Reinforcement Learning

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Recap



Bellman Equation

The value of a certain state is expanded in terms of the current reward and the value of the next states according to the policy

r here is function of s and $\pi(s)$

$$V^{\pi}(s_{t}) = \mathbb{E}_{\pi}[r_{t} + \gamma r_{t+1} + \gamma^{2} r_{t+2} + \gamma^{3} r_{t+3} + \dots | s_{t}] = r_{t} + \gamma \mathbb{E}_{s, \sim p(.|s, \pi(s))}[V^{\pi}(s')]$$

$$Q^{\pi}(s_{t}, a) = r_{t} + \gamma \mathbb{E}_{s, \sim p(.|s, a)}[V^{\pi}(s')]$$

r here is function of s and a

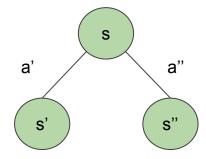
As a result $V(s) = Q(s, \pi(s))$



Bellman Optimality Example

$$V^*(s) = \max_{a} [r(s,a) + \gamma \mathbb{E}_{s, p(.|s,a)} V^*(s')]$$

- Try a', get r(s,a'),
 compute
 Q*(s,a')=r(s,a')+γV*(s')
- Try a'', get r(s,a''),
 compute
 Q*(s,a'')=r(s,a'')+γV*(s'')



Assume we know V* at s' and s''

Exact Policy Evaluation

We know that **for ALL states**, Bellman equation holds

$$V^{\pi}(s) = r + \gamma \mathbb{E}_{s, \gamma(s)} [V^{\pi}(s')]$$

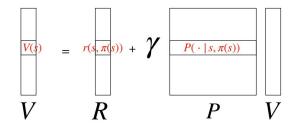
We can combine all the constraints together:

Since we have this set of constraints

$$V = R + \gamma PV$$

we can solve for V as

$$V = (I - \gamma P)^{-1}R$$





Fixed-Point Iteration & Contractions

What is a fixed-point? A point where holds

$$x = f(x)$$

How can we find such points?

- Initialize x_a
- Repeat $x_{i+1} = f(x_i)$
- Stop at convergence where x is found and does not change anymore

Convergence to a fixed-point is possible thanks to the existence of **contraction mappings**

f: M->M (M is a metric space) is a contraction mapping if:

$$|f(x) - f(x')| \le k|x-x'|$$
 for k in [0, 1)



Iterative Policy Evaluation

- Initialize V_0 in $[0, 1/(1-\gamma)]$ (typically 0)
- Until convergence:

$$V_{i+1} = R + \gamma PV_{i}$$

$$\left\| V^{t+1} - V^{\pi} \right\|_{\infty} \leq \gamma \left\| V^{t} - V^{\pi} \right\|_{\infty} \leq \gamma^{t+1} \left\| V^{0} - V^{\pi} \right\|_{\infty}$$

For each iteration it's $O(S^2)$



How to Find the Optimal Policy?

Now, what we're really interested in is finding the optimal policy π^* **Let's use Bellman optimality!** ...and the Bellman Operator (which is a contraction)

$$TQ(s,a) = r(s,a) + \gamma \mathbb{E}_{s, p(.|s,a)} \max_{a} [Q(s',a')])$$

Since Q: S x A \rightarrow \mathbb{R} , then also TQ: S x A \rightarrow \mathbb{R}



Value Iteration & Optimal Policy

We can obtain $Q^* = TQ^*$, since Q^* is a fixed-point solution to Q = TQ

- Initialize $\|Q_0\|$ in $[0, 1/(1-\gamma)]$ (typically 0)
- Until convergence, for all states and actions:

$$Q_{i+1} = TQ_{i}$$

$$||Q_{i+1} - Q^{*}|| = ||TQ_{i} - TQ^{*}|| \le \gamma ||Q_{i} - Q^{*}|| \le \gamma^{i+1}||Q_{0} - Q^{*}||$$

We know that $\pi^*(s) = \operatorname{argmax}_a Q^*(s,a)$, and since $Q_i(s,a) = Q^*(s,a)$ we could choose

$$\pi_{i}(s) = \operatorname{argmax}_{a}Q_{i}(s,a)$$



Another Note on Value Iteration

- Q₊ is approximating Q*
- From \mathbf{Q}_{t} we compute a policy π_{t}

However...

