

RL with Linear Features: When Does It Work & When Doesn't It Work?

Part 1: The Assumption Ladder & Bellman Completeness
CS 2284: Foundations of Reinforcement Learning

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Agenda

Announcements

- Second reading assignment is out.

Recap++

- Wrap up our tabular sample complexity analysis (Chapter 2).
- **Minimax Result:** We established the fundamental limits of tabular learning.

Today

- Function Approximation. **We'll move beyond tabular RL!**

Recap: Tabular MDPs

- State space \mathcal{S} , Action space \mathcal{A} .
- Sample complexity scales with $|\mathcal{S}||\mathcal{A}|$.
- **Problem:** In many real-world applications (robotics, games, healthcare), $|\mathcal{S}|$ is enormous or continuous.

Function Approximation

- Introduce a feature map $\phi : \mathcal{S} \times \mathcal{A} \rightarrow \mathbb{R}^d$.
- Approximate values using linear functions:

$$f_{\theta}(s, a) = \theta^\top \phi(s, a)$$

- **Goal:** Sample complexity polynomial in d (and H), independent of $|\mathcal{S}|$.

Finite-horizon dynamic programming (reminder)

$$Q_h^*(s, a) = r_h(s, a) + \mathbb{E}_{s' \sim P_h(\cdot | s, a)} \left[\max_a Q_{h+1}^*(s') \right]$$

Stage- h optimal Bellman operator:

$$(\mathcal{T}_h f)(s, a) := r_h(s, a) + \mathbb{E}_{s' \sim P_h(\cdot | s, a)} \left[\max_{a' \in \mathcal{A}} f(s', a') \right].$$

Optimal Q satisfies backward recursion:

$$Q_H^* \equiv 0, \quad Q_h^* = \mathcal{T}_h Q_{h+1}^* \quad \text{for } h = H - 1, \dots, 0.$$

Least-Squares Value Iteration (LSVI)

Setting: Finite Horizon H , Generative Model (Simulator).

Offline setting

Algorithm: Backward Induction via Regression.

- ① Initialize $\hat{V}_H(s) = 0$.
- ② For $h = H - 1, \dots, 0$:
 - **Collect Data:** Generate dataset $D_h = \{(s_i, a_i, r_i, s'_i)\}_{i=1}^N$.

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- **Regression:** Solve for parameters $\hat{\theta}_h$:

$$\mathbb{E} [\theta^* \cdot \phi | s, a] \approx \hat{\phi}_h^*(s, a)$$

$$\hat{\theta}_h \in \operatorname{argmin}_{\theta \in \mathbb{R}^d} \sum_{i=1}^N (\theta^\top \phi(s_i, a_i) - y_i)^2$$

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$$\max_{q'} \theta_{h+1}^\top \phi(s'_i, q')$$

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- **Update:** Set $\hat{Q}_h(s, a) = \hat{\theta}_h^\top \phi(s, a)$ and $\hat{V}_h(s) = \max_a \hat{Q}_h(s, a)$.

The Central Question & The Intuition Trap

$\text{poly}(d, H)$
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$$y = w \cdot x + \epsilon$$

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- Standard Supervised Learning: “If the target function is linear, we can learn it with $O(d)$ samples.”
- **But RL is different:** LSVI is a **composition** of regressions.
 - The target for stage h depends on our *own estimate* at $h + 1$:

$$\text{Target}_h(s, a) \approx r(s, a) + \mathbb{E} \left[\max_{a'} \hat{Q}_{h+1}(s', a') \right]$$

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- **Crucial Question:** Even if Q^* is linear, does the target defined by \hat{Q}_{h+1} remain learnable (linear)?
- If the target “falls off the manifold”, how do errors compound?

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We can organize linear RL assumptions from weakest (hardest) to strongest (easiest).

