

Introduction to POMDPs

Dr. Stephan Timmer

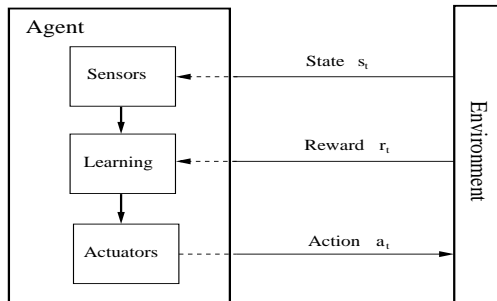
Institute of Cognitive Science, University of Osnabrück

Partially Observable Markov Decision Processes

Uncertainty in Reinforcement Learning

Agent Architecture

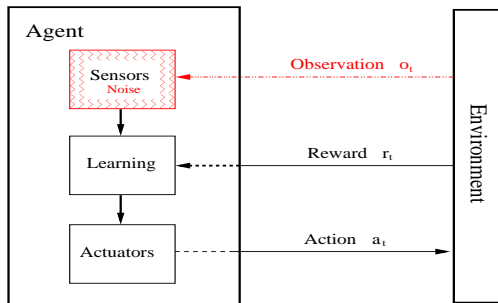
Agent achieves goals by
interacting with environment



Uncertainty in Reinforcement Learning

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Agent achieves goals by interacting with environment



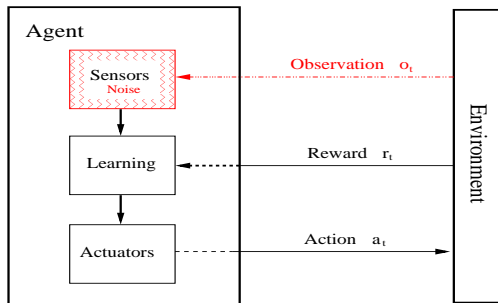
Partial Observability

- Uncertainty about state is induced through noisy sensory measurements

Uncertainty in Reinforcement Learning

Agent Architecture

Agent achieves goals by interacting with environment



Partial Observability

- Uncertainty about state is induced through noisy sensory measurements
- Observations do not reveal complete state information

Problem Specification

Partially Observable Markov Decision Process

A POMDP is given by $M = (T, S, O, A, P_S, P_O, r)$

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P_S : Transition Model Transition matrix $P_S(s_t \mid s_{t-1}, a_{t-1})$

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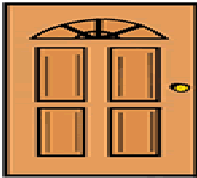
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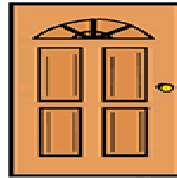
r : Reward Model Reward function $r : S \times A \rightarrow \mathbb{R}$

The Famous Tiger Problem

State Space



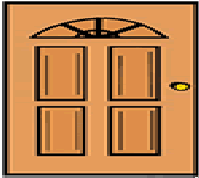
$S = \text{LEFT}$



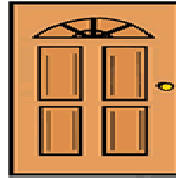
$S = \text{RIGHT}$

The Famous Tiger Problem

State Space



$S = \text{LEFT}$



$S = \text{RIGHT}$

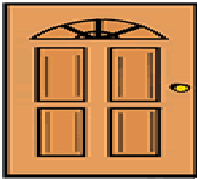
Actions and Rewards

Actions =
{LEFT, RIGHT,
LISTEN}

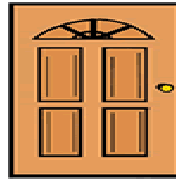


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State Space



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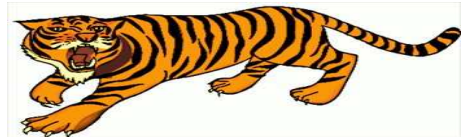


$S = \text{RIGHT}$

Actions and Rewards

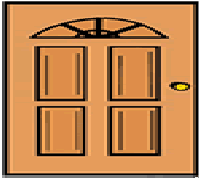
Actions =
{LEFT, RIGHT,
LISTEN}

$R = -100$

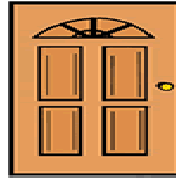


The Famous Tiger Problem

State Space



$S = \text{LEFT}$



$S = \text{RIGHT}$

Actions and Rewards

Actions =
{LEFT, RIGHT,
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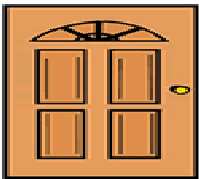