\mathbf{Q}_{t} is generally different from $\mathbf{Q}^{\pi\mathsf{t}}$ until we converge to approximately \mathbf{Q}^{*}

E.g, $\textbf{Q}_{_{\!\boldsymbol{0}}}$ is just a random initial guess, maybe not corresponding to any policy's Q value



End - Recap



- Outputs policies at every iteration: $\{\pi_{_{0}},\,\pi_{_{1}},\,\pi_{_{2}}...\pi_{_{T}}\}$
- Different from Value Iteration that was outputting values



- Outputs policies at every iteration: $\{\pi_0, \pi_1, \pi_2...\pi_T\}$
- Different from Value Iteration that was outputting values

Procedure:

- 1. Start with a random guess $\pi_{_{\Theta}}$ (can be deterministic or stochastic)
- 2. For t=0,...,T: $Q^{\pi}(s_t,a) = r_t + \gamma \mathbb{E}_{s' \sim p(.|s,a)} [V^{\pi}(s')]$
 - a. Do **policy evaluation** and compute $Q^{\pi t}$ for all s,a
 - b. Do **policy improvement** as π_{t+1} =argmax_aQ $^{\pi t}$ (s,a) for all s



- ____
 - Outputs policies at every iteration: $\{\pi_{_0},\,\pi_{_1},\,\pi_{_2}...\pi_{_{\mathrm{T}}}\}$
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- Outputs policies at every iteration: $\{\pi_{_0},\,\pi_{_1},\,\pi_{_2}...\pi_{_T}\}$
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Remember that Q^{\pi}(s_t, a) = r_t + \gamma \mathbb{E}_{s, \sim p(.|s,a)} [V^{\pi}(s')]!
```



- Outputs policies at every iteration: $\{\pi_{_{0}},\,\pi_{_{1}},\,\,\pi_{_{2}}...\pi_{_{T}}\}$
- Different from Value Iteration that was outputting values

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Remember that Q^{\pi}(s_t,a) = r_t + \gamma \mathbb{E}_{s,\sim p(.|s,a)}[V^{\pi}(s')]!
```

We can first compute V, for example, and then get Q from that



- Outputs policies at every iteration: $\{\pi_{_0},\,\pi_{_1},\,\pi_{_2}...\pi_{_T}\}$
- Different from Value Iteration that was outputting values

Procedure:

- 1. Start with a random guess $\pi_{_{\Theta}}$ (can be deterministic or stochastic)
- 2. For t=0,...,T:
 - a. Do **policy evaluation** and compute $Q^{\pi t}$ for all s,a

For simplicity and to forget about approximation errors, let's assume we use the exact policy evaluation



- Outputs policies at every iteration: $\{\pi_{_{0}},\,\pi_{_{1}},\,\,\pi_{_{2}}...\pi_{_{T}}\}$
- Different from Value Iteration that was outputting values

Procedure:

- 1. Start with a random guess $\pi_{_{\Theta}}$ (can be deterministic or stochastic)
- 2. For t=0,...,T:
 - a. Do **policy evaluation** and compute $Q^{\pi t}$ for all s,a

Differently from Value Iteration, here we are outputting Q values of actual policies!



- Outputs policies at every iteration: $\{\pi_0, \pi_1, \pi_2...\pi_T\}$
- Different from Value Iteration that was outputting values

Procedure:

- 1. Start with a random guess $\pi_{_{\Theta}}$ (can be deterministic or stochastic)
- 2. For t=0,...,T:
 - a. Do **policy evaluation** and compute $Q^{\pi t}$ for all s,a
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Procedure:

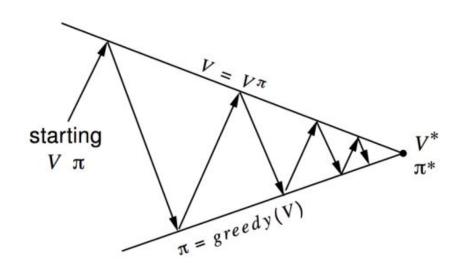
- 1. Start with a random guess $\pi_{\rm e}$ (can be deterministic or stochastic)
- 2. For t=0,...,T:
 - a. Do **policy evaluation** and compute $Q^{\pi t}$ for all s,a
 - b. Do **policy improvement** as $\pi_{t+1} = \operatorname{argmax}_{a} Q^{\pi t}(s,a)$ for all s

This algorithm only makes progress, and the performance progress of the policy is monotonic



- Monotonic improvement: $Q^{\pi t+1} \ge Q^{\pi t}$ for all s,a
- Convergence: $||V^{\pi i} V^*|| \le \gamma^i ||V^{\pi 0} V^*||$





