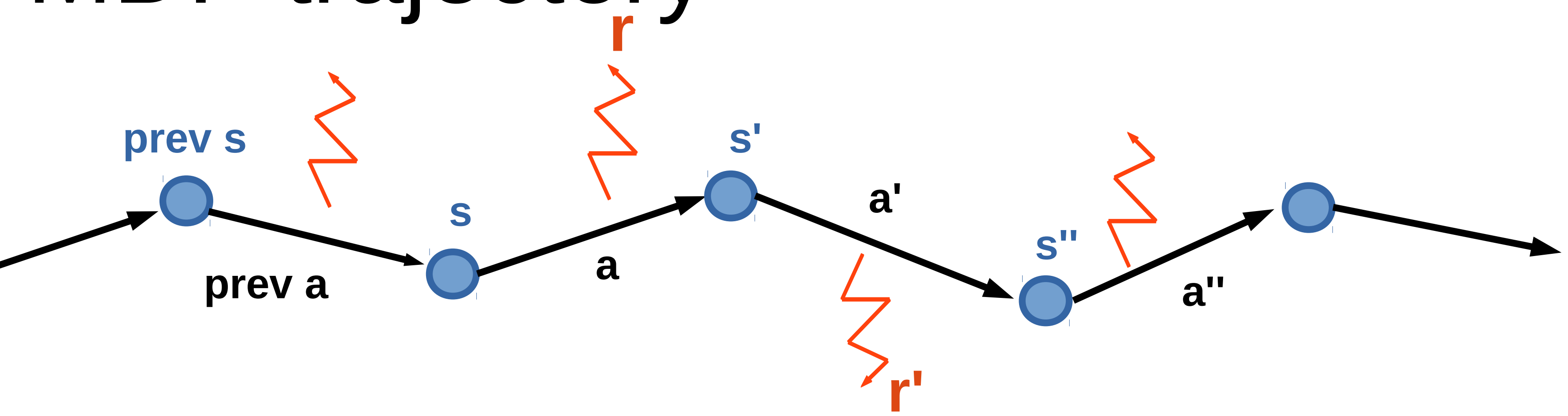
MDP trajectory



- Trajectory is a sequence of
  - states (s)
  - actions (a)
  - rewards (r)

- We can only sample trajectories

MDP trajectory

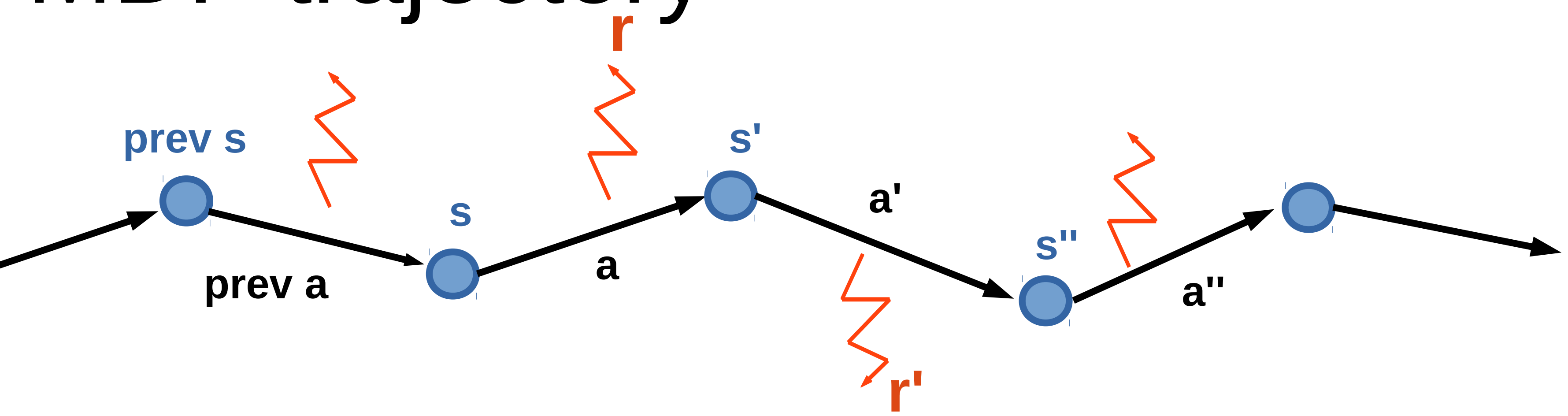


- Trajectory is a sequence of
  - states (s)
  - actions (a)
  - rewards (r)

Q: What to learn?
V(s) or Q(s,a)

- We can only sample trajectories

MDP trajectory



- Trajectory is a sequence of
  - states (s)
  - actions (a)
  - rewards (r)

Q: What to learn?
V(s) or Q(s,a)

V(s) is useless
without P(s'|s,a)

- We can only sample trajectories

More temporal difference

- Remember we can improve Q(s,a) iteratively!

$$Q(s_t, a_t) \leftarrow \underset{r_t, s_{t+1}}{E} r_t + \gamma \cdot max_{a'} Q(s_{t+1}, a')$$

More temporal difference

- Remember we can improve Q(s,a) iteratively!

$$Q(s_t, a_t) \leftarrow \underset{r_t, s_{t+1}}{E} r_t + \gamma \cdot max_{a'} Q(s_{t+1}, a')$$

That's Q*(s,a)

That's value for π*
aka optimal policy

More temporal difference

- Remember we can improve Q(s,a) iteratively!

$$Q(s_t, a_t) \leftarrow \underset{r_t, s_{t+1}}{E} r_t + \gamma \cdot max_{a'} Q(s_{t+1}, a')$$

That's Q*(s,a)

That's something we don't have

That's value for π*
aka optimal policy

What do we do?

More temporal difference

More temporal difference

- Replace expectation with sampling

$$\underset{r_t, s_{t+1}}{E} r_t + \gamma \cdot max_{a'} Q(s_{t+1}, a') \approx \frac{1}{N} \sum_i r_i + \gamma \cdot max_{a'} Q(s_i^{next}, a')$$

More temporal difference

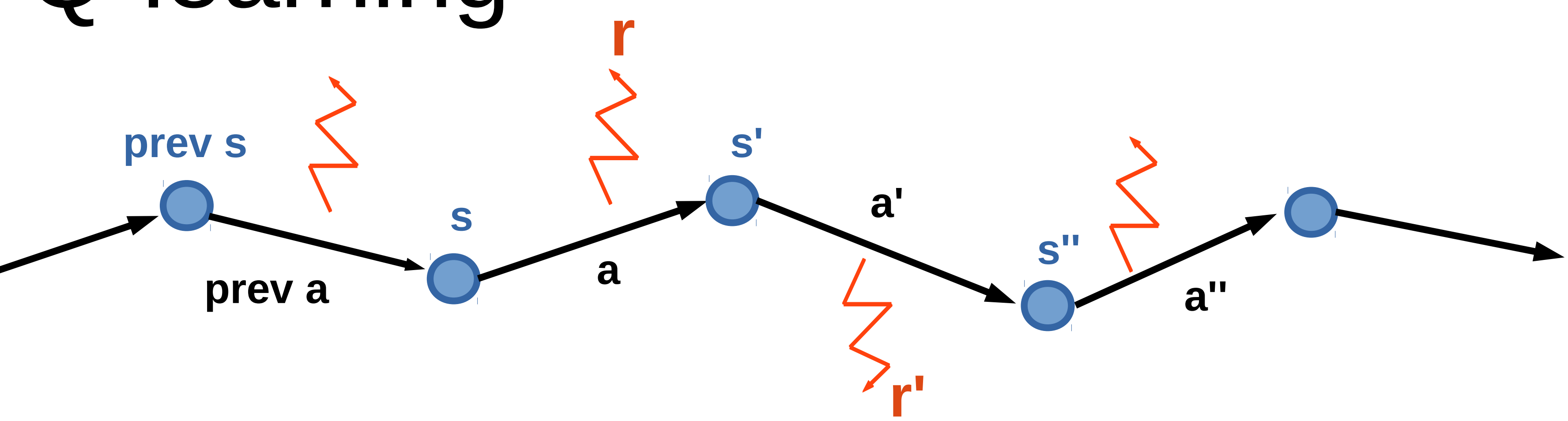
- Replace expectation with sampling

$$\underset{r_t, s_{t+1}}{E} r_t + \gamma \cdot max_{a'} Q(s_{t+1}, a') \approx \frac{1}{N} \sum_i r_i + \gamma \cdot max_{a'} Q(s_i^{next}, a')$$

- Use moving average with just one sample!

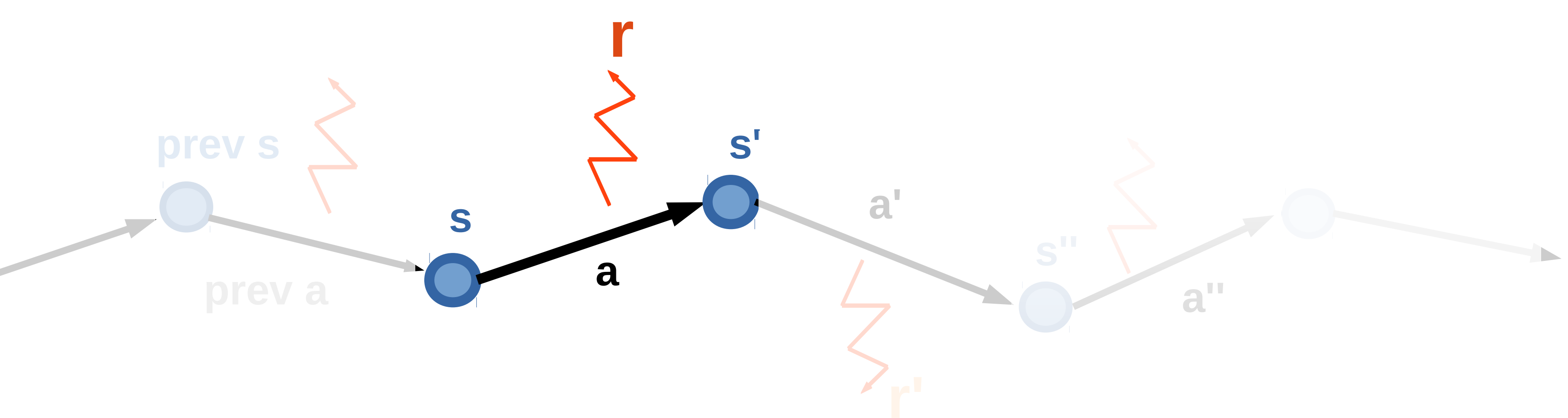
$$Q(s_t, a_t) \leftarrow \alpha \cdot (r_t + \gamma \cdot max_{a'} Q(s_{t+1}, a')) + (1 - \alpha) Q(s_t, a_t)$$