$R = 10$

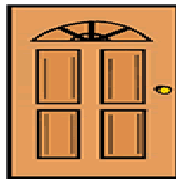


The Famous Tiger Problem

State Space



$S = \text{LEFT}$



$S = \text{RIGHT}$

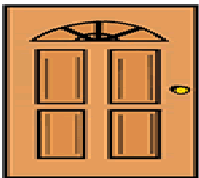
Observations (Listening for $R = -1$)



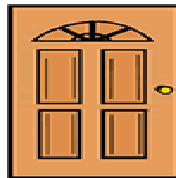
Observ. =
{HEAR LEFT,
HEAR RIGHT}

The Famous Tiger Problem

State Space



$S = \text{LEFT}$



$S = \text{RIGHT}$

Observations (Listening for $R = -1$)



$$P(o = HL \mid s = \text{LEFT}) = 0.85$$

$$P(o = HR \mid s = \text{LEFT}) = 0.15$$

$$P(o = HL \mid s = \text{RIGHT}) = 0.15$$

$$P(o = HR \mid s = \text{RIGHT}) = 0.85$$

Finite Horizon Policies

Fully Observable Processes

An optimal policy is given by a sequence of mappings

$\pi^* := (\pi_t^*)_{(0 \leq t < T_F)}$ each constituting a rule $\pi_t : S \rightarrow A$ for choosing actions

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$$\pi^* \in \arg \max_{\pi \in \Pi} E \left[\sum_{t=0}^{T_F-1} r(s_t, \pi_t(s_t)) + r(s_{T_F}, \cdot) \right]$$

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Partially Observable Processes

Given that current state s_t is unknown, what information is available in order to choose optimal actions?

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The complete sequence of past actions and observations

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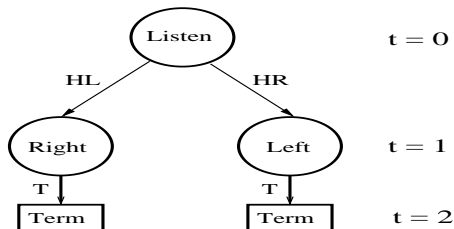
Partially Observable Processes

Given that current state s_t is unknown, what information is available in order to choose optimal actions?

The complete sequence of past actions and observations
 \Rightarrow Optimal policy π^* depends on past actions and observations

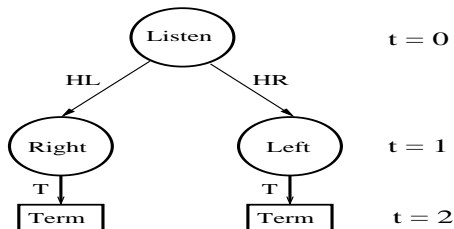
Example Policy for $T_F = 2$

Policy \equiv Tree



Example Policy for $T_F = 2$

Policy \equiv Tree



Policy \equiv Mapping

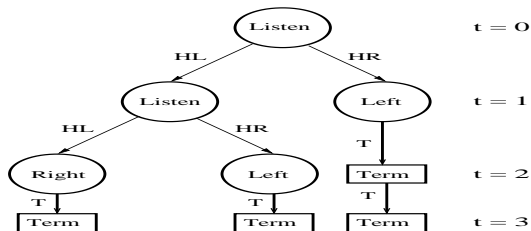
Policy $\pi : (A \times O)^* \rightarrow A$

$$\pi([\]) = \text{Listen}$$

$$\pi([Listen, HL]) = \text{Right} \quad \pi([Listen, HR]) = \text{Left}$$

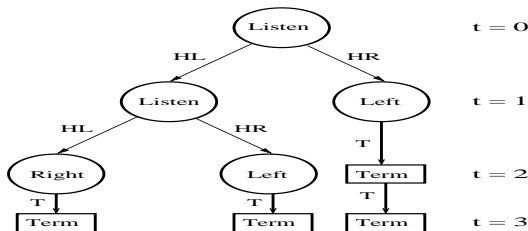
Example Policy for $T_F = 3$

Policy \equiv Tree



Example Policy for $T_F = 3$

Policy \equiv Tree



Policy \equiv Mapping

$$\pi([\]) = \text{Listen}$$

$$\pi([\text{Listen}, \text{HL}]) = \text{Listen}$$

$$\pi([\text{Listen}, \text{HR}]) = \text{Left}$$

$$\pi([\text{Listen}, \text{HL}, \text{Listen}, \text{HL}]) = \text{Right}$$

$$\pi([\text{Listen}, \text{HL}, \text{Listen}, \text{HR}]) = \text{Left}$$

Information State Space

How to solve POMDPs?