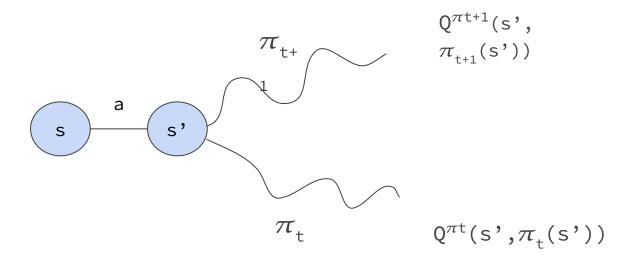
 $\pi \xrightarrow{\text{greedy}(V)} V$

Credits: David Silver



 π_{t+1} =argmax_aQ $^{\pi t}$ (s,a)

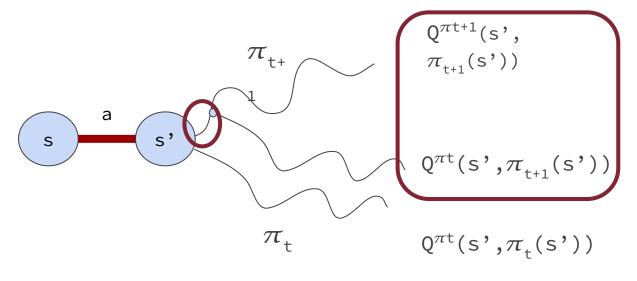
We want to show that $Q^{\pi t+1} \geq Q^{\pi t}$ for all s,a





 π_{t+1} =argmax_aQ $^{\pi t}$ (s,a)

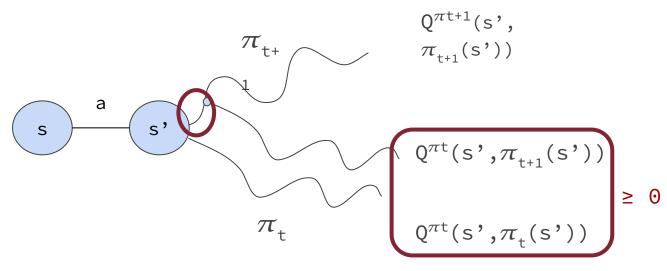
We want to show that $Q^{\pi t+1} \geq Q^{\pi t}$ for all s,a



We are back at the starting point: we can be recursive!



We want to show that $Q^{\pi t+1} \geq Q^{\pi t}$ for all s,a





since π_{t+1} =argmax_a $Q^{\pi t}(s,a)$

 π_{t+1} =argmax_aQ $^{\pi t}$ (s,a)

We want to show that $Q^{\pi t+1} \geq Q^{\pi t}$ for all s,a

expand definition and simplify r(s,a)

$$\begin{split} Q^{\pi^{t+1}}(s,a) - Q^{\pi^t}(s,a) &= \gamma \mathbb{E}_{s' \sim P(s,a)} \left[Q^{\pi^{t+1}}(s',\pi^{t+1}(s')) - Q^{\pi^t}(s',\pi^t(s')) \right] \\ &= \gamma \mathbb{E}_{s' \sim P(s,a)} \left[Q^{\pi^{t+1}}(s',\pi^{t+1}(s')) - Q^{\pi^t}(s',\pi^{t+1}(s')) + Q^{\pi^t}(s',\pi^{t+1}(s')) - Q^{\pi^t}(s',\pi^t(s')) \right] \\ &\geq \gamma \mathbb{E}_{s' \sim P(s,a)} \left[Q^{\pi^{t+1}}(s',\pi^{t+1}(s')) - Q^{\pi^t}(s',\pi^{t+1}(s')) \right] \geq \dots, \\ &\geq \gamma \mathbb{E}_{s' \sim P(s,a)} \left[Q^{\pi^{t+1}}(s',\pi^{t+1}(s')) - Q^{\pi^t}(s',\pi^{t+1}(s')) \right] \geq \dots, \\ &\geq -\gamma^{\infty}/(1-\gamma) = 0 \end{split}$$



 π_{t+1} =argmax_aQ $^{\pi t}$ (s,a)