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$$\mathcal{F} = \left\{ w \cdot \phi \mid w \in \mathbb{R}^d \right\}$$

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(D) Linear Bellman Completeness

$$\mathcal{T}_h f \in \mathcal{F} \text{ for all } f \in \mathcal{F}.$$

Status: Sufficient! (This Lecture)

Assumption (D): Linear Bellman Completeness

Definition (Bellman Completeness)

For any linear function $f(s, a) = w^\top \phi(s, a)$, applying the Bellman optimality operator \mathcal{T}_h yields a function that is also linear in ϕ .

$\forall w \in \mathbb{R}^d, \exists \theta \in \mathbb{R}^d$ such that

$$\underbrace{r_h(s, a) + \mathbb{E}_{s' \sim P_h(\cdot | s, a)} \left[\max_{a'} w^\top \phi(s', a') \right]}_{(\mathcal{T}_h f_w)(s, a)} = \theta^\top \phi(s, a)$$

Key Implication:

- If we run LSVI with finite samples, the **target** is always realizable.
- This reduces RL to a sequence of well-specified regression problems.

Examples of Completeness

When does Linear Bellman Completeness hold?

① Tabular MDPs

- $\phi(s, a)$ is a one-hot encoding of size $|\mathcal{S}||\mathcal{A}|$.
- Any function over $\mathcal{S} \times \mathcal{A}$ is linear in ϕ .

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② Linear MDPs (Low-Rank Transition)

$$P_h(s'|s, a) = \sum_{i=1}^d \phi_i(s, a) \mu_i(s')$$

Here, the transition dynamics themselves are linear in features.

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③ Linear Quadratic Regulators (LQR)?

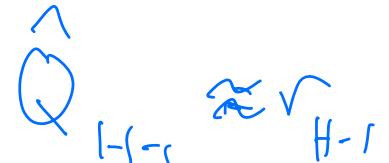
- Yes, with quadratic features: $\phi(s, a) = [s^\top, a^\top, s^\top s, \dots]^\top$.
- (Value functions are quadratic in s, a).

Warning: Adding “junk” features can break completeness!

The Error Propagation Question (Intuition)

Suppose we run approximate dynamic programming (like LSVI) where we force every estimate \hat{Q}_h to be a linear function:

$$\hat{Q}_H \equiv 0, \quad \hat{Q}_h \leftarrow \text{Project}_{\mathcal{F}} \left(\mathcal{T}_h \hat{Q}_{h+1} \right).$$



The Subtle Danger:

- Even if Q^* is linear, the **target** $\mathcal{T}_h \hat{Q}_{h+1}$ might *not* be linear!
- If the target falls “off-manifold” (outside \mathcal{F}), we incur a projection error (bias) at step h .
- **The Crucial Question:** How do these errors compound?
 - Does the error at $h + 1$ get amplified when we back up to h ?
 - Without **Completeness** (closure), this error can grow exponentially with H .

Realizability of Q^ alone does not guarantee the intermediate targets remain learnable.*

Refresher: LSVI Regression Step

To analyze the algorithm, let's focus on exactly what happens at stage h .

We have a fixed next-stage value \hat{V}_{h+1} . We gather data D_h and solve:

$$\hat{\theta}_h = \underset{\theta \in \mathbb{R}^d}{\operatorname{argmin}} \sum_{i=1}^N \left(\underbrace{\theta^\top \phi(s_i, a_i)}_{\text{Prediction}} - \underbrace{(r_i + \hat{V}_{h+1}(s'_i))}_{\text{Target } y_i} \right)^2$$

Why does this work?

- **Completeness** implies the *true expected target* is linear:

$$\mathbb{E}[y_i \mid s_i, a_i] = (\mathcal{T}_h \hat{Q}_{h+1})(s_i, a_i) = \theta_h^* \phi(s_i, a_i)$$

- So this is **well-specified** linear regression!
- Bias is zero; we only need to control variance.