Question: How is it possible to compute an optimal policy tree?

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Answer: Perform value iteration on branches of policy trees

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⇒ Branches correspond to sequences of actions and observations

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Definition (Information States)

The information state I_t is defined to be the complete sequence of actions and observations $[a_0, o_1, a_1, o_2, \dots, a_{t-1}, o_t]$ until time t .

The information state space I contains all possible information states.

Information State MDP

Given a POMDP $M := (T, S, A, O, P_S, P_O, r)$, we compute an optimal policy for M by transforming M into an MDP called *Information State MDP*

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State Space Given by information state space I

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State Space Given by information state space I

Action Space Does not change

Transitions $P_I(I_{t+1} = [a_0, o_1, \dots, a_t, o_{t+1}] \mid a_t, I_t) = p(o_{t+1} \mid a_t, I_t)$

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Discretized Time Does not change

State Space Given by information state space I

Action Space Does not change

Transitions $P_I(l_{t+1} = [a_0, o_1, \dots, a_t, o_{t+1}] \mid a_t, l_t) = p(o_{t+1} \mid a_t, l_t)$

Rewards $r_I(l_t, a_t) = \sum_{s \in S} p(s_t = s \mid l_t) r(s, a)$

Markov Property

Lemma

Information states constitute a markovian state space. It holds that
$$P_I(l_{t+1} \mid a_t, l_t) = P_I(l_{t+1} \mid a_t, l_t, l_{t-1}, \dots, l_0) \text{ (memoryless process)}$$

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Proof.

$$I_k = [a_0, o_1, \dots, a_{k-1}, o_k] \subset [a_0, o_1, \dots, a_{t-1}, o_t] = I_t \quad (0 \leq k \leq t-1)$$

Thus, it follows $P_I(l_{t+1} \mid a_t, l_t) = P_I(l_{t+1} \mid a_t, l_t, l_{t-1}, \dots, l_0)$ \square

Value Iteration on Information States

Value Functions on Information States

Compute sequence of value functions $(V_n)_{0 \leq n \leq T_F}$ defined on information states, $V_n : (A \times O)^* \rightarrow \mathbb{R}$

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Algorithm

1. Initialization

$$V_{T_F}(I_{T_F}) = \sum_{s \in S} p(s_{T_F} = s \mid I_{T_F}) r(s, \cdot)$$

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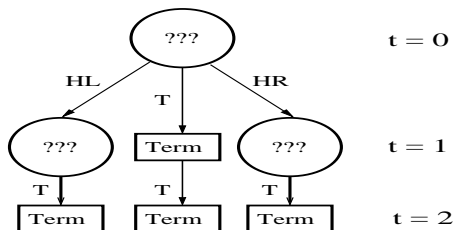
$$V_{T_F}(I_{T_F}) = \sum_{s \in S} p(s_{T_F} = s \mid I_{T_F}) r(s, \cdot)$$

2. Bellman Equation

$$V_n^*(I_t) = \max_{a \in A} \left[\sum_{s \in S} p(s_t = s \mid I_t) r(s, a) + \beta \sum_{o \in O} p(o_{t+1} = o \mid I_t, a) V_{n+1}^*(I_{t+1} = \{a_0, \dots, a_t = a, o_{t+1} = o\}) \right]$$

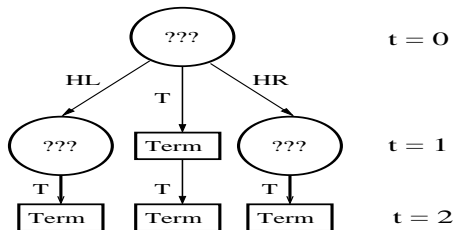
Value Iteration (Example)

Value Iteration



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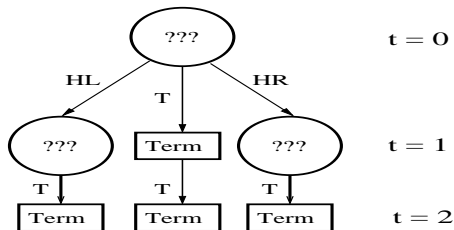
Value Iteration



$$V_0(\square) = \max\{r(\text{Left}) + V_1([\text{Left}, T]),$$

Value Iteration (Example)

