

# COMP3211 Tutorial 7: Markov Decision Process

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# Outline

MDP V.S. Search

Value Functions

Bellman Expectation Equation

Bellman Optimality Equation

## MDP V.S. Search

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## Search:

- A set of states  $\mathcal{S}$ , initial state  $I$ , goal state  $G$
- A set of actions  $\mathcal{A}$
- ✓ Deterministic transitions  $T : \mathcal{S} \times \mathcal{A} \rightarrow \mathcal{S}$
- cost function  $c : \mathcal{S} \times \mathcal{A} \rightarrow \mathbb{R}$
- Objective: a path  $p$  from  $I$  to  $G$  that minimizes  $c(p)$

# MDP V.S. Search

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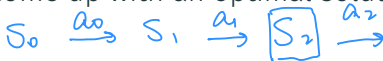
## MDP:

- A set of states  $\mathcal{S}$ , a terminating condition  $End(s)$
- A set of actions  $\mathcal{A}$
- Stochastic transitions  $T : \mathcal{S} \times \mathcal{A} \rightarrow \Delta(\mathcal{S})$
- Reward function  $r : \mathcal{S} \times \mathcal{A} \rightarrow \mathbb{R}$ , with a discount factor  $\gamma$
- Objective: maximize  $\sum_t \gamma^t r_t$

## Solution Concept: Policy

### Question:

To make sure you can come up with an optimal solution, you'd like to know:



- (A) Only your current state  $S_2$
- (B) All the history from the beginning up until now  $S_0, a_0, S_1, a_1, S_2$
- (C) Need to know more

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## Theorem:

Markov property holds:  $P[S_{t+1}|S_t, a_t, \dots, S_0, a_0] = P[S_{t+1}|S_t, a_t]$ .

That is, your current state is already a “sufficient statistic”, also known as the **information state**.

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## Policy:

A solution is a policy  $\pi : \mathcal{S} \rightarrow \Delta(\mathcal{A})$

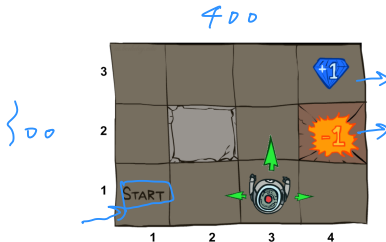


## Follow-up Question: Maze

### Question:

Given a large maze, you (with deterministic actions U/D/L/R) are supposed to find a nice way from the entrance to the exit, which agent you'd like to choose

- (A) State machines with infinite memory
- (B) Agents that can A\* search
- (C) Agents that can compute policies
- (D) None of them

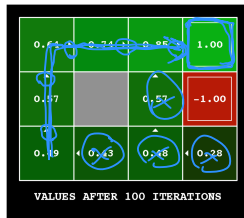
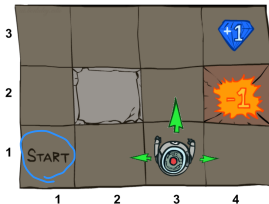


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# Value Functions

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# Notations with Time Index

$\downarrow t \times$

$t \downarrow$

- **Transition**  $T_{s,s'}^a = \mathbb{P}[S_{t+1} = s' | S_t = s, A_t = a]$
- **Reward**  $R_s^a = \mathbb{E}[R_{t+1} | S_t = s, A_t = a]$   $R_{t+1} \sim \mathbb{P}(S, a)$
- **Stationary policy**:  $\pi(a|s) = \mathbb{P}[A_t = a | S_t = s]$
- **Return**: The return  $G_t$  is the total discounted reward from time  $t$ ,

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

Time-dependent  $G_t = R_{t+1} + \gamma R_{t+2} + \dots = \sum_{k=0}^{\infty} \gamma^k R_{t+k+1}$

Policy:  $\pi_t(a|s) = \mathbb{P}[A_t = a | S_t = s]$

$v(s)$  and  $q(s, a)$

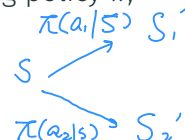
$$\pi_1 \rightarrow \pi_2 \rightarrow \dots \rightarrow \pi_*$$

### State-value function:

The state-value function  $v_\pi(s)$  for an MDP is the expected return starting from state  $s$ , and then following policy  $\pi$ ,

$$\rightarrow \boxed{v_\pi(s)} = \boxed{\mathbb{E}_\pi[G_t | S_t = s]}$$

$\Delta$



A diagram illustrating the state-value function. It shows a state  $s$  branching into two possible actions. The top branch is labeled  $\pi(a_1|s)$  and leads to a new state  $s_1'$ . The bottom branch is labeled  $\pi(a_2|s)$  and leads to a new state  $s_2'$ .