We want to show that $Q^{\pi t+1} \geq Q^{\pi t}$ for all s,a

$$\begin{split} Q^{\pi^{t+1}}(s,a) - Q^{\pi^t}(s,a) &= \gamma \mathbb{E}_{s' \sim P(s,a)} \left[Q^{\pi^{t+1}}(s',\pi^{t+1}(s')) - Q^{\pi^t}(s',\pi^t(s')) \right] \\ &= \text{add and subtract the Q of our intermediate policy} \\ &= \gamma \mathbb{E}_{s' \sim P(s,a)} \left[Q^{\pi^{t+1}}(s',\pi^{t+1}(s')) - Q^{\pi^t}(s',\pi^{t+1}(s')) + Q^{\pi^t}(s',\pi^{t+1}(s')) - Q^{\pi^t}(s',\pi^t(s')) \right] \\ &\geq \gamma \mathbb{E}_{s' \sim P(s,a)} \left[Q^{\pi^{t+1}}(s',\pi^{t+1}(s')) - Q^{\pi^t}(s',\pi^{t+1}(s')) \right] \geq \ldots, \\ &\geq \gamma \mathbb{E}_{s' \sim P(s,a)} \left[Q^{\pi^{t+1}}(s',\pi^{t+1}(s')) - Q^{\pi^t}(s',\pi^{t+1}(s')) \right] \geq \ldots, \\ &\geq -\gamma^{\infty}/(1-\gamma) = 0 \end{split}$$



 π_{t+1} =argmax_aQ $^{\pi t}$ (s,a)

We want to show that $Q^{\pi t+1} \ge Q^{\pi t}$ for all s,a

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- Monotonic improvement: $Q^{\pi t+1} \ge Q^{\pi t}$ for all s,a
- Convergence: $||V^{\pi i} V^*|| \le \gamma^{i+1}||V^{\pi 0} V^*||$

Convergence? Prove it yourselves!



- Monotonic improvement: $Q^{\pi t+1} \ge Q^{\pi t}$ for all s,a
- Convergence: $\|V^{\pi i} V^*\| \le \gamma^{i+1} \|V^{\pi 0} V^*\|$

Complexity $O(S^3+S^2A)$



- Monotonic improvement: $Q^{\pi t+1} \ge Q^{\pi t}$ for all s,a
- Convergence: $||V^{\pi i} V^*|| \le \gamma^{i+1}||V^{\pi 0} V^*||$

Is there a max number of iterations of policy iteration?



- Monotonic improvement: $Q^{\pi t+1} \ge Q^{\pi t}$ for all s,a
- Convergence: $||V^{\pi i} V^*|| \le \gamma^{i+1}||V^{\pi 0} V^*||$

Is there a max number of iterations of policy iteration?

|A|^{|S|} since that is the maximum number of policies, and as the policy improvement step is monotonically improving, each policy can only appear in one round of policy iteration unless it is an optimal policy



- Monotonic improvement: $Q^{\pi t+1} \ge Q^{\pi t}$ for all s,a
- Convergence: $||V^{\pi i} V^*|| \le \gamma^{i+1}||V^{\pi 0} V^*||$

When do we stop?

if the policy does not change anymore for any state



We Did Dynamic Programming!

Dynamic Programming is a method for solving complex problems by breaking them down into subproblems:

- Solve the subproblems
- Combine solutions to subproblems



We Did Dynamic Programming!

Dynamic Programming can be applied if we have:

- Optimal substructure: Optimality exists and the optimal solution can be decomposed into subproblems
- Overlapping subproblems: Subproblems recur many times and the solutions can be cached and reused

MDPs satisfy both properties: thanks Bellman equation!



We Did Dynamic Programming!

We applied dynamic programming for **planning** as we assumed to know the MDP transition probabilities

Problem	Bellman Equation	Algorithm
Prediction	Bellman Expectation Equation	Iterative Policy Evaluation
Control	Bellman Expectation Equation + Greedy Policy Improvement	Policy Iteration
Control	Bellman Optimality Equation	Value Iteration

Credits: David Silver



Primal Linear Program

As an alternative to VI and PI

Consider the Bellman optimality equation

$$V(s) = \max_{a} \{r_t + \gamma \mathbb{E}_{s, \gamma(s)}[V(s')]\}$$

and write it as a linear program:

such that
$$V(s) \ge r_t + \gamma \mathbb{E}_{s, \sim p(.|s, \pi(s))}[V(s')]$$
 for all s,a



Primal Linear Program

min V(s)

such that $V(s) \ge r_t + \gamma \mathbb{E}_{s, \sim p(.|s, \pi(s))}[V(s')]$ for all s,a

Using a LP solver we can get a solution which is V*

(not used a lot in practice)



Primal Linear Program

min V(s)

such that $V(s) \ge F(V)$ for all s,a

Any feasible solution must satisfy $V \ge F(V) \ge F(F(V)) \ge ... \ge F^{\infty}V \ge V^{*}$



Dual Linear Program

There is also a dual linear program, that finds the solution directly in policy space

