

Lecture 1 - Markov Decision Process

Guiliang Liu

The Chinese University of Hong Kong, Shenzhen

DDA4230: Reinforcement Learning

Course Page: [\[Click\]](#)

DDA 4230 Resources

Please join our Slack group.



https://join.slack.com/t/slack-us51977/shared_invite/zt-22g8b40v8-0qSs9o0G3~8hXHwWydlCpw

Please check our course page.



https://guiliang.github.io/courses/cuhk-dda-4230/dda_4230.html

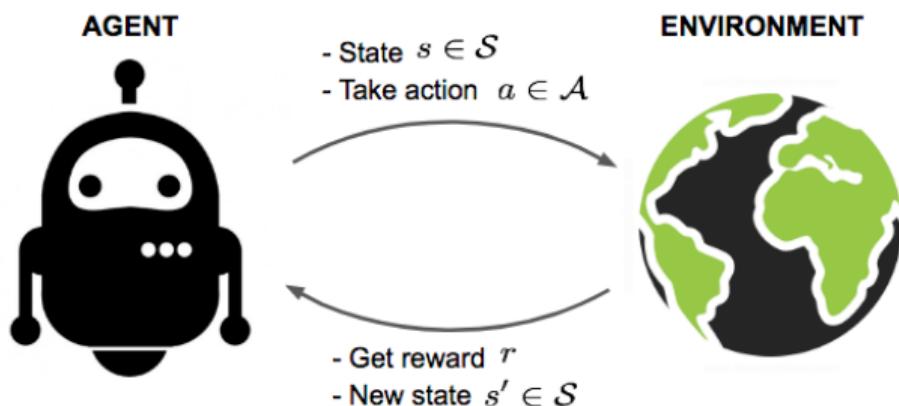


香港中文大學(深圳)

The Chinese University of Hong Kong, Shenzhen

Reinforcement Learning

A reinforcement learning **agent** interacts with its **world** and from that learns how to **maximize cumulative reward** over time.



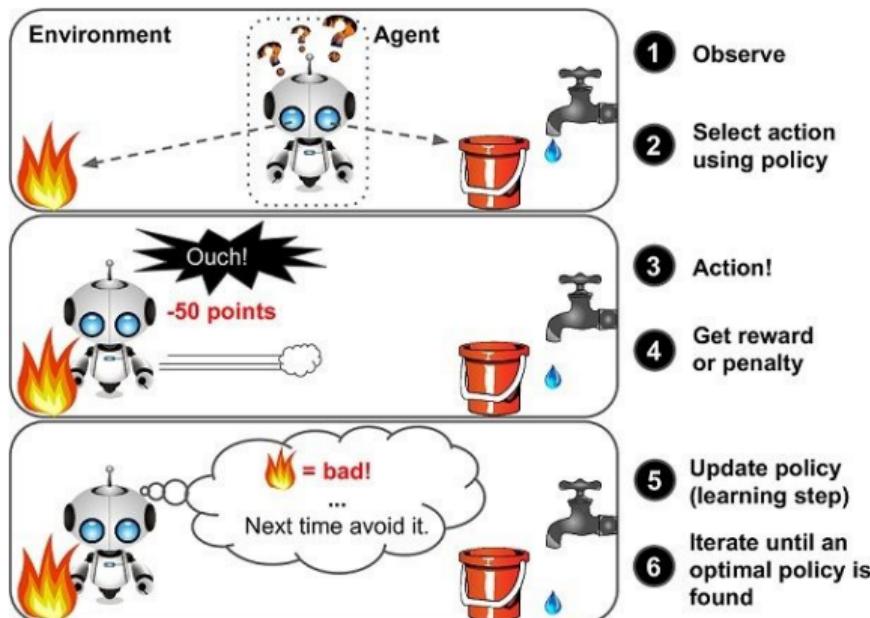
Reference: <https://lilianweng.github.io/posts/2018-02-19-rl-overview/>



香港中文大學(深圳)

The Chinese University of Hong Kong, Shenzhen

Reinforcement Learning



No **teacher** or **knowledge** of the world model. Learn to act through **trial and error**.