Q-learning



- Works on a sequence of
  - states (s)
  - actions (a)
  - rewards (r)

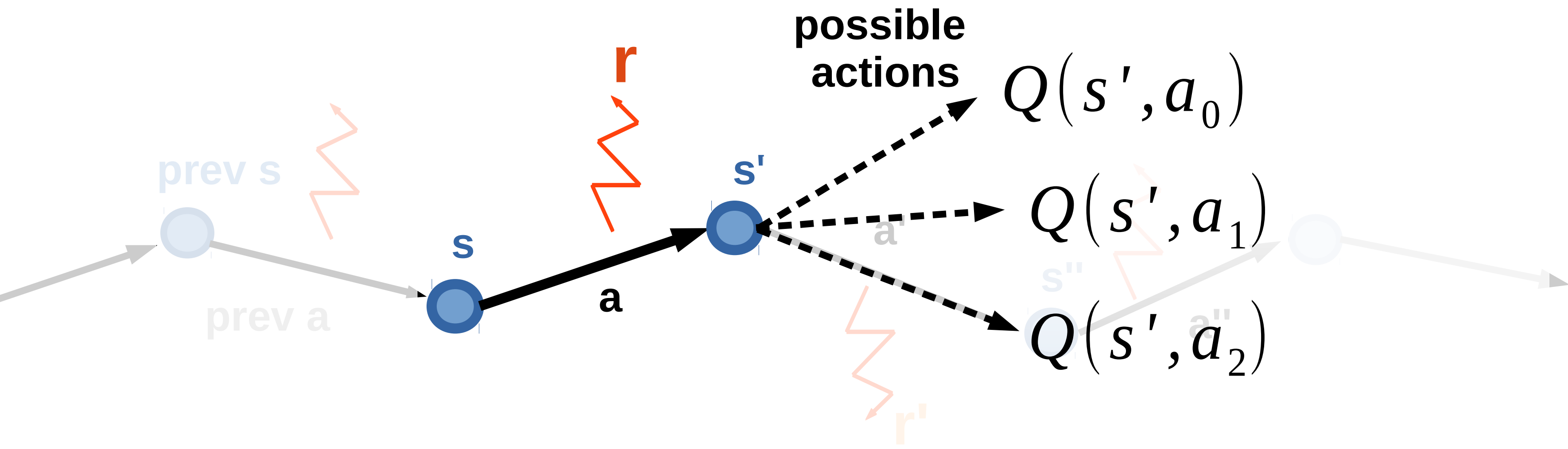
Q-learning



Initialize Q(s,a) with zeros

- Loop:
  - Sample <**s**,**a**,**r**,**s'**> from env

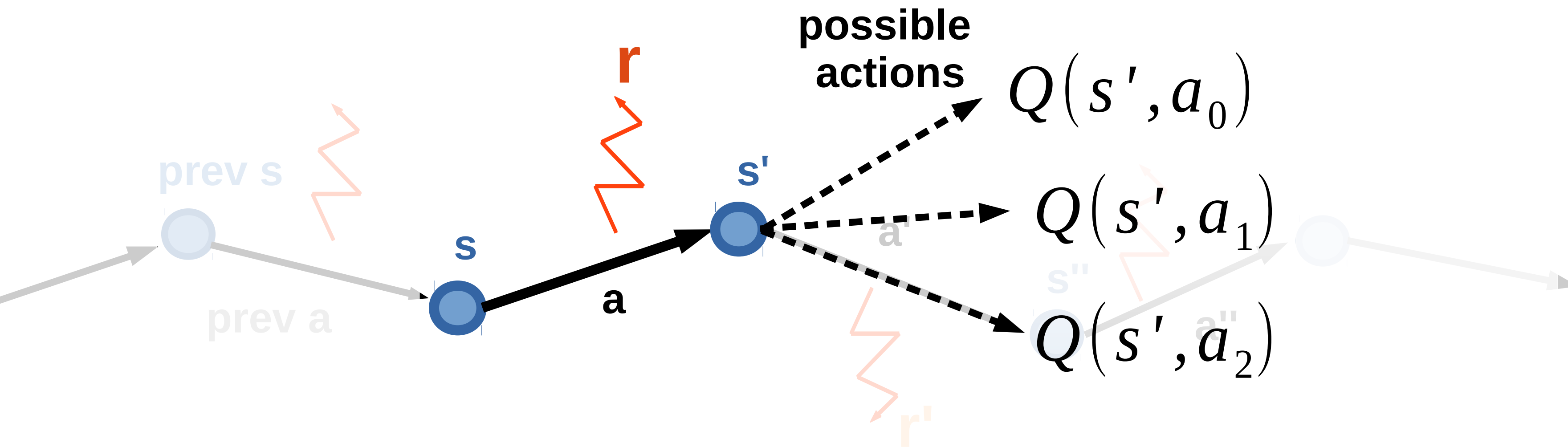
Q-learning



Initialize Q(s,a) with zeros

- Loop:
  - Sample <**s**,**a**,**r**,**s'**> from env
  - Compute $\hat{Q}(s,a) = r(s,a) + \gamma \max_{a_i} Q(s',a_i)$

Q-learning

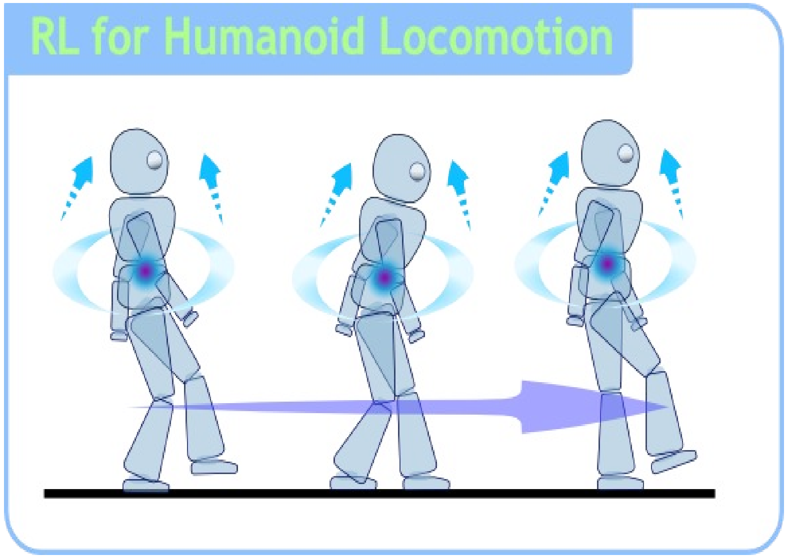


Initialize Q(s,a) with zeros

- Loop:
  - Sample <**s**,**a**,**r**,**s'**> from env
  - Compute $\hat{Q}(s,a) = r(s,a) + \gamma \max_{a_i} Q(s',a_i)$
  - Update $Q(s,a) \leftarrow \alpha \cdot \hat{Q}(s,a) + (1-\alpha) Q(s,a)$

What could possibly go wrong?

Our mobile robot learns to walk.

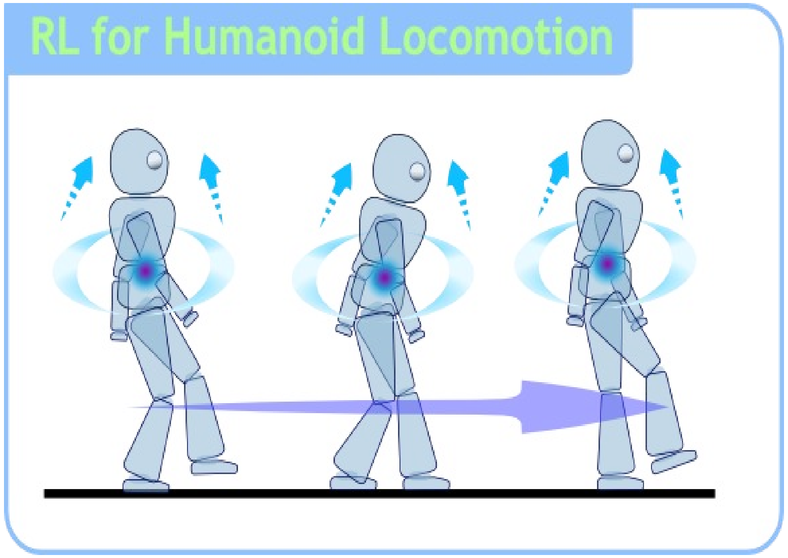


Initial Q(s,a) are zeros
robot uses argmax Q(s,a)

He has just learned to crawl with positive reward!

What could possibly go wrong?

Our mobile robot learns to walk.



Initial Q(s,a) are zeros
robot uses argmax Q(s,a)

Too bad, now he will never learn to walk upright =(

What could possibly go wrong?

New problem:

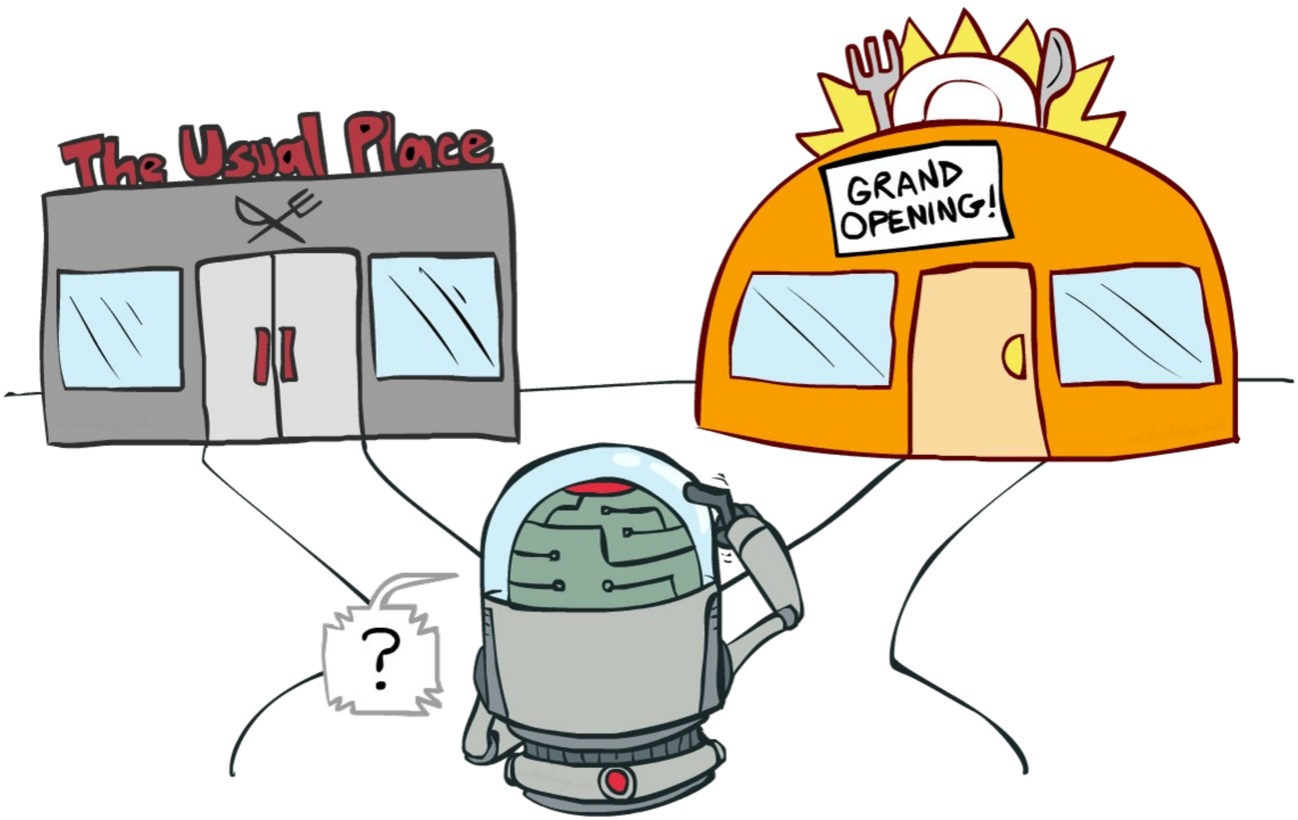
If our agent always takes “best” actions
from his current point of view,

How will he ever learn that other actions
may be better than his current best one?