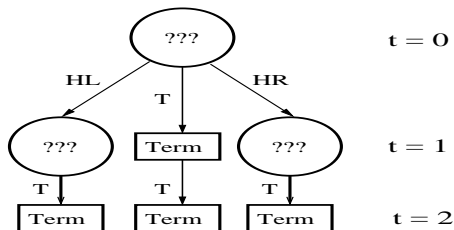
Value Iteration



$$V_0([\]) = \max\{r(Left) + V_1([Left, T]), r(Right) + V_1([Right, T]),$$

Value Iteration (Example)

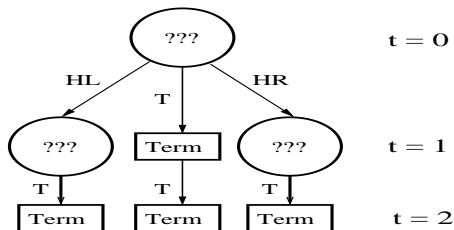
Value Iteration



$$V_0([\])=\max\{r(Left)+V_1([Left,T]),\,r(Right)+V_1([Right,T]),\\r(Listen)+\sum_{o\in\{HL,HR\}}p(o\mid[Listen])V_1([Listen,o])\}$$

Value Iteration (Example)

Value Iteration

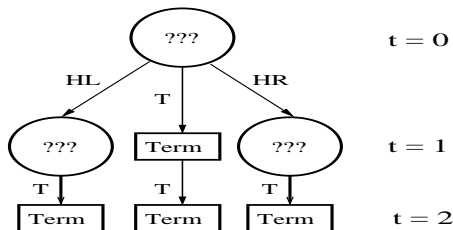


$$V_1([Left, T]) = V_2([Left, T, \cdot, T])$$

$$V_1([Right, T]) = V_2([Right, T, \cdot, T])$$

Value Iteration (Example)

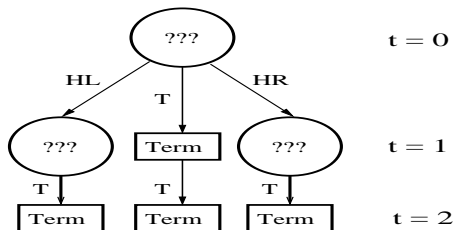
Value Iteration



$$V_1([Listen, HL]) = \max\{r(Left) + V_2([Listen, HL, Left, T]), \\ r(Right) + V_2([Listen, HL, Right, T]), \\ r(Listen) + V_2([Listen, HL, Listen, T])\}$$

Value Iteration (Example)

Value Iteration



$$\begin{aligned}
 V_2(I) &= \sum_{s \in S} p(s \mid I) r(s, \cdot) \\
 &= 0
 \end{aligned}$$

Open Problems

1. Model of Information state MDP unknown

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2. Length of information states grows linearly with horizon T_F

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1. Model of Information state MDP unknown
 \Rightarrow Formulas needed for $p(o_t \mid a_t, I_t)$ and $p(s_t \mid I_t)$
2. Length of information states grows linearly with horizon T_F
3. Number of information states grows exponentially with horizon T_F

Belief States

How can we represent information states by a (data)-structure of constant size?

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Definition (Belief State)

The belief state b_t is an $|S|$ -dimensional vector such that $b_t(s) := p(s_t = s \mid I_t)$. Belief states therefore form probability distributions over states.

Value Functions on Belief States

Theorem (Equivalence of Information States and Belief States)

Given a POMDP $(T, S, A, O, P_S, P_O, r)$ and a finite horizon T_F , it is possible to rewrite the sequence of (optimal) value functions $(V_n^)_{(0 \leq n \leq T_F)}$ in terms of belief states*

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$$V_n^*(b) := \max_{a \in A} \left[\sum_{s \in S} b(s) r(s, a) + \beta \sum_{o \in O} \sum_{s' \in S, s'' \in S} P_O(o \mid s'', a) \cdot P_S(s'' \mid s', a) b(s') V_{n+1}^*(b_o^a) \right]$$

Value Functions on Belief States

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The belief state b_o^a denotes the successor belief of b after executing action $a \in A$ and making observation $o \in O$

$$b_o^a(s) := \frac{P_O(o \mid s, a) \sum_{s' \in S} P_S(s \mid s', a) b(s')}{\sum_{s' \in S, s'' \in S} P_S(s'' \mid s', a) P_O(o \mid s'', a) b(s')}$$

Successor Beliefs

Lemma

Given that $b := b_t$, $a := a_t$, $o := o_{t+1}$, it holds that

$$b_o^a(s) = b_{t+1} = \frac{P_O(o \mid s, a) \sum_{s' \in S} P_S(s \mid s', a) b_t(s')}{\sum_{s' \in S, s'' \in S} P_S(s'' \mid s', a) P_O(o \mid s'', a) b_t(s')}$$

Successor Beliefs (2)

Proof.

$$b_{t+1}(s) = p(s_{t+1} = s \mid I_{t+1})$$



Successor Beliefs (2)

Proof.

$$\begin{aligned}b_{t+1}(s) &= p(s_{t+1} = s \mid I_{t+1}) \\&= p(s_{t+1} = s \mid I_t, o_{t+1} = o, a_t = a)\end{aligned}$$



Successor Beliefs (2)

Proof.