- **E1:** Agent + Fire \rightarrow -50.
- **E2:** Agent + Bucket + Fire \rightarrow -50.
- **E3:** Agent + Bucket + Water + fire \rightarrow +50.
- **E4:** What will the agent do?

Reference: <https://www.odinschool.com/>



香港中文大學(深圳)

The Chinese University of Hong Kong, Shenzhen

Connection with other learning problems

Reinforcement Learning

- No **teacher** or **knowledge** of the world model (e.g., environment).

Supervised Learning



香港中文大學(深圳)

The Chinese University of Hong Kong, Shenzhen

Connection with other learning problems

Reinforcement Learning

- No **teacher** or **knowledge** of the world model (e.g., environment).
- **Interact** with the environment.

Supervised Learning

- Given a **dataset**, which consists of examples and labels (knowledge).



香港中文大學(深圳)

The Chinese University of Hong Kong, Shenzhen

Connection with other learning problems

Reinforcement Learning

- No **teacher** or **knowledge** of the world model (e.g., environment).
- **Interact** with the environment.
- Making **sequential decisions**.

Supervised Learning

- Given a **dataset**, which consists of examples and labels (knowledge).
- **No interaction**. Only an **offline** dataset.



香港中文大學(深圳)
The Chinese University of Hong Kong, Shenzhen

Connection with other learning problems

Reinforcement Learning

- No **teacher** or **knowledge** of the world model (e.g., environment).
- **Interact** with the environment.
- Making **sequential decisions**.
- Learn a policy to maximize **cumulative** rewards.

Supervised Learning

- Given a **dataset**, which consists of examples and labels (knowledge).
- **No interaction**. Only an **offline** dataset.
- Making **one-step predictions**.



香港中文大學(深圳)

The Chinese University of Hong Kong, Shenzhen

Connection with other learning problems

Reinforcement Learning

- No **teacher** or **knowledge** of the world model (e.g., environment).
- **Interact** with the environment.
- Making **sequential decisions**.
- Learn a policy to maximize **cumulative** rewards.

Supervised Learning

- Given a **dataset**, which consists of examples and labels (knowledge).
- **No interaction**. Only an **offline** dataset.
- Making **one-step predictions**.
- Learn a predictor to maximizing **point-wise prediction accuracy**.



香港中文大學(深圳)

The Chinese University of Hong Kong, Shenzhen

Connection with other learning problems

Reinforcement Learning

- No **teacher** or **knowledge** of the world model (e.g., environment).
- **Interact** with the environment.
- Making **sequential decisions**.
- Learn a policy to maximize **cumulative** rewards.

Unsupervised (Contrastive) Learning

- Given a **dataset**, which consists of only examples (No labels).
- **No interaction**. Only an **offline** dataset.
- Learning **latent structure** of dataset.
- Learn the **latent features** for classification or identification.



香港中文大學(深圳)

The Chinese University of Hong Kong, Shenzhen

Challenges in Reinforcement Learning

- How to balance exploration and exploitation?
- How to generalize its experience?
- How to model the delayed consequences of actions (look-ahead).



香港中文大學(深圳)

The Chinese University of Hong Kong, Shenzhen

Markov Decision Process (MDP)

Discrete-time Markov decision process (MDP), denoted as the tuple $(\mathcal{S}, \mathcal{A}, \mathcal{T}, \mathcal{R}, \rho_0, \gamma)$.