Ideas?

Exploration Vs Exploitation

Balance between using what you learned and trying to find something even better



Exploration Vs Exploitation

Strategies:

- ε-greedy
  - With probability ε take random action; otherwise take optimal action.

Exploration Vs Exploitation

Strategies:

- ε-greedy
  - With probability ε take random action; otherwise take optimal action.
- Softmax

  Pick action proportional to softmax of shifted normalized Q-values.

$$\pi(a|s) = softmax\left(\frac{Q(s,a)}{\tau}\right)$$

- More cool stuff coming later

Exploration over time

Idea:

If you want to converge to optimal policy,
you need to gradually reduce exploration

Example:

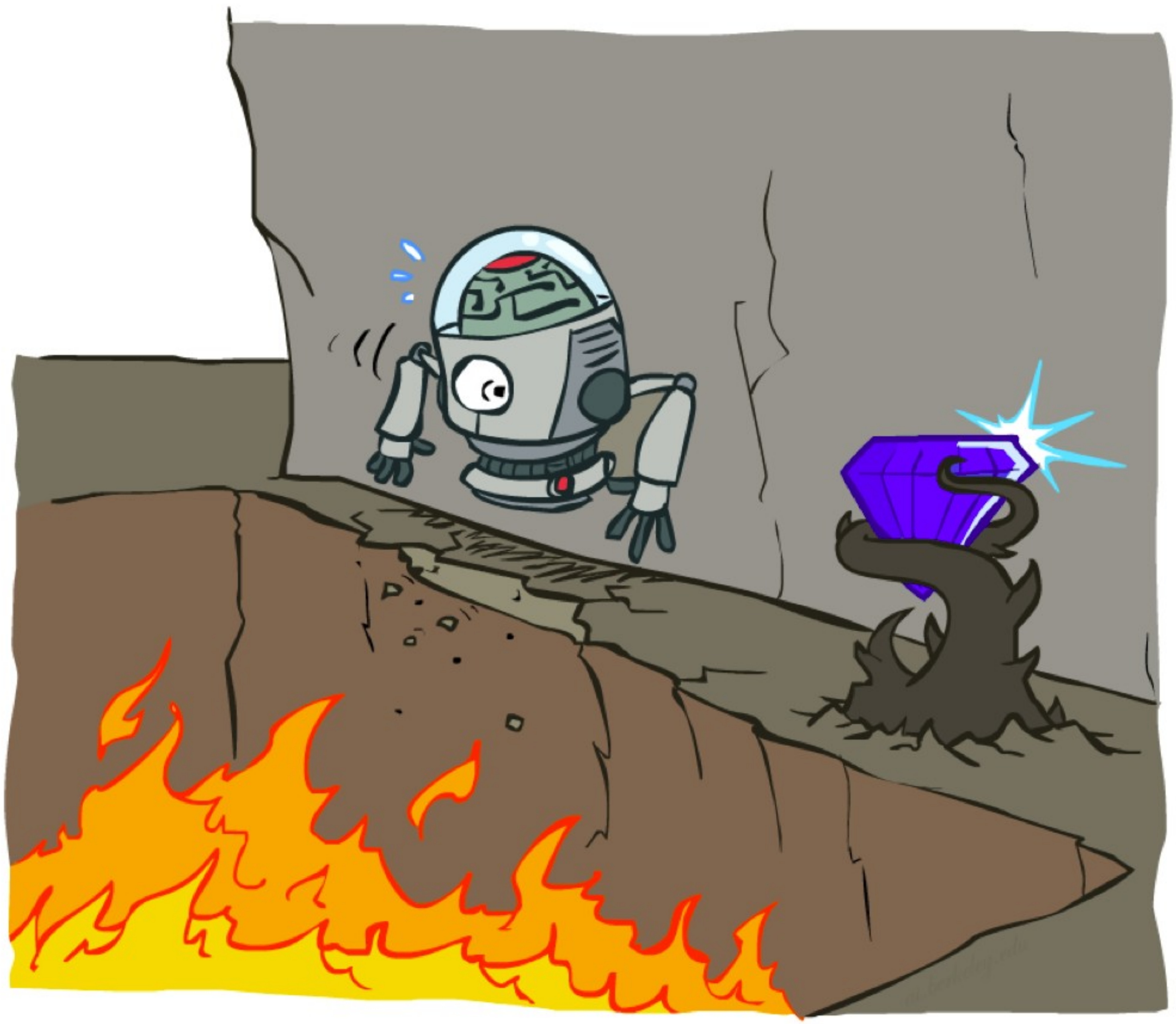
Initialize ε-greedy $\varepsilon = 0.5$, then gradually reduce it

- If $\varepsilon \rightarrow 0$, it's **greedy in the limit**
- Be careful with non-stationary environments

A popular vote

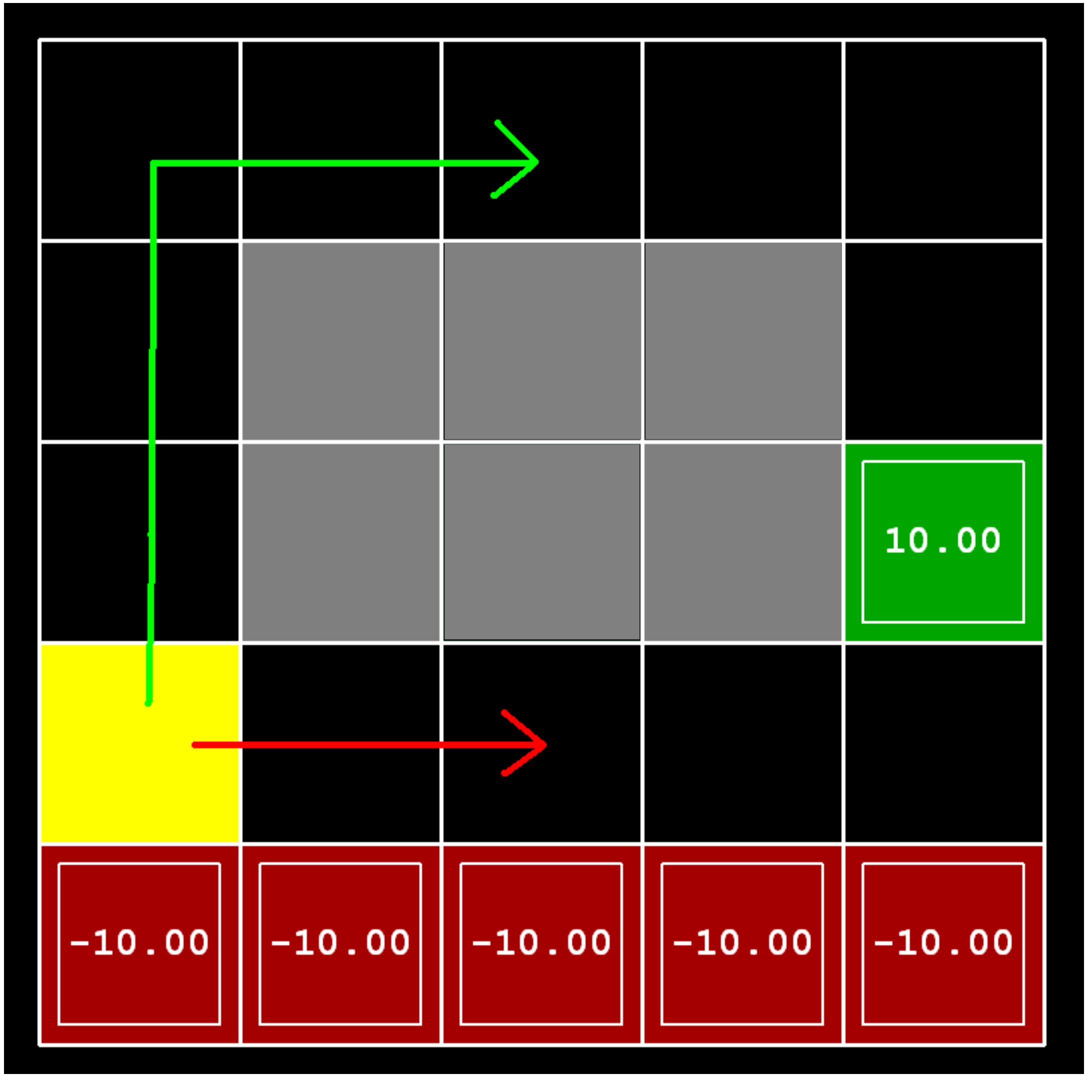
More lecture Vs some seminar?