### Action-value function:

The action-value function  $q_\pi(s, a)$  for an MDP is the expected return starting from state  $s$ , taking action  $a$ , and then following policy  $\pi$ ,

$$\rightarrow \underline{q_\pi(s, a) = \mathbb{E}_\pi[G_t | S_t = s, A_t = a]}$$

$\pi$  $v, g$ 

## Bellman Expectation Equation

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## Warming-up: Adam's Law

### Adam's Law:

For any random variables  $X$  and  $Y$ ,

$$E[E[Y|X]] = E[Y]$$

### Adam's Law with Extra Conditioning:

For any random variables  $X$ ,  $Y$  and  $Z$ ,

$$E[E[Y|X, Z]|Z] = E[Y|Z]$$

$$\hat{E}(\cdot) = E(\cdot|Z) = E[Y|Z]$$

$$\hat{E}[\hat{E}[Y|X]] = \hat{E}[Y]$$

# Bellman Expectation Equation

- For state-value function,

$$\underline{v_\pi(s)} = \underline{E_\pi}[R_{t+1} + \gamma \underline{v_\pi(S_{t+1})} | S_t = s]$$

- For action-value function,

$$\rightarrow q_\pi(s, a) = E_\pi[R_{t+1} + \gamma q_\pi(S_{t+1}, A_{t+1}) | S_t = s, A_t = a]$$



# Bellman Expectation Equation for $v^\pi(s)$

We first prove the Bellman equation for state-value function.

$$\begin{aligned}v_\pi(S_t = s) &= E_\pi[G_t | S_t = s] \quad \star \\&= E_\pi[R_{t+1} + \gamma(R_{t+2} + \gamma R_{t+3} + \dots) | S_t = s] \\&= E_\pi[R_{t+1}] + \underbrace{\gamma E_\pi[G_{t+1} | S_t = s]}_{\text{Linearity}}\end{aligned}$$

Since

$$\begin{aligned}\rightarrow E_\pi[G_{t+1} | S_t] &= E_\pi[E_\pi[G_{t+1} | S_{t+1}, S_t] | S_t] \quad \text{Adam's Law.} \\&= E_\pi[E_\pi[G_{t+1} | S_{t+1}] | S_t] \quad \text{Markov} \\&= E_\pi[v_\pi(S_{t+1}) | S_t]\end{aligned}$$

Thus,

$$\begin{aligned}v(S_t = s) &= E_\pi[G_t | S_t = s] = E_\pi[R_{t+1}] + \gamma E_\pi[G_{t+1} | S_t = s] \\&= E_\pi[R_{t+1} + \gamma G_{t+1} | S_t = s] \\&= E_\pi[R_{t+1} + \gamma v_\pi(S_{t+1}) | S_t = s]\end{aligned}$$

# Bellman Expectation Equation for $q^\pi(s, a)$

We then prove the Bellman equation for action-state function.

$$\begin{aligned} q_\pi(S_t = s, A_t = a) &= E_\pi[G_t | S_t = s, A_t = a] \\ &= E_\pi[\underbrace{R_{t+1} + \gamma G_{t+1}}_{\text{Markov}} | S_t = s, A_t = a] \end{aligned}$$

Since

$$\begin{aligned} E[G_{t+1} | S_t, A_t] &= E[E[G_{t+1} | (S_{t+1}, A_{t+1}), \cancel{(S_t, A_t)}} | (S_t, A_t)] \quad \text{Adam} \\ &= E[E[G_{t+1} | (S_{t+1}, A_{t+1})] | (S_t, A_t)] \quad \text{Markov} \end{aligned}$$

Under policy  $\pi$ , we have

$$\begin{aligned} E_\pi[G_{t+1} | S_t, A_t] &= E_\pi[E_\pi[G_{t+1} | (S_{t+1}, A_{t+1})] | (S_t, A_t)] \\ &= E_\pi[\underbrace{q_\pi(S_{t+1}, A_{t+1})}_{\text{Markov}} | (S_t, A_t)] \end{aligned}$$

Thus,

$$\begin{aligned} \underbrace{q_\pi(S_t = s, A_t = a)}_{\text{Markov}} &= E_\pi[R_{t+1} + \gamma G_{t+1} | S_t = s, A_t = a] \\ &= E_\pi[R_{t+1} + \gamma \underbrace{q_\pi(S_{t+1}, A_{t+1})}_{\text{Markov}} | S_t = s, A_t = a] \end{aligned}$$

$$\begin{array}{ccccccc} \pi_0 & \rightarrow & \frac{V \cdot Q}{\text{definition}} & \rightarrow & \frac{V \cdot Q}{\text{Equation}} & \rightarrow & \frac{?}{\text{Solve}} \\ ? \downarrow & & & & & & \end{array}$$

$\pi_1$

Bellman Optimality Equation

$$\begin{array}{ccccccc} \boxed{? \pi_*} & \rightarrow & \frac{V \cdot Q}{\text{definition}} & \rightarrow & \frac{V \cdot Q}{\text{Equation}} & \rightarrow & \frac{?}{\text{solve}} \end{array}$$

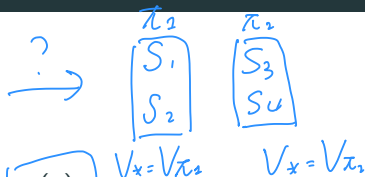
# Optimal Value Function

- For state-value function,

$$V_*(S_1) = V_{\pi_1}(S_1)$$

$$V_*(S_2) = V_{\pi_3}(S_3)$$

$$\leftarrow V_*(s) = \max_{\pi} \boxed{V_{\pi}(s)}$$



- For action-value function,

$$q_*(s, a) = \max_{\pi} \boxed{q_{\pi}(s, a)}$$

- The optimal value function specifies the best possible performance in the MDP.
- An MDP is “solved” once we know the optimal values.