- \mathcal{S} the state space;
- \mathcal{A} the action space. \mathcal{A} can depend on the state s for $s \in \mathcal{S}$;
- $\mathcal{T} : \mathcal{S} \times \mathcal{A} \rightarrow \Delta(\mathcal{S})$ the environment transition probability function;
- $\mathcal{R} : \mathcal{S} \times \mathcal{A} \rightarrow \Delta(\mathbb{R})$ the reward function;
- $\rho_0 \in \Delta(\mathcal{S})$ the initial state distribution;
- $\gamma \in [0, 1]$ the discount factor.

Note that $\Delta(\mathcal{X})$ denotes the set of all distributions over set \mathcal{X}



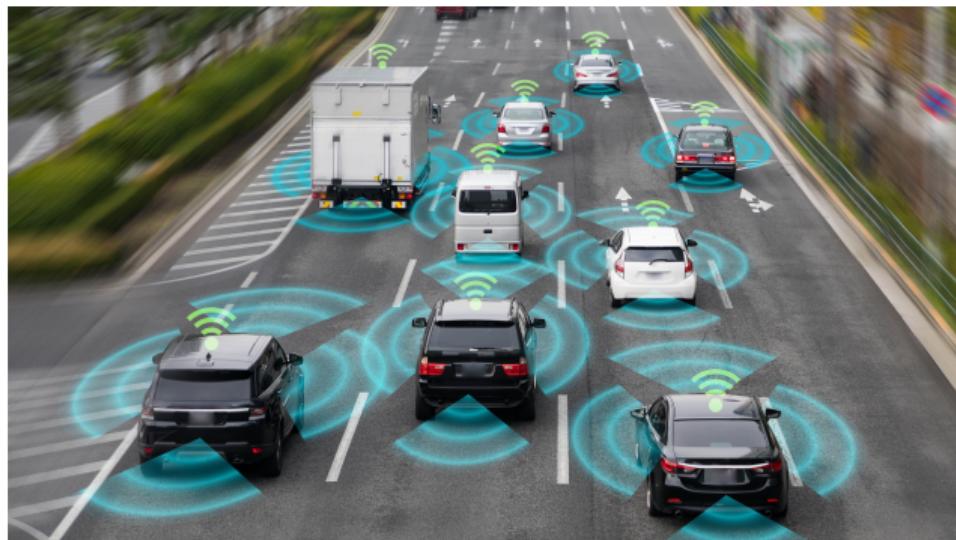
香港中文大學(深圳)

The Chinese University of Hong Kong, Shenzhen

Markov Decision Process (MDP)

Map the Reinforcement Learning (RL) environment to an MDP.

Application 1: Autonomous Driving.



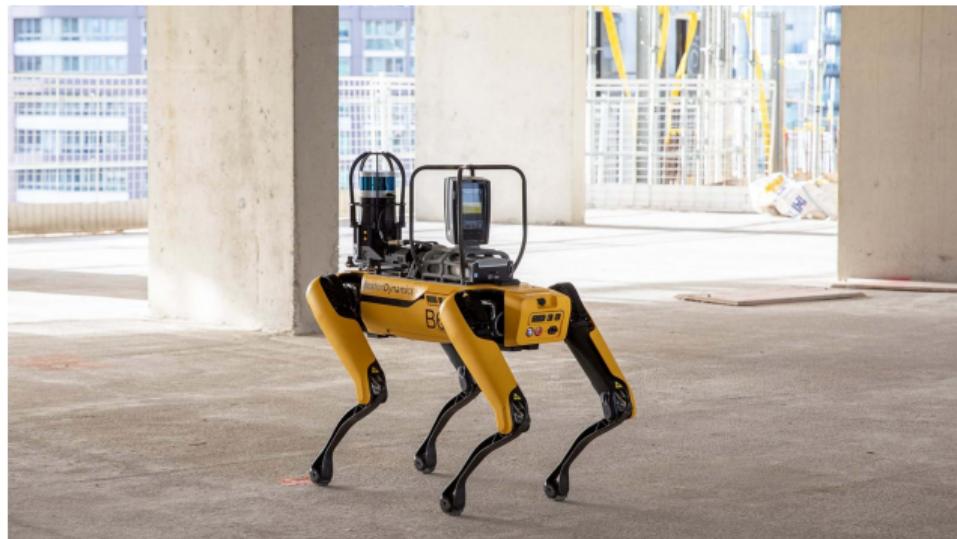
香港中文大學(深圳)

The Chinese University of Hong Kong, Shenzhen

Markov Decision Process (MDP)

Map the Reinforcement Learning (RL) environment to an MDP.