Cliff world



Picture from Berkeley CS188x

Cliff world



Conditions

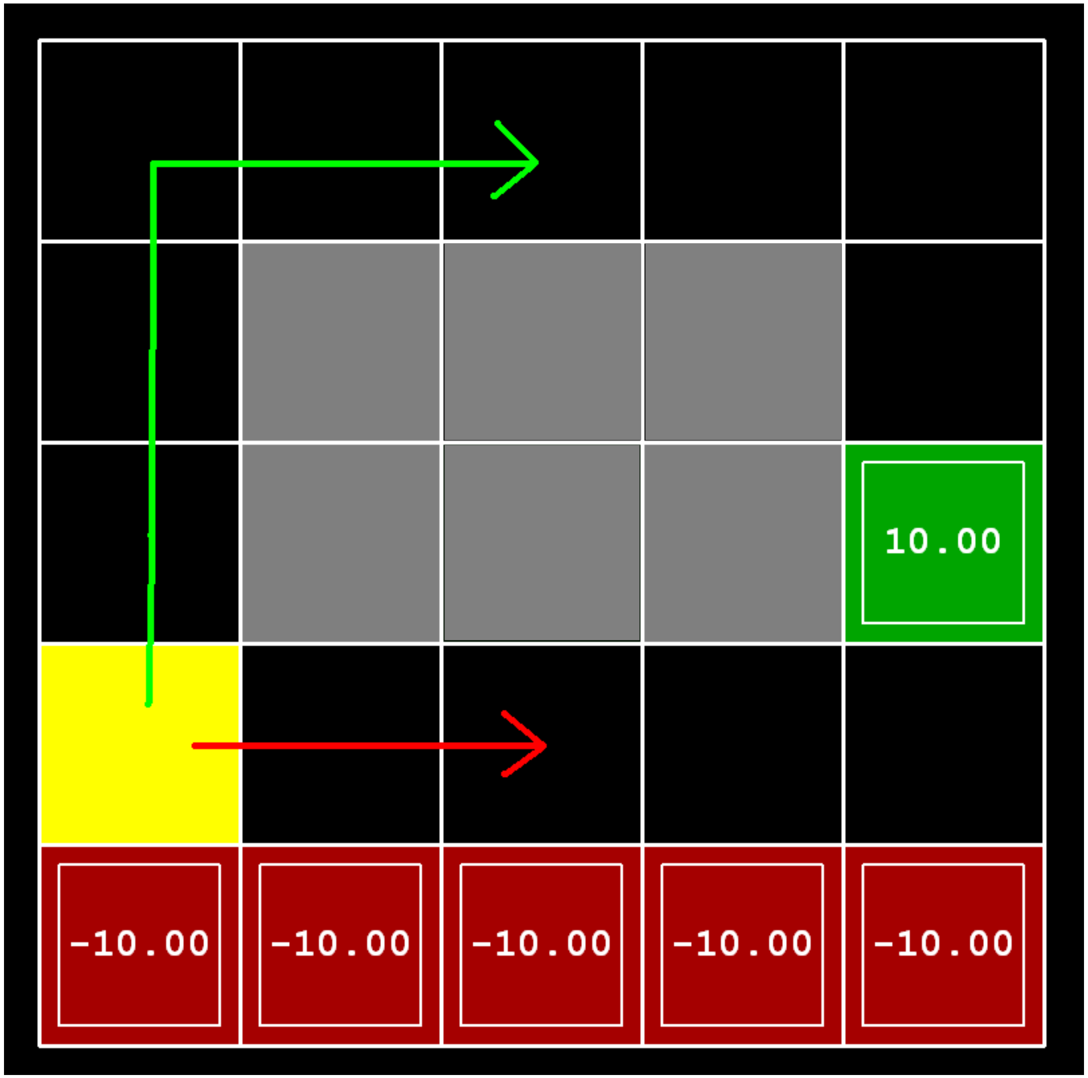
- Q-learning

$$\gamma = 0.99 \quad \epsilon = 0.1$$

- no slipping

Trivia:
What will q-learning learn?

Cliff world



Conditions

- Q-learning

  $\gamma = 0.99 \quad \epsilon = 0.1$

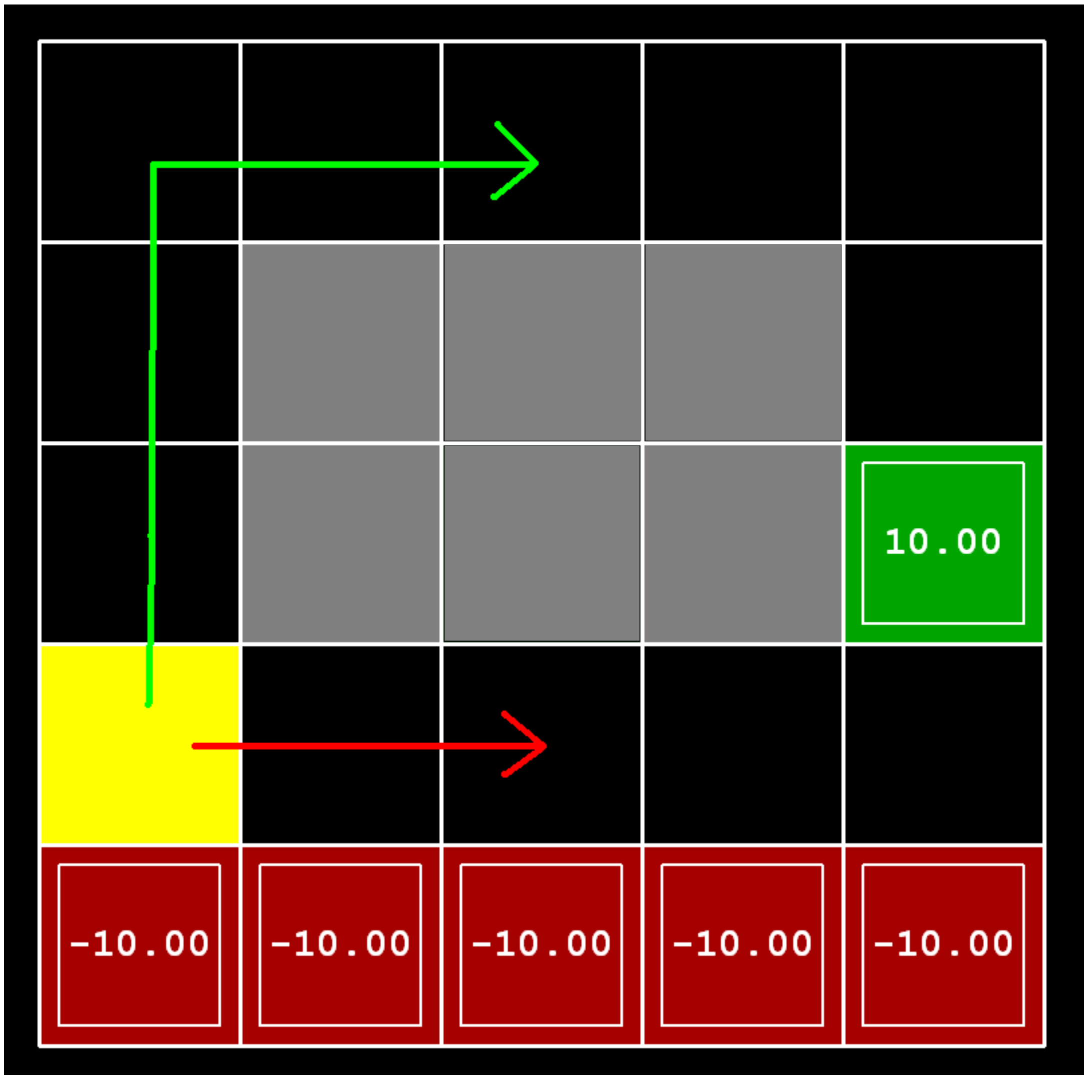
- no slipping

Trivia:
What will q-learning learn?

follow the short path

Will it maximize reward?

Cliff world



Conditions

- Q-learning

$$\gamma = 0.99 \quad \epsilon = 0.1$$

- no slipping

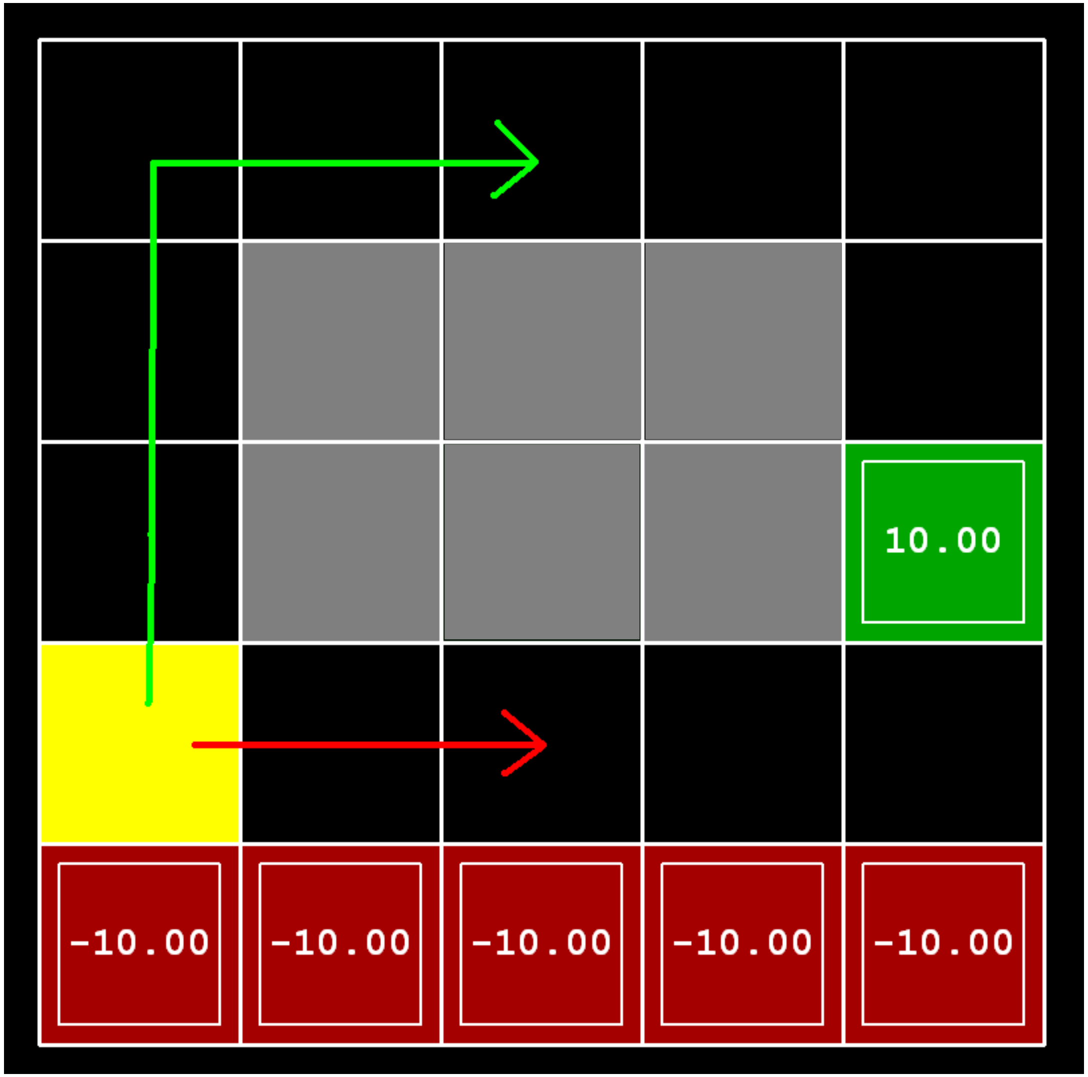
Trivia:
What will q-learning learn?