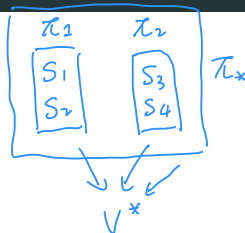
Define a partial ordering over policies:

$$\pi \geq \pi', \text{ if } v_{\pi}(s) \geq v_{\pi'}(s), \text{ for all } s.$$

# Optimal Policy

Define a partial ordering over policies:

$\pi \geq \pi'$ , if  $v_\pi(s) \geq v_{\pi'}(s)$ , for all  $s$ .



For any MDP:

- There exists an optimal policy  $\pi_*$  that is better than or equal to all other policies,  $\pi_* \geq \pi$ , for all  $\pi$ .
- All optimal policies achieve the optimal state-value function,  $v_{\pi_*}(s) = v_*(s)$ , for all  $s$ .
- All optimal policies achieve the optimal action-value function,  $q_{\pi_*}(s, a) = q_*(s, a)$ , for all  $s, a$ .

# Finding Optimal Policy

$$V/q_* \rightarrow \pi_* \rightarrow \pi_*^{\text{deterministic}} !$$

## Theorem:

- An optimal policy can be found by maximizing over  $q_*(s, a)$ ,

$$\pi_*(a|s) = \begin{cases} 1, & \text{if } a = \operatorname{argmax}_{a \in A} q_*(s, a) \\ 0, & \text{otherwise} \end{cases}$$

- There is always a **deterministic** optimal policy for any MDP.
- If we know  $q_*(s, a)$ , we immediately have the optimal policy.

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

# Bellman Optimality Equation

- For state-value function,

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

- For action-value function,

$$\rightarrow q_*(s, a) = E[R_{t+1} + \gamma \max_{a'} \underline{q_*(S_{t+1}, a')} | \underline{S_t = s}, \underline{A_t = a}]$$

↑                    ↑

$$q \sim G \mid s, a$$



# Bellman Optimality Equation for $v_*$ and $q_*$

Under the optimal policy, we first show the relation of  $v^*$  and  $q^*$ .

- $v_*$  in terms of  $q_*$ ,

$$v_*(s) = \max_a q_*(s, a)$$

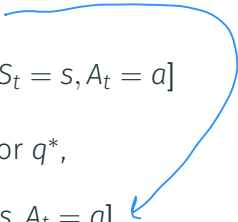
## Bellman Optimality Equation for $v_*$ and $q_*$ (cont'd)

- $q_*$  in terms of  $v_*$ ,

$$\begin{aligned} q_*(s, a) &= \max_{\pi} q_{\pi}(s, a) \\ &= R_s^a + \gamma \sum_{s'} T_{ss'}^a \max_{\pi} v_{\pi}(s') \\ &= R_s^a + \gamma \sum_{s'} T_{ss'}^a v_*(s') \\ &= E[R_{t+1} | S_t = s, A_t = a] \\ &\quad + \gamma \sum_{s'} \{ P(S_{t+1} = s' | S_t = s, A_t = a) \\ &\quad \cdot E[v_*(S_{t+1}) | S_{t+1} = s', S_t = s, A_t = a] \} \\ &= E[R_{t+1} | S_t = s, A_t = a] + \gamma E[v_*(S_{t+1}) | S_t = s, A_t = a] \\ &= E[R_{t+1} + \gamma v_*(S_{t+1}) | S_t = s, A_t = a] \end{aligned}$$

## Bellman Optimality Equation for $V_*$ and $Q_*$

Then we show the Bellman optimal equation for  $v_*$ ,

$$\begin{aligned} v_*(s) &= \max_a q_*(s, a) \text{ obvious} \\ &= \max_a E[R_{t+1} + \gamma v_*(S_{t+1}) | S_t = s, A_t = a] \end{aligned}$$


Finally, we show the Bellman equation for  $q_*$ ,

$$\begin{aligned} q_*(s, a) &= E[R_{t+1} + \gamma \underline{v_*(S_{t+1})} | S_t = s, A_t = a] \\ &= E[R_{t+1} + \gamma \max_{a'} q_*(S_{t+1}, a') | S_t = s, A_t = a] \end{aligned}$$

$$\pi_v \rightarrow BEE \rightarrow \frac{V \cdot q}{\text{solve.}}$$

⋮

$$\underline{PI} \quad \checkmark$$

$$\underline{VI} \quad \checkmark$$

*Thanks!*

$$\pi_x \rightarrow BOE \rightarrow \frac{V_x \cdot q_x}{\text{solve}}$$