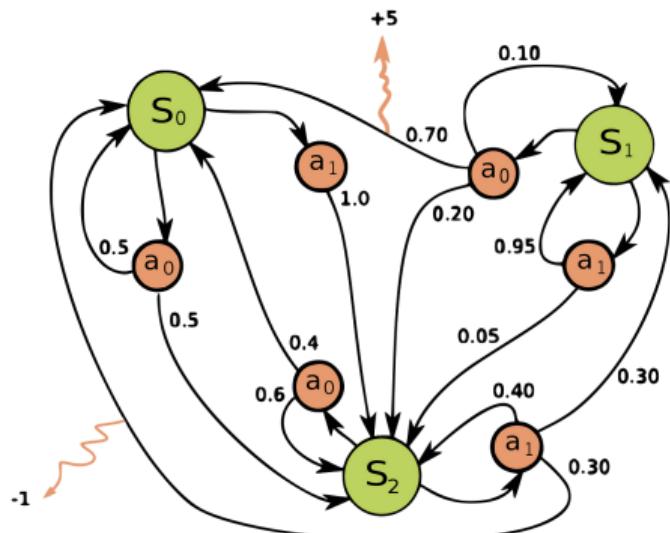
Application 2: Robot Control.



香港中文大學(深圳)

The Chinese University of Hong Kong, Shenzhen

Markov Decision Process (MDP)



In an MDP, the choice of action a_t depends only on the state s_t . A **policy** defines the mapping from \mathcal{S} to \mathcal{A} .

- **Stochastic** policy: $\pi : \mathcal{S} \rightarrow \Delta(\mathcal{A})$
- **Deterministic** policy: $a_t = \pi(s_t)$

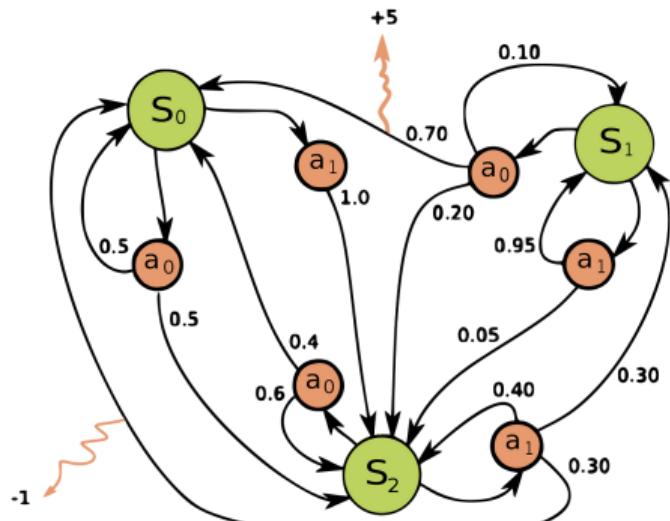
Reference: https://en.wikipedia.org/wiki/Markov_decision_process



香港中文大學(深圳)

The Chinese University of Hong Kong, Shenzhen

Markov Decision Process (MDP)



For $t = 0, 1, \dots$, start with $s_0 \sim \rho_0$.

- The agent observes the state s_t ;
- The agent chooses an action a_t ;
- The agent receives the reward
 $r_t \sim \mathcal{R}(s_t, a_t)$;
- The environment transitions to a subsequent state: $s_{t+1} \sim \mathcal{T}(s_t, a_t)$.