follow the short path

Will it maximize reward?

no, robot will fall due to epsilon-greedy “exploration”

Cliff world



Conditions

- Q-learning

$\gamma = 0.99 \quad \epsilon = 0.1$

- no slipping

Decisions must account for actual policy!
e.g. ε-greedy policy

Generalized update rule

Update rule (from Bellman eq.)

$$Q(s_t, a_t) \leftarrow \alpha \cdot \hat{Q}(s_t, a_t) + (1 - \alpha) Q(s_t, a_t)$$

"better Q(s,a)"

Q-learning VS SARSA

Update rule (from Bellman eq.)

$$Q(s_t,a_t) \leftarrow \alpha \cdot \hat{Q}(s_t,a_t) + (1-\alpha)\, Q(s_t,a_t)$$

"better Q(s,a)"

Q-learning

$$\hat{Q}(s,a) = r(s,a) + \gamma \cdot \max_{a'} Q(s',a')$$

Q-learning VS SARSA

Update rule (from Bellman eq.)

$$Q(s_t, a_t) \leftarrow \alpha \cdot \hat{Q}(s_t, a_t) + (1-\alpha) Q(s_t, a_t)$$

“better Q(s,a)”

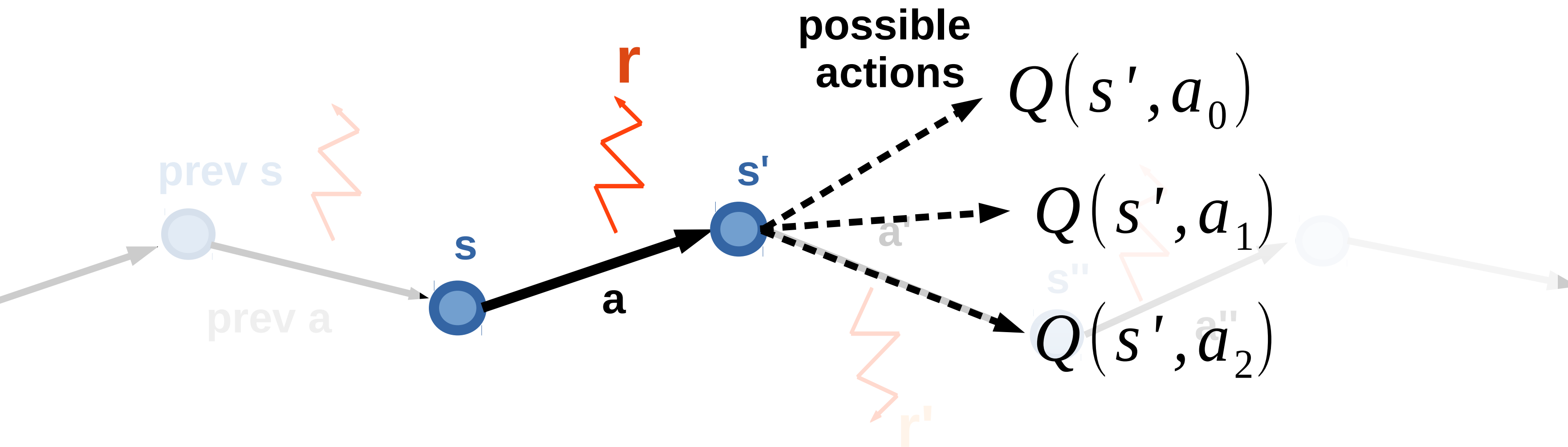
Q-learning

$$\hat{Q}(s,a) = r(s,a) + \gamma \cdot \max_{a'} Q(s', a')$$

SARSA

$$\hat{Q}(s,a) = r(s,a) + \gamma \cdot \underset{a' \sim \pi(a'|s')}{E} Q(s', a')$$

Recap: Q-learning



$$\forall s \in S, \forall a \in A, Q(s,a) \leftarrow 0$$

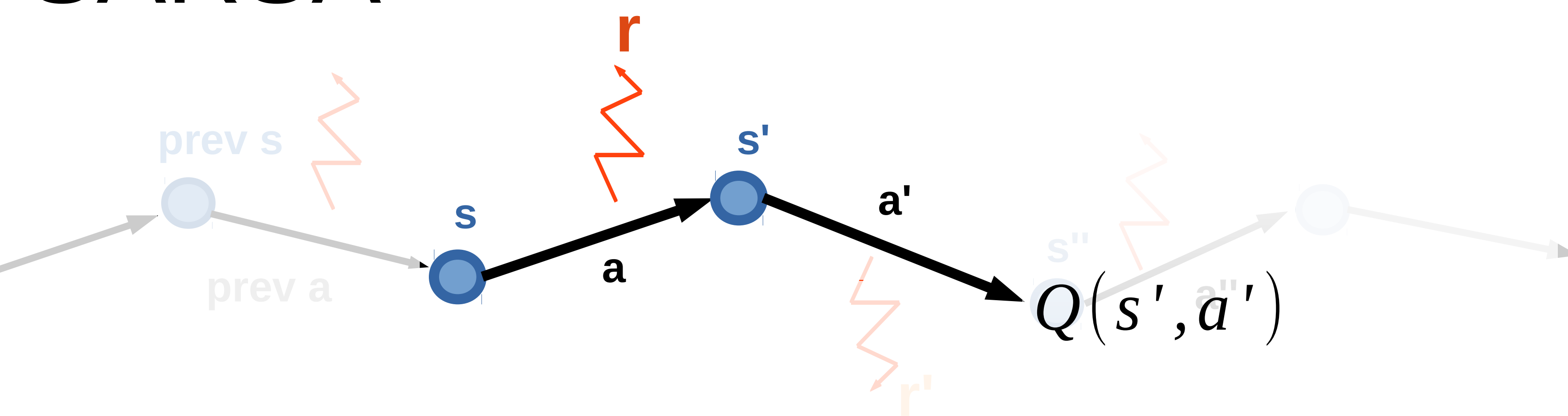
Loop:

- Sample <**s,a,r,s'**> from env

- Compute $\hat{Q}(s,a) = r(s,a) + \gamma \max_{a_i} Q(s',a_i)$

- Update $Q(s,a) \leftarrow \alpha \cdot \hat{Q}(s,a) + (1-\alpha) Q(s,a)$

SARSA

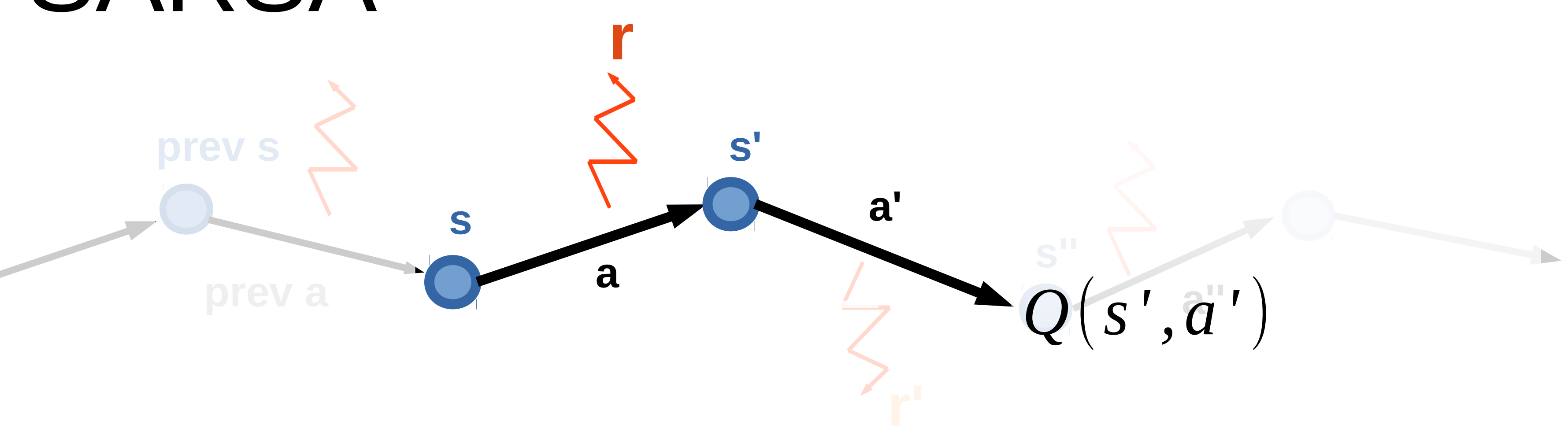


$$\forall s \in S, \forall a \in A, Q(s,a) \leftarrow 0$$

Loop:

- Sample <**s**,**a**,**r**,**s'**,**a'**> from env
- Compute $\hat{Q}(s,a) = r(s,a) + \gamma Q(s',a')$
- Update $Q(s,a) \leftarrow \alpha \cdot \hat{Q}(s,a) + (1-\alpha) Q(s,a)$

SARSA



$$\forall s \in S, \forall a \in A, Q(s,a) \leftarrow 0$$

Loop:

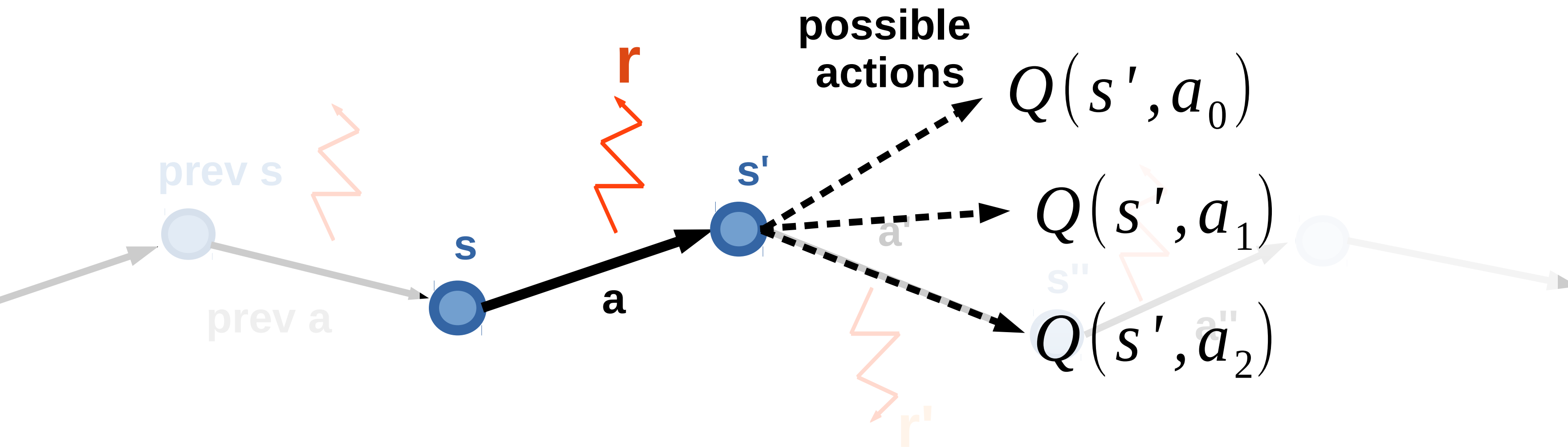
hence "SARSA"