Fixed Design OLS (The Tool)

Consider the standard linear regression setting:

$$y_i = x_i^\top \theta^* + \xi_i, \quad \text{with } \mathbb{E}[\xi_i | x_i] = 0 \text{ (sub-Gaussian)}.$$

The OLS estimator is $\hat{\theta} = \Lambda^{-1} \left(\frac{1}{N} \sum_{i=1}^N x_i y_i \right)$, where $\Lambda = \frac{1}{N} \sum_i x_i x_i^\top$.

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new x
E[y|x] x?
= θ x

Fixed-design OLS Bound

With probability at least $1 - \delta$, the prediction error is bounded in the Λ -norm:

$$\|\hat{\theta} - \theta^*\|_\Lambda \lesssim \sigma \sqrt{\frac{d \log(1/\delta)}{N}}.$$

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Fixed-design OLS Bound

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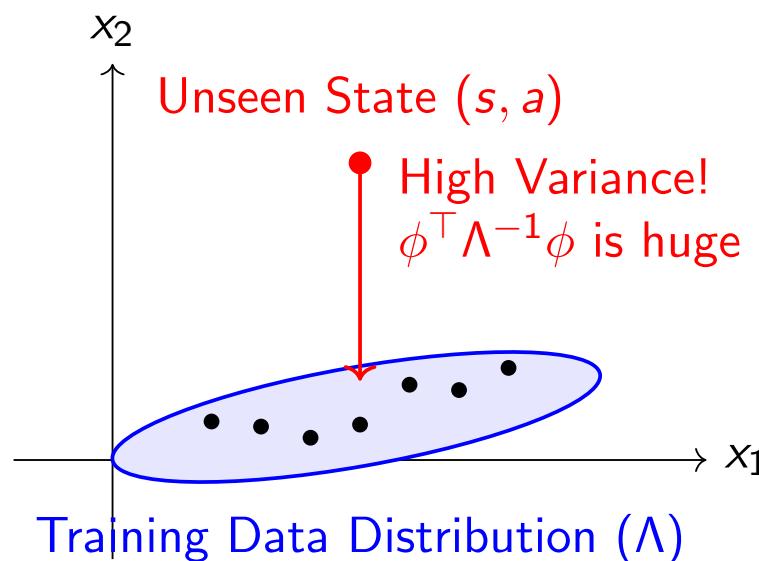
This translates to a *pointwise* bound using leverage scores:

$$|(\hat{\theta} - \theta^*)^\top \phi(s, a)| \leq \|\hat{\theta} - \theta^*\|_\Lambda \sqrt{\phi(s, a)^\top \Lambda^{-1} \phi(s, a)}$$

The Hidden Failure Mode of OLS

The Problem:

- The OLS bound depends on $\Lambda = \frac{1}{N} \sum \phi(s_i, a_i) \phi(s_i, a_i)^\top$.
- It bounds the **average** prediction error (weighted by training data).
- RL requires **Uniform** (ℓ_∞) error bounds. We must predict well at *any* state the optimal policy might visit.



Backward induction may query *outside* the ellipse, causing huge expansion.

D-optimal design: the leverage-minimizing geometry

To guarantee uniform bounds, we must choose our training data carefully.

$$\underset{\phi \sim p}{E} [\phi^\top \zeta^{-1} \rho]$$

The feature set is:

$$\Phi := \{\phi(s, a) : (s, a) \in \mathcal{S} \times \mathcal{A}\} \subset \mathbb{R}^d. \quad = \text{Tr}(\underset{\rho}{E}[\phi\phi^\top] \zeta^{-1}) \\ = \text{Tr}(I) \geq d$$

D-optimal design (lemma; geometric fact)

Suppose Φ is compact. There exists a distribution ρ supported on at most $d(d + 1)/2$ state-action pairs s.t. with

$$\Sigma := \mathbb{E}_{(s,a) \sim \rho} [\phi(s, a)\phi(s, a)^\top],$$

we have $\Sigma \succ 0$ and

$$\sup_{(s,a)} \phi(s, a)^\top \Sigma^{-1} \phi(s, a) \stackrel{=}{\circledast} d.$$