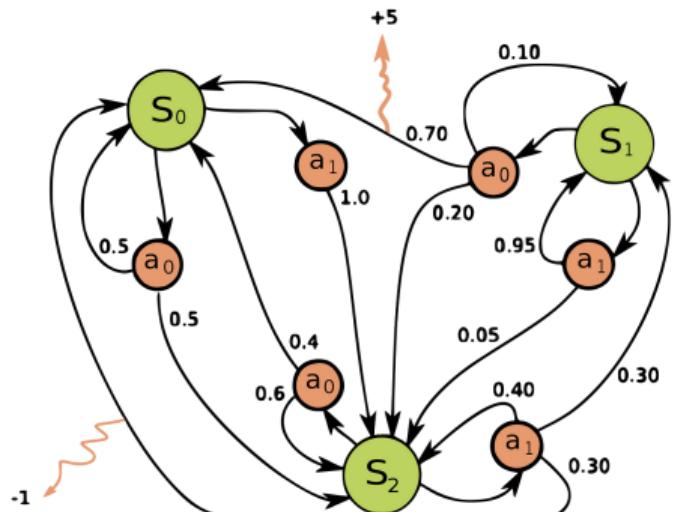
Reference: https://en.wikipedia.org/wiki/Markov_decision_process



香港中文大學(深圳)

The Chinese University of Hong Kong, Shenzhen

Markov Decision Process (MDP)



Trajectory generation.

- This process generates the sequence $s_0, a_0, r_0, s_1, \dots$, until when s_T is a terminal state, or indefinitely.
- The sequence up to time t is defined as the **trajectory** indexed by t , as $\tau_t = (s_0, a_0, r_0, s_1, \dots, r_t)$.

Reference: https://en.wikipedia.org/wiki/Markov_decision_process



香港中文大學(深圳)

The Chinese University of Hong Kong, Shenzhen

Important Variables in MDPs

- The **return** is defined as the **discounted cumulative reward** as a **random variable**.

$$R_t = \sum_{t' \geq t}^{\infty} \gamma^{t'} r_{t'}.$$

- The **expectation of the return** is the objective to be maximized by the agent

$$J = \mathbb{E}_{s_t, a_t, r_t, t \geq 0} [R_0] = \mathbb{E}_{s_t, a_t, r_t, t \geq 0} \left[\sum_{t=0}^{\infty} \gamma^t r_t \right] \text{ and } \pi = \arg \max_{\pi} J$$

The expectation is subject to random variables $(s_0, a_0, r_0, s_1, \dots, r_\infty)$ with a complicate state space $(\mathcal{S} \times \mathcal{A} \times \mathcal{R})^T$. The optimization problem is **not characterisable** (non-linear, non-convex, non-quadratic..) in general.



Important Variables in MDPs

The **stochasticity** of a Markov chain given the MDP and the policy can come from three components:

- Stochastic Markovian dynamics: $P_{\mathcal{T}}(s_{t+1}|s_t, a_t)$;
- Stochastic rewards: $P_{\mathcal{R}}(r_{t+1}|s_t, a_t)$;
- Stochastic policies: $\pi(a_t|s_t)$;



香港中文大學(深圳)

The Chinese University of Hong Kong, Shenzhen

Important Variables in MDPs

- The **action value Q-function** of a given policy π

$$Q^\pi(s, a) = \mathbb{E}_{s_t, a_t, r_t, t \geq 0} \left[\sum_{t=0}^{\infty} \gamma^t r(s_t, a_t) \mid s_0 = s, a_0 = a \right]$$

which is the expected return of policy π at state s after taking action a .

- The **state value function** of a given policy π

$$V^\pi(s) = \mathbb{E}_{a \sim \pi(s)} [Q^\pi(s, a)]$$

which is the expected return given the initial state only.