- Sample <**s**,**a**,**r**,**s'**,**a'**> from env
- Compute $\hat{Q}(s,a) = r(s,a) + \gamma Q(s', a')$

next action (not max)

- Update $Q(s,a) \leftarrow \alpha \cdot \hat{Q}(s,a) + (1-\alpha) Q(s,a)$

Expected value SARSA

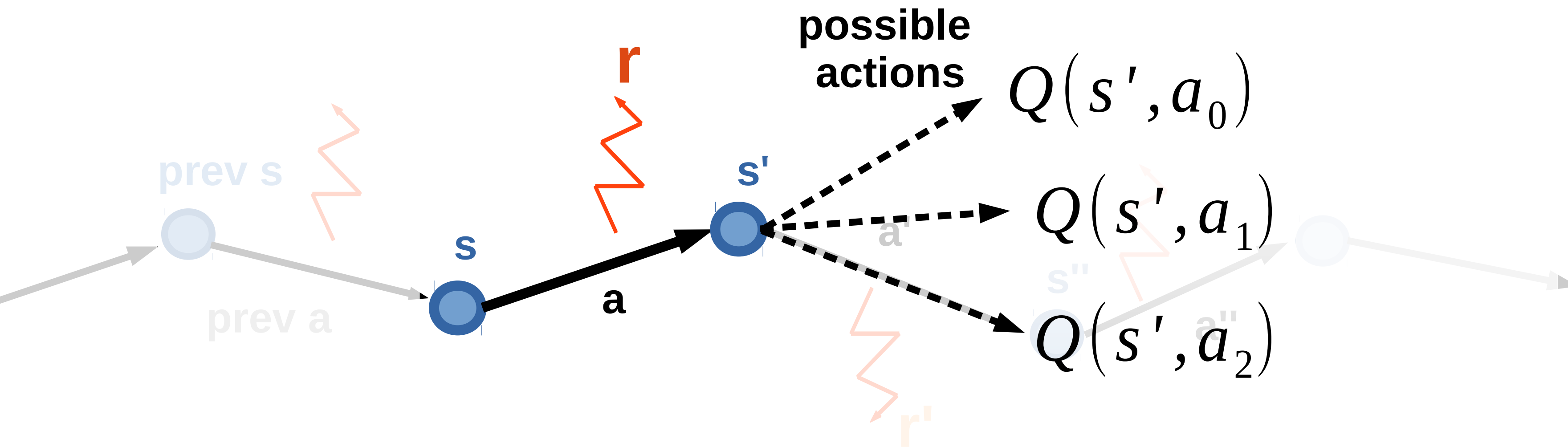


$$\forall s \in S, \forall a \in A, Q(s,a) \leftarrow 0$$

Loop:

- Sample <**s**,**a**,**r**,**s'**> from env
- Compute $\hat{Q}(s,a) = r(s,a) + \gamma \underset{a_i \sim \pi(a|s')}{E} Q(s',a_i)$
- Update $Q(s,a) \leftarrow \alpha \cdot \hat{Q}(s,a) + (1-\alpha) Q(s,a)$

Expected value SARSA



$$\forall s \in S, \forall a \in A, Q(s,a) \leftarrow 0$$

Loop:

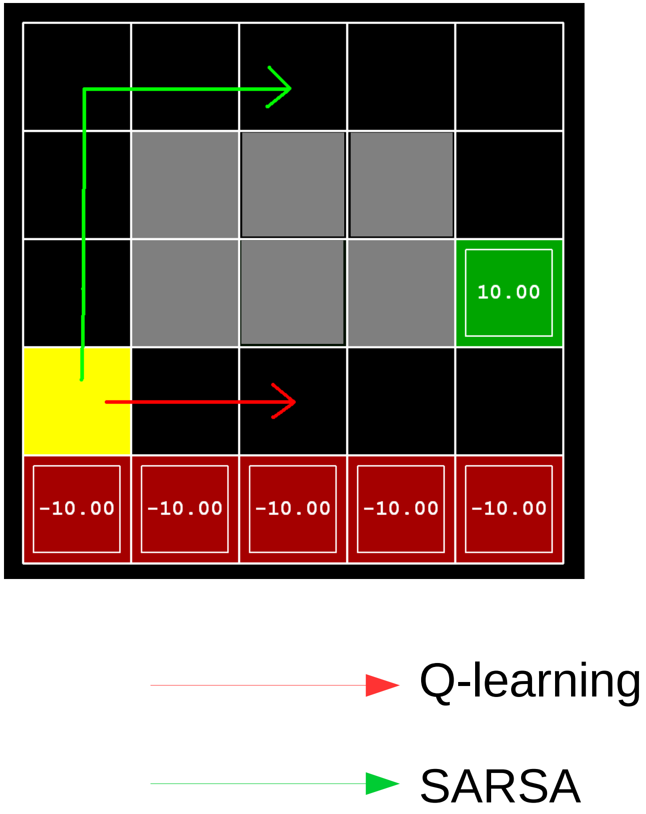
- Sample <**s,a,r,s'**> from env
- Compute $\hat{Q}(s,a) = r(s,a) + \gamma \underset{a_i \sim \pi(a|s')}{E} Q(s',a_i)$
- Update $Q(s,a) \leftarrow \alpha \cdot \hat{Q}(s,a) + (1-\alpha) Q(s,a)$

Expected value

Difference

- SARSA gets optimal rewards under current policy

- Q-learning policy **would be** optimal under



On-policy vs Off-policy

Two problem setups

on-policy

Agent **can** pick actions

- Most obvious setup :)
- Agent always follows his **own** policy

off-policy

Agent **can't** pick actions

- Learning with exploration, playing without exploration
- Learning from expert (expert is imperfect)
- Learning from sessions (recorded data)

On-policy vs Off-policy

Two problem setups

on-policy

Agent **can** pick actions

- On-policy algorithms **can't** learn off-policy

off-policy

Agent **can't** pick actions

- Off-policy algorithms **can** learn on-policy

learn optimal policy even if agent takes random actions

Q: which of Q-learning, SARSA and exp. val. SARSA will **only** work on-policy?

On-policy vs Off-policy

Two problem setups

on-policy

Agent **can** pick actions

- On-policy algorithms **can't** learn off-policy
- SARSA
- more later

off-policy

Agent **can't** pick actions

- Off-policy algorithms **can** learn on-policy
- Q-learning
- Expected Value SARSA

On-policy vs Off-policy

Two problem setups

on-policy	**off-policy**
Agent **can** pick actions	Agent **can't** pick actions
– On-policy algorithms **can't** learn off-policy	– Off-policy algorithms **can** learn on-policy
– SARSA	– Q-learning
– more coming soon	– Expected Value SARSA

On-policy vs Off-policy

Two problem setups

on-policy

Agent **can** pick actions

- On-policy algorithms **can't** learn off-policy
- SARSA
- more coming soon

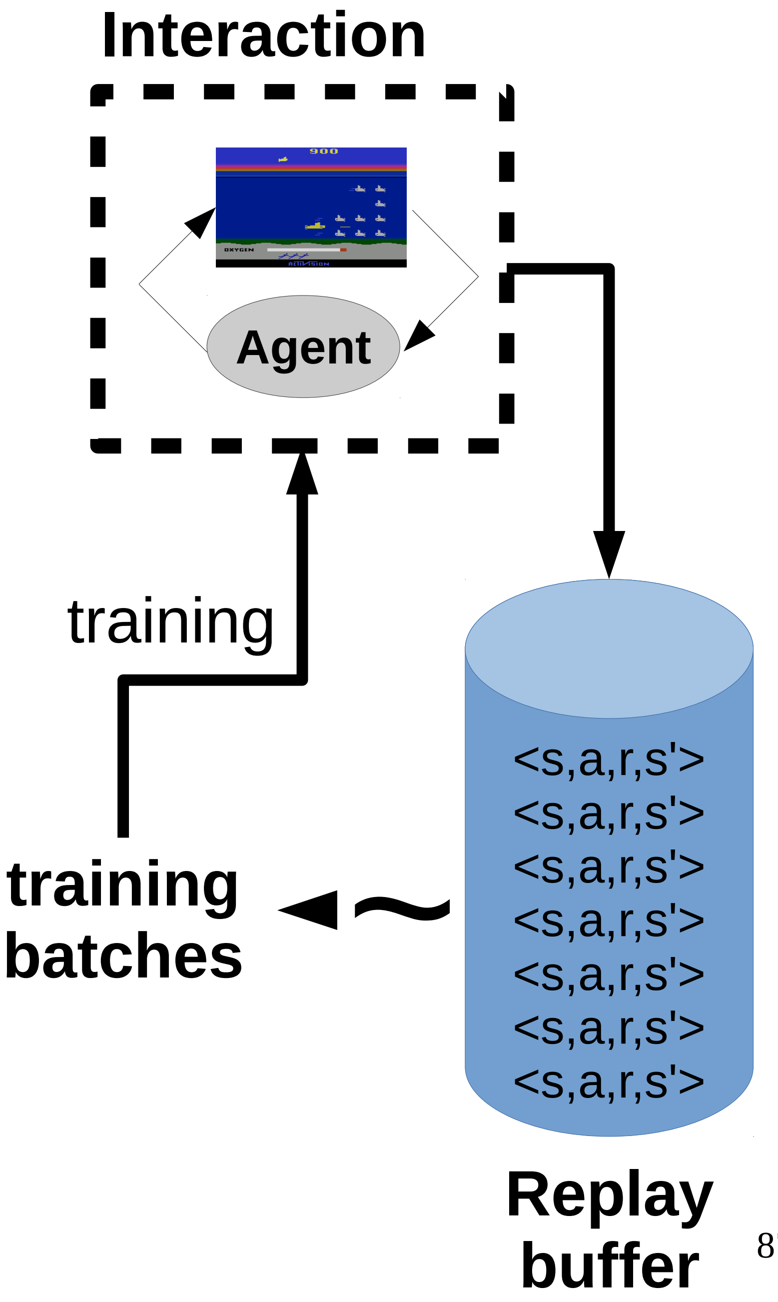
off-policy

Agent **can't** pick actions

- Off-policy algorithms **can** learn on-policy
- Q-learning
- Expected Value SARSA

