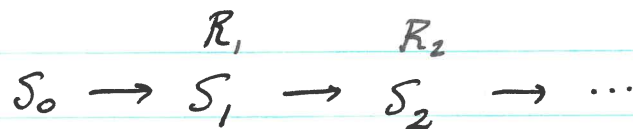


## Chapter 2: Markov reward processes (MRP)

- State:  $S_t$   $t = 0, 1, \dots$
- Reward:  $R_t \in \mathbb{R}$   $t = 0, 1, \dots$ 
  - Cost / utility at time  $t$
  - RV correlated with transitions  $S_t \rightarrow S_{t+1}$
  - Sometimes: fct of  $s, s'$   $r(s, s')$

Transition probability (dynamics):

$$p(s', r | s) = P(S_{t+1} = s', R_{t+1} = r | S_t = s)$$

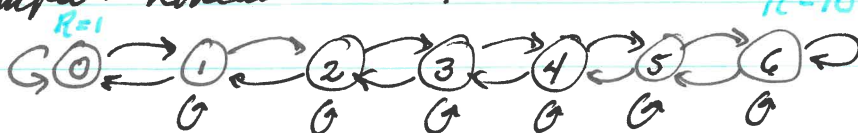


- Reward depends on  $s, s'$
- Assumed homogeneous (time-independent, stationary)
- No actions yet: dynamics + rewards
- Reward probability:  $p(r | s) = \sum_{s'} p(s', r | s)$
- Transition probability:  $p(s' | s) = \sum_r p(s', r | s)$  pure dynamics
- Expected state reward:

$$\rho(s) = E[R_{t+1} | S_t = s] = \sum_r r p(r | s)$$

- One-time reward from state  $s$

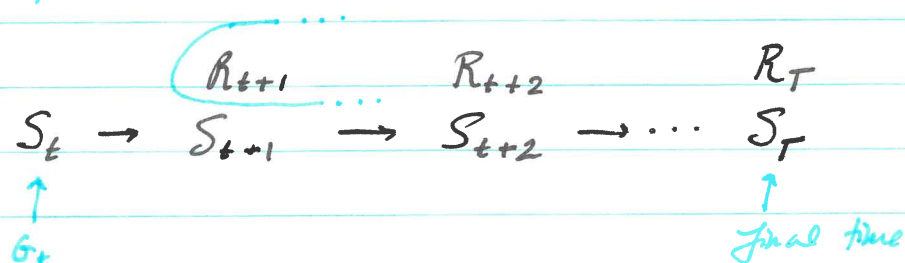
Example: linear model / Markov reward process



$R$  deterministic  
w/r  $S_t$   
 $\rho(0)=1 \quad \rho(6)=10$

Return:  $G_t = R_{t+1} + R_{t+2} + \dots + R_T$

$\uparrow$  present                      future



• Total reward / cost to go from time  $t$

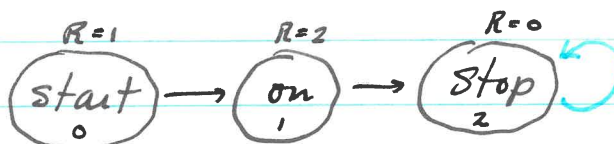
• Episodic process:  $T$  finite  
Process stops / terminates

Calculate backward

$$\Rightarrow G_T = 0 \quad G_{T-1} = R_T \quad G_{T-2} = R_{T-1} + R_T \quad \dots$$

• Continuing process:  $T = \infty$   
Process goes on and on

• Example:



$0 \rightarrow 1 \rightarrow 2$

$1 \rightarrow 2$

$2$

Episodic

$0 \rightarrow 1 \rightarrow 2 \rightarrow 2 \rightarrow 2 \rightarrow \dots$

Continuing

• Discounted return:  $G_t = R_{t+1} + \gamma R_{t+2} + \gamma^2 R_{t+3} + \dots$

$$= \sum_{k=0}^{\infty} \gamma^k R_{t+1+k}$$

• Discount rate  $\gamma \in [0, 1]$  Balances present / future reward

•  $G_t < \infty$  for  $\gamma \in [0, 1)$

• Myopic:  $\gamma \approx 0$

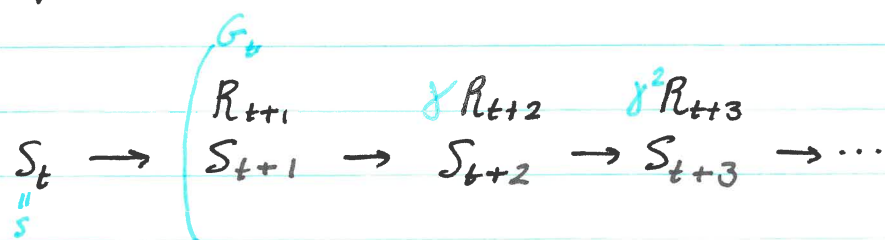
$G_t = R_{t+1}$  for  $\gamma = 0$  immediate reward

• Far-sight:  $\gamma \approx 1$

• Iteration:

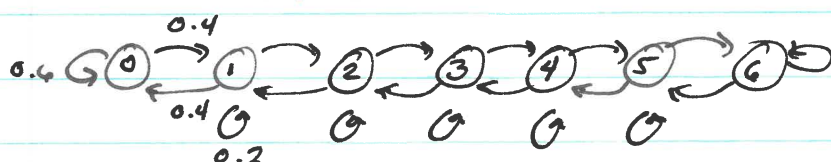
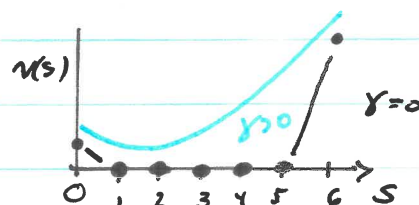
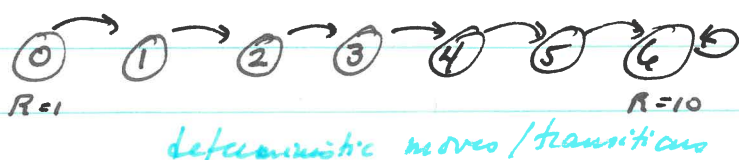
$$G_t = R_{t+1} + \gamma G_{t+1}$$

Value function:  $v(s) = E[G_t | S_t = s]$



- State value fct: Expected return / cost to go from