香港中文大學(深圳)

The Chinese University of Hong Kong, Shenzhen

Important Variables in MDPs

Example: Game Go



- Rewards: $r_0 = 0, r_2 = 0, \dots, r_{T-1} = 0$. If win $r_T = 1$ otherwise $r_T = 0$.
- Discount: $\gamma \rightarrow 1$.
- $Q^\pi(s, a)$: winning probability of making a move a under state s by following policy π .
- $V^\pi(s)$: winning probability of at the state s by following policy π .



香港中文大學(深圳)

The Chinese University of Hong Kong, Shenzhen

Important Variables in MDPs

- The advantage function of a given policy π can be defined as:

$$A^\pi(s, a) = Q^\pi(s, a) - V^\pi(s)$$

- Based on the value functions, define the temporal-difference error

$$\delta_t = r_t + \gamma V(s_{t+1}) - V(s_t).$$

Remark:

- r_t : rewards at t .
- $V(s_{t+1})$: expected cumulative rewards at $t+1, t+2, \dots$
- $V(s_t)$: expected rewards at $t, t+1, t+2, \dots$
- ~~if π is optimal, $\mathbb{E}[\delta_t] = 0$~~ This is incorrect.



香港中文大學(深圳)
The Chinese University of Hong Kong, Shenzhen

Important Variables in MDPs

The TD error in reinforcement learning will go to zero when the agent's **estimated** value of a state-action pair perfectly **matches** the **actual return** it receives.

- The TD error going to zero **does not** necessarily mean the agent has learned the **optimal policy**. It just means the agent's value estimates are accurate under the current policy. The agent needs to **explore more to find the optimal policy**.
- This is an ideal case and **may not occur in practical scenarios** due to stochasticity in the environment, the function approximation errors, the inherent complexity and non-linearity of the problem



香港中文大學(深圳)

The Chinese University of Hong Kong, Shenzhen

The Bellman Equation

- State-value Bellman equation (named after Richard E. Bellman):

$$V(s_t) = \mathbb{E}[r_t + \gamma V(s_{t+1})] \text{ and } V(s_T) = \mathbb{E}[r_T].$$

for non-terminal and terminal states, respectively.

- Action-value Bellman equation:

$$Q(s_t, a_t) = \mathbb{E}[r_t + \gamma Q(s_{t+1}, a) \mid a \sim \pi(a \mid s_{t+1})] \text{ and } Q(s_T, a_T) = \mathbb{E}[r_T]$$

for non-terminal and terminal states, respectively.



香港中文大學(深圳)

The Chinese University of Hong Kong, Shenzhen

Stationarity of MDPs and Agents

Stationarity MDP

- Markovian dynamics of s_{t+1} depends **only** on s_t and a_t as $s_{t+1} \sim \mathcal{T}(s_t, a_t)$.
- The reward r_t depends **only** on s_t and a_t as $r_t \sim \mathcal{R}(s_t, a_t)$.
- A **policy** is stationary if the action **depends only** on the state: $a_t \sim \pi(s_t)$.

Non-Stationarity MDP

- The transition dynamics depend on the time t as $s_{t+1} \sim \mathcal{T}_t(s_t, a_t)$.
- The reward depend on the **time t** as $r_t \sim \mathcal{R}_t(s_t, a_t)$.
- A **policy** is non-stationary if the action **also depends** on t : $a_t \sim \pi_t(s_t)$.

Remark: If there is an optimal policy, **there is an optimal stationary policy** if the process has a non-fixed horizon.



香港中文大學(深圳)

The Chinese University of Hong Kong, Shenzhen

State and Action Spaces

Two common settings of the state space and the action space are:

- $\mathcal{S} \in \mathbb{R}^n$ the *n* dimensional state space, $\mathcal{A} \in \mathbb{R}^m$ the *m* dimensional action space;
- $\mathcal{S} \in [n]$ the *size-n* discrete state space, $\mathcal{A} \in [m]$ the *size-m* discrete action space.