Geometric intuition

Leverage control: the quantity $\phi^\top \Sigma^{-1} \phi$ is exactly the (population) leverage

Equivalent viewpoints (pick your favorite story):

- **Kiefer–Wolfowitz:** ρ maximizes $\log \det(\mathbb{E}_\rho[\phi\phi^\top])$
- **John's ellipsoid:** the ellipsoid

$$\sum_{i=1}^n ((1-\alpha)x_i + \alpha \phi)^T \phi$$

$$\mathcal{E} = \{v : v^\top \Sigma^{-1} v \leq d\}$$

is the minimum-volume centered ellipsoid containing Φ

Message: there is always a way to sample from only $O(d^2)$ points while keeping worst-case leverage $\leq d$.

From Global to Pointwise Error

Sample N points from the D-optimal design ρ . Then $\Lambda = \frac{1}{N} \sum \phi\phi^\top$, and our empirical cov is $\Lambda \approx \Sigma$.

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2. The OLS Bound (Statistics): From the first slide, we know $\|\hat{\theta} - \theta^*\|_\Lambda \lesssim \sigma \sqrt{\frac{d}{N}}$.

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3. Resulting Pointwise Guarantee: Use $|\text{pointwise error}| \leq \|\hat{\theta} - \theta^*\|_\Lambda \sqrt{\text{Leverage}}$:

$$\sup_{(s,a)} |\hat{Q}_h(s, a) - \mathcal{T}_h \hat{Q}_{h+1}(s, a)| \lesssim \left(\sigma \sqrt{\frac{d}{N}} \right) \cdot \sqrt{d} = \frac{\sigma d}{\sqrt{N}}$$

This allows us to control the *max-norm* Bellman residual!

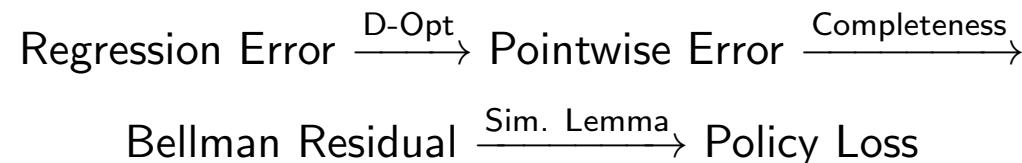
Returning to LSVI

We now have all the pieces to analyze LSVI.

1. The Data Collection (Generative Model)

- For each stage h , we don't just sample randomly.
- We compute the D-optimal design ρ^* on Φ .
- We query the simulator N times distributed according to ρ^* .

2. The Rough Sketch of the Proof



The Main Theorem (Informal)

Theorem (LSVI with Generative Model)

Assume Linear Bellman Completeness. If we set:

$$N \approx \frac{H^6 d^2}{\epsilon^2}$$

and collect data using D-optimal design, then LSVI returns a policy $\hat{\pi}$ such that with high probability:

$$V^*(s_0) - V^{\hat{\pi}}(s_0) \leq \epsilon$$

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Takeaway: We have achieved sample complexity polynomial in d and H , independent of $|S|$!

- **Completeness** ensures realizability.
- **D-Optimal Design** ensures uniform error control.

Summary & Looking Ahead

Today: Scaling RL to large state spaces (using features)

- **The Algorithm:** Dynamic Programming as a sequence of regression problems (LSVI)
- **The Assumption Ladder:** consider different natural structural assumptions
- **Sampling:** use **D-Optimal Design** to control the uniform (ℓ_∞) error
- **Main Result:** **Linear BC + D-Optimal Design** is sufficient for $\text{poly}(d, H)$ sample complexity.

Next Time (Lecture 2):

- **Rigorous Analysis:**
- **Offline RL:** adapt LSVI when we cannot choose our sampling distribution (Coverage Assumptions).