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Successor Beliefs (3)

Proof.

Numerator

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Value Functions on Belief States (2)

Theorem

The sequence of (optimal) value functions $(V_n^)_{(0 \leq n \leq T_F)}$ can be rewritten in terms of belief states such that*

$$\forall 0 \leq n \leq T_F, \forall t \in T : V_n^*(I_t) = V_n^*(b_t)$$

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Value Iteration on Belief States

Value Functions on Belief States

Compute sequence of value functions $(V_n)_{0 \leq n \leq T_F}$ defined on belief states, $V_n : B \rightarrow \mathbb{R}$

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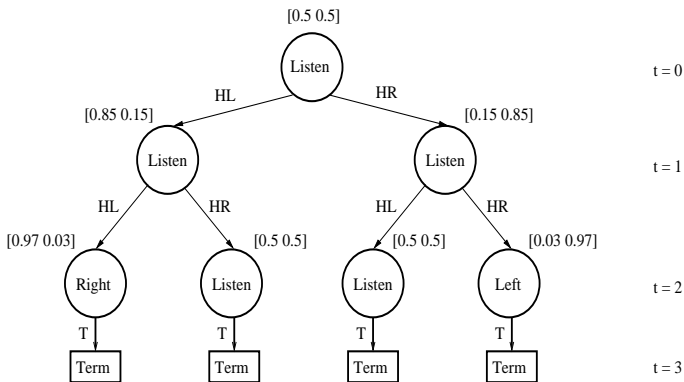
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$$V_n^*(b) := \max_{a \in A} \left[\sum_{s \in S} b(s)r(s, a) + \beta \sum_{o \in O} \sum_{s' \in S, s'' \in S} P_O(o \mid s'', a) \cdot P_S(s'' \mid s', a) b(s') V_{n+1}^*(b_o^a) \right]$$

Optimal Policy for $T_F = 3$

Optimal Policy Tree



General Value Functions for POMDPs

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General Value Functions

Let V_r be the optimal value function for policy tree P_r

$$V^*(b) = \max_{B_r} V_r(b)$$

Representing Value Functions by Vector Sets

Lemma

Let b_s be the belief state assigning probability $p = 1$ to state $s \in S$. Thus, it holds that

$$V(b) = \sum_{s \in S} b(s) V(b_s)$$

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General Value Iteration for POMDPs

Theorem

Given a POMDP $(T, S, A, O, P_S, P_O, r)$ and a finite horizon T_F , each value function from the sequence of optimal value functions $(V_n^)_{(0 \leq n < T_F)}$ can be represented by a finite set of vectors Γ_n .*

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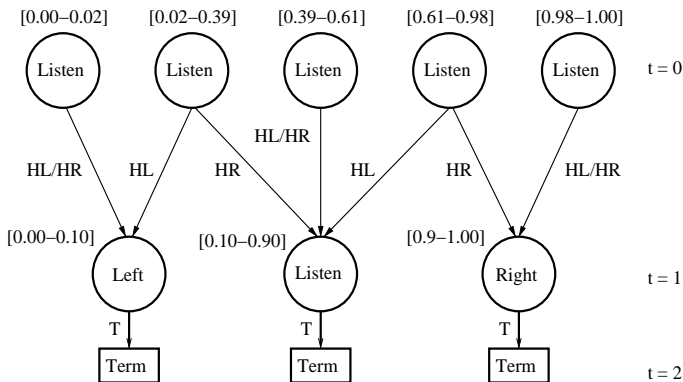
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$$\forall \gamma \in \Gamma_{n+1} : \alpha_{\gamma}^{o,a}(s') := \frac{r(s', a)}{|O|} + \beta \sum_{s \in S} P_O(o \mid s, a) P_S(s \mid s', a) \gamma(s)$$

General Optimal Policy for $T_F = 2$



Computational Complexity

Theorem

There exists a family of POMDPs such that, for every m , $|S| = 2m$, $|A| = 1$, $|O| = m$, it exists $|\Gamma_n| = 2$ and $|\Gamma_{n-1}| = 2^m$

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\Rightarrow Solving POMDPs exactly is fundamentally inefficient!