香港中文大學(深圳)

The Chinese University of Hong Kong, Shenzhen

Discount of Rewards

The discount factor $\gamma \in [0, 1]$ balances the short-term and long-term rewards. When the objective is discounted ($\gamma < 1$)

$$R_0 = r_0 + \gamma r_1 + \gamma^2 r_2 + \dots,$$

Two extreme cases are $\gamma = 0$ and $\gamma = 1$, where the former corresponds to $R_0 = r_0$ as a one-step MDP and the latter corresponds to $R_0 = r_0 + r_1 + r_2 + \dots$.



香港中文大學(深圳)

The Chinese University of Hong Kong, Shenzhen

Agents of RL

We can classify our agents in a number of ways:

Agent type	Policy	Value Function	Model
Value-based	Implicit	✓	?
Policy-based	✓	✗	?
Actor-critic	✓	✓	?
Model-based	?	?	✓
Model-free	?	?	✗

- ✓ indicates that the agent has the component.
- ✗ indicates that it must not have the component.
- ? indicates that the agent may have that component.

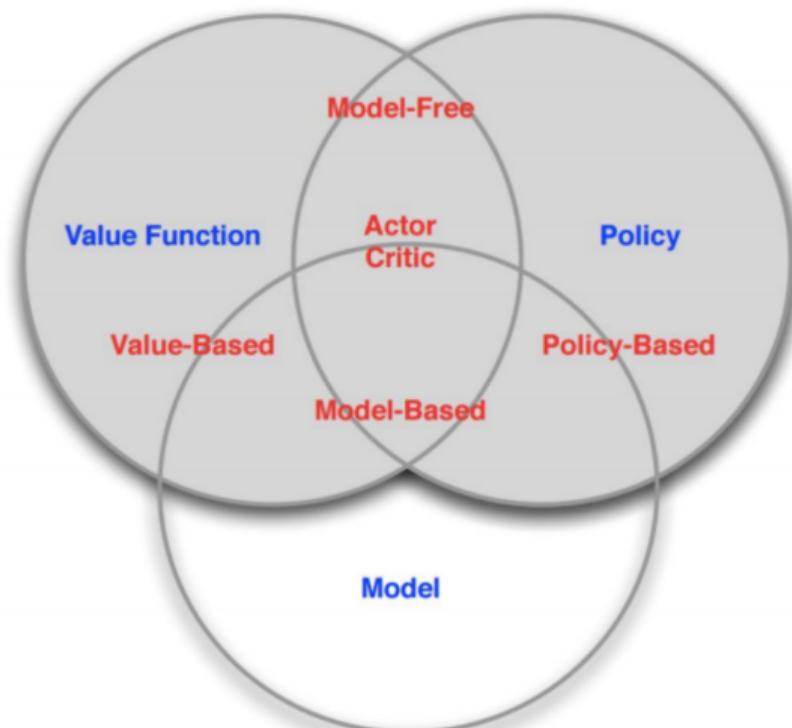


香港中文大學(深圳)

The Chinese University of Hong Kong, Shenzhen

Agents of RL

Classification of different reinforcement learning agents.



香港中文大學(深圳)
The Chinese University of Hong Kong, Shenzhen

Classification of Markov structures

Markov structure		Do actions have influence over the state transitions?	
		NO	YES
Are the states fully observable?	YES	Markov process (Markov chain)	Markov decision process
	NO	Hidden Markov model	Partially observable Markov decision process



香港中文大學(深圳)

The Chinese University of Hong Kong, Shenzhen

Classification of Markov structures

Fully observable Markov decision process



- All the players are observable.



香港中文大學(深圳)
The Chinese University of Hong Kong, Shenzhen

Classification of Markov structures

Partially observable Markov decision process



- Only a partial number of the players are observable.



香港中文大學(深圳)

The Chinese University of Hong Kong, Shenzhen

Question and Answering (Q&A)



香港中文大學(深圳)

The Chinese University of Hong Kong, Shenzhen