Experience replay

Idea: store several past interactions
<s,a,r,s'>
Train on random subsamples

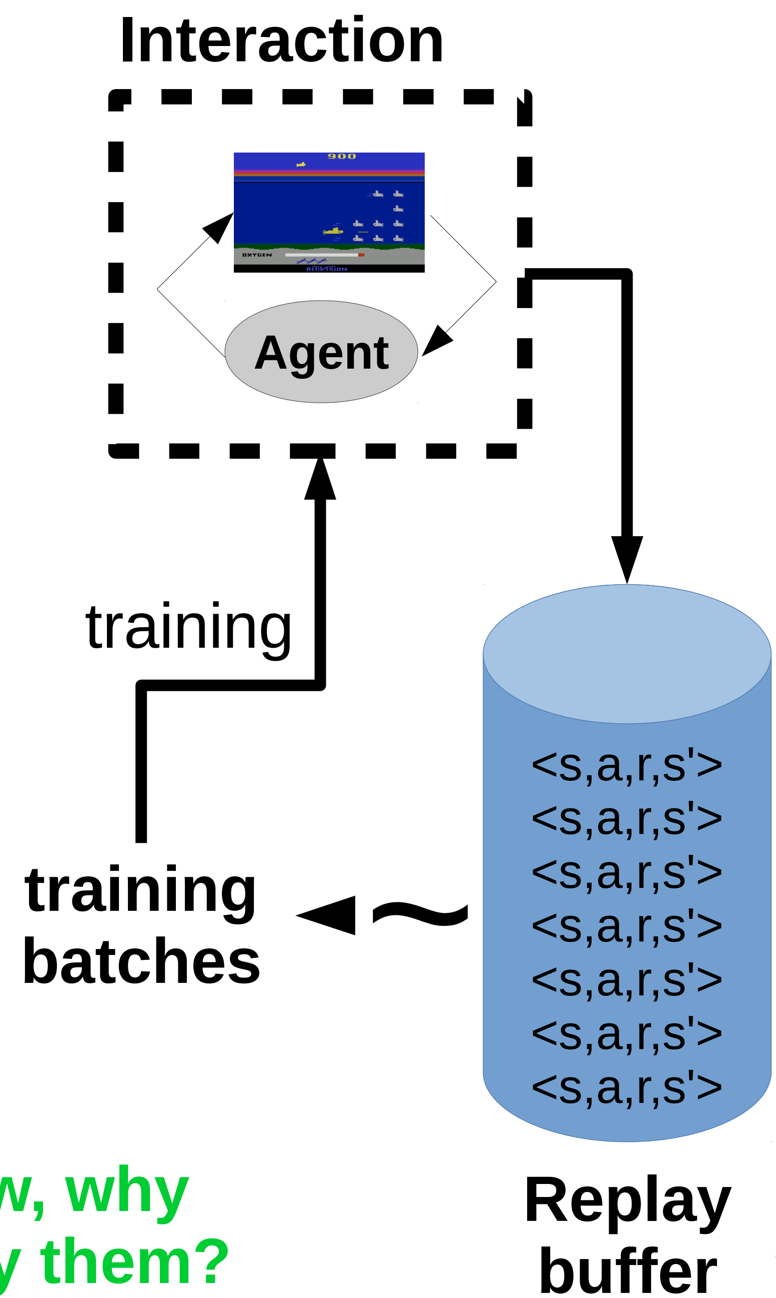


Experience replay

Idea: store several past interactions
<s,a,r,s'>
Train on random subsamples

Training curriculum:
- play 1 step and record it
- pick N random transitions to train

Profit: you don't need to re-visit same (s,a) many times to learn it.



Only works with off-policy algorithms!

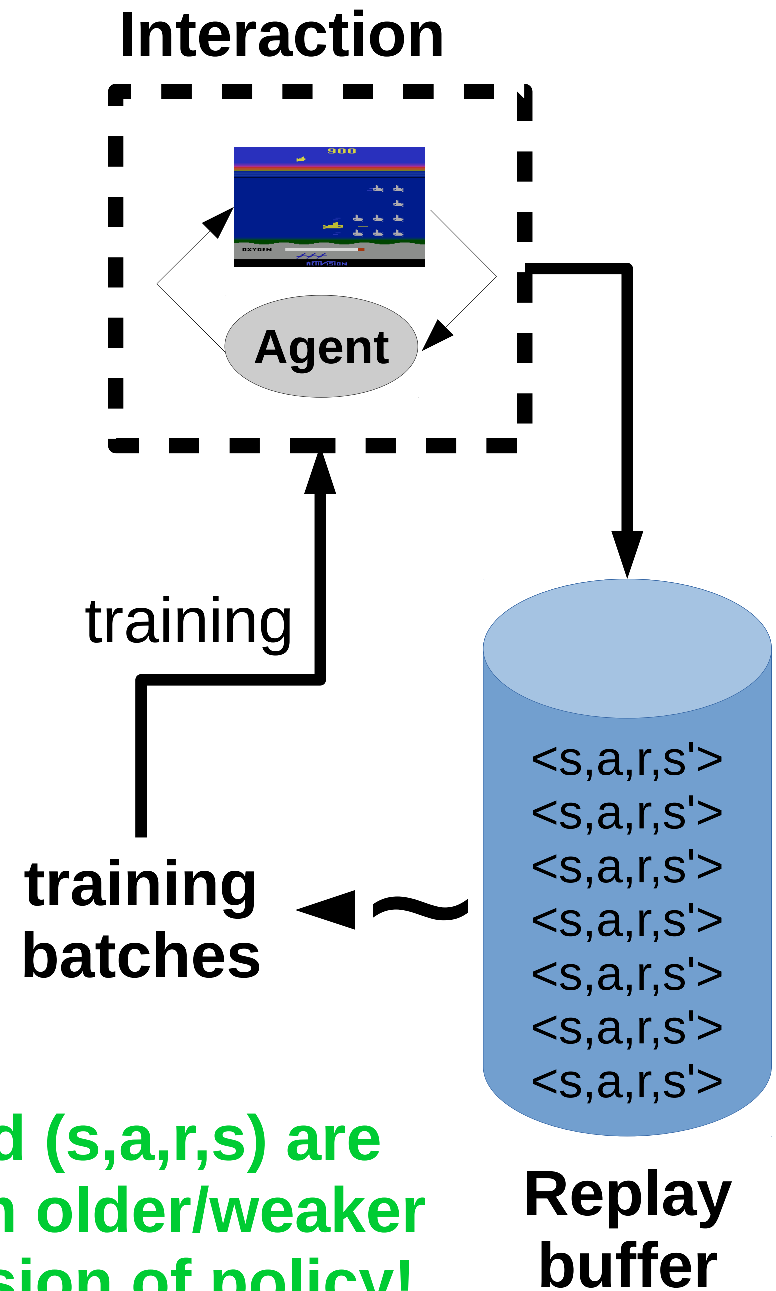
Btw, why only them?

Experience replay

Idea: store several past interactions
<s,a,r,s'>
Train on random subsamples

Training curriculum:
- play 1 step and record it
- pick N random transitions to train

Profit: you don't need to re-visit same (s,a) many times to learn it.



Only works with off-policy algorithms!

Old (s,a,r,s) are from older/weaker version of policy!

New stuff we learned

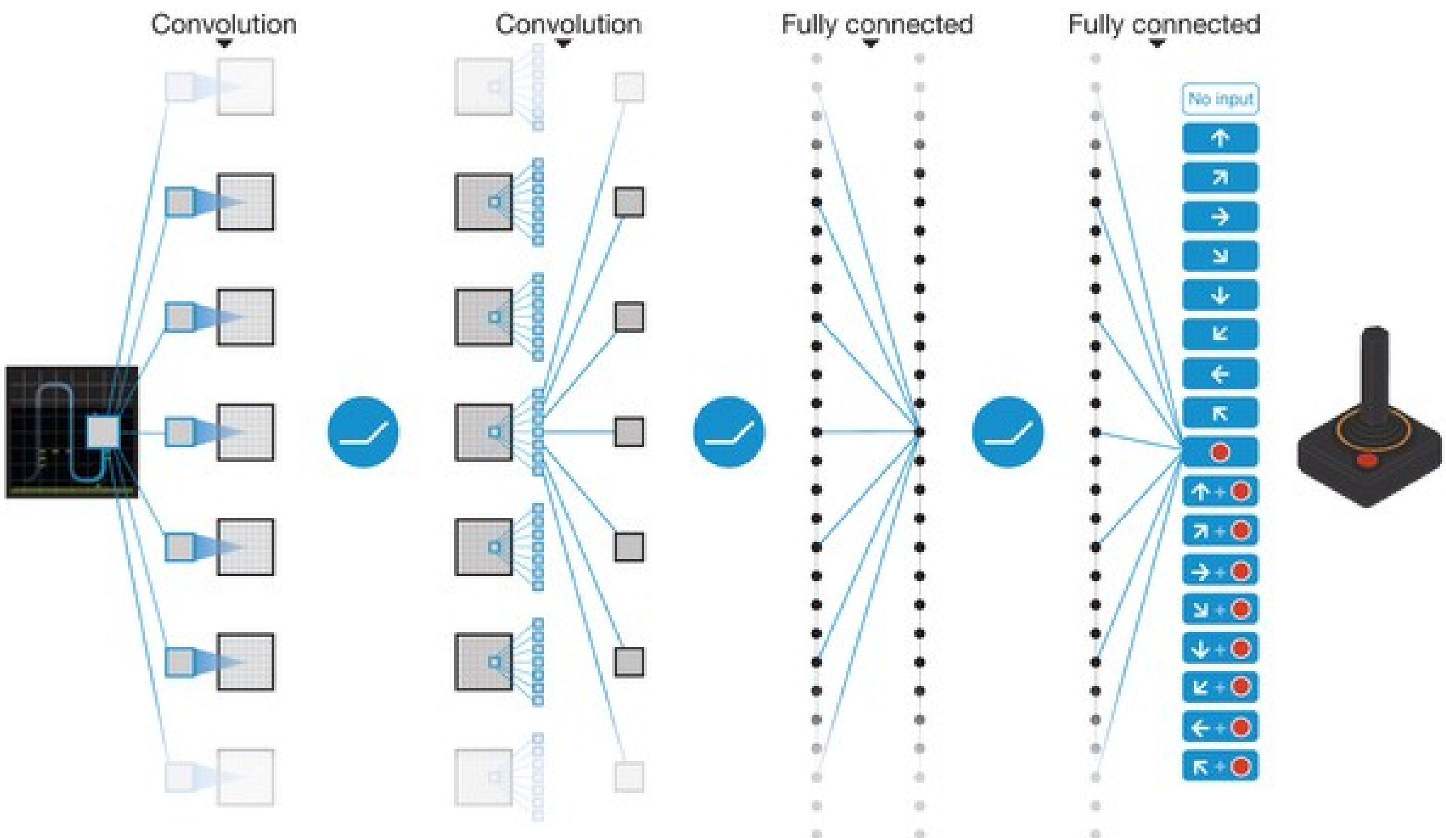
- Anything?

New stuff we learned

- V(s), V*(s), Q(s,a), Q*(s,a)
- Value iteration (model-based)
- Q-learning, SARSA (model-free)
- Exploration vs exploitation (basics)
- Learning On-policy vs Off-policy
  - Using experience replay

Coming next...

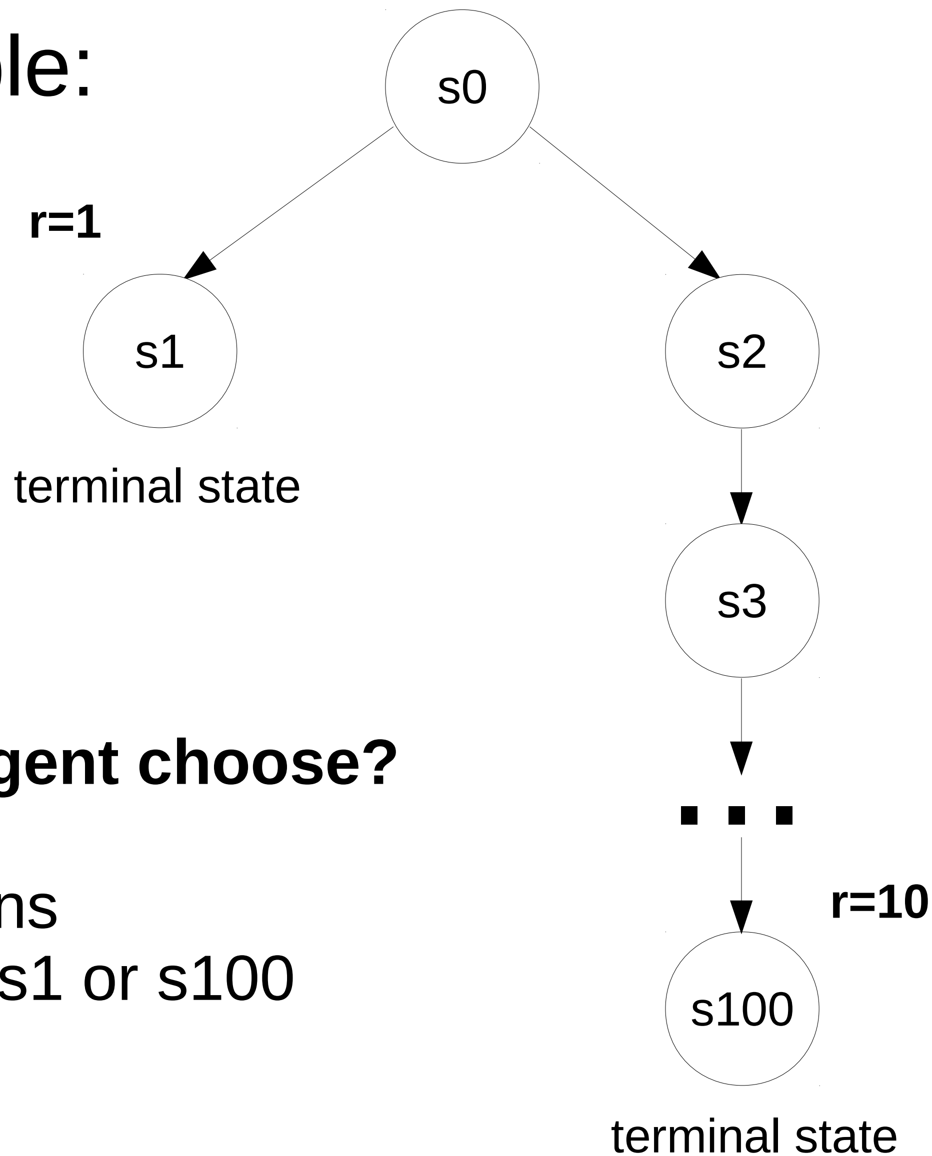
- What if state space is large/continuous
  - Deep reinforcement learning



Remember discounted rewards?

Discounted reward fails #1

Trivial example:

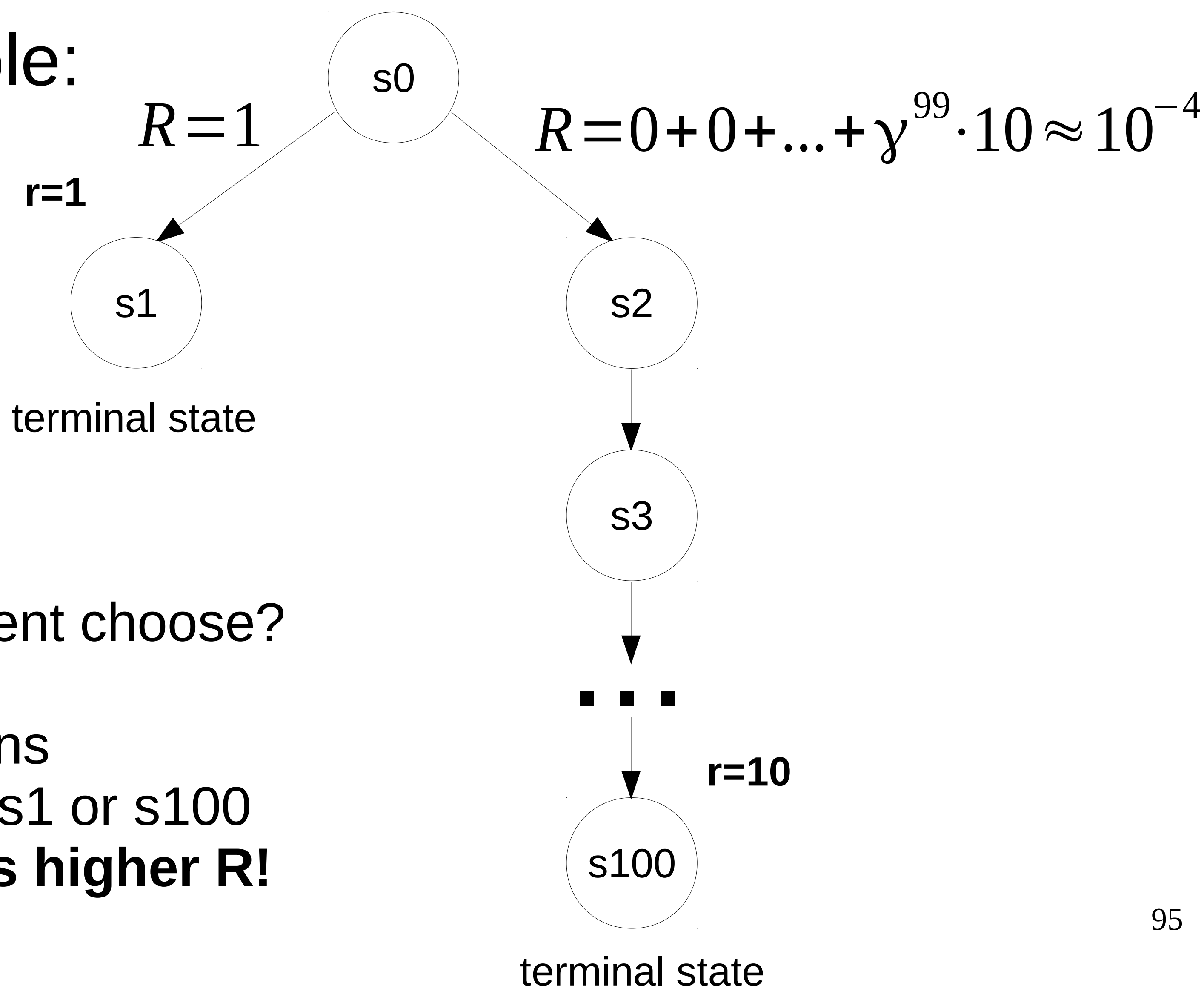


What path will agent choose?

- γ=0.9
- arrows = actions
- game ends at s1 or s100

Discounted reward fails #1

Trivial example:



What path will agent choose?

- γ=0.9
- arrows = actions
- game ends at s1 or s100
- **left action has higher R!**

Discounted reward fails #2

Deephack'17 qualification round, Atari Skiing

- You steer the red guy
- Session lasts ~5k steps
- You get -3~-7 reward each tick
  (faster game = better score)
- At the end of session, you get up to r=-30k
  (based on passing gates, etc.)
- Q-learning with gamma=0.99 fails
  it doesn't learn to pass gates

What's the problem?

http://rl.deephack.me/

Discounted reward fails #2

Deephack'17 qualification round, Atari Skiing

- You steer the red guy
- Session lasts ~5k steps

- You get -3~-7 reward each tick
  (faster game = better score)

- At the end of session, you get up to r=-30k
  (based on passing gates, etc.)

  - Q-learning with gamma=0.99 fails

http://rl.deephack.me/

Discounted reward fails #3

CoastRunner7 experiment (openAI)

- You control the boat
- Rewards for getting to checkpoints
- Rewards for collecting bonuses
- What could possibly go wrong?
- “Optimal” policy video:
  https://www.youtube.com/watch?v=tlOIHko8ySg

https://openai.com/blog/faulty-reward-functions/

Nuts and bolts: MC vs TD

Monte-carlo

- Ignores intermediate rewards
  doesn't need **γ** (discount)
- Needs full episode to learn
  Infinite MDP are a problem
- Doesn't use Markov property
  Works with non-markov envs

Temporal Difference

- Uses intermediate rewards
  trains faster under right **γ**
- Learns from incomplete episode
  Works with infinite MDP
- Requires markov property
  Non-markov env is a problem

Nuts and bolts: discount

- Effective horizon $$1+\gamma+\gamma^2+\ldots=\frac{1}{(1-\gamma)}$$

  Heuristic: your agent stops giving a damn in *this many* turns.

  Typical values:
  - γ=0.9, 10 turns
  - γ=0.95, 20 turns
  - γ=0.99, 100 turns
  - γ=1, infinitely long

  Higher γ = less stable algorithm.
  γ=1 only works for episodic MDP (finite amount of turns).

Nuts and bolts: discount

- Effective horizon $$1+\gamma+\gamma^2+\ldots=\frac{1}{(1-\gamma)}$$

  Heuristic: your agent stops giving a damn in *this many* turns.

- Atari Skiing, reward was delayed by in 5k steps
- γ=0.99 is not enough
- γ=1 and a few hacks works better
- Or use a better reward function

#ShamelessSelfPromotion

- More stuff
  - https://github.com/yandexdataschool/practical_rl/tree/fall17
  - Videos lectures, more theory, more coding
    - Model-based – week2
    - Mode-free – week3

Let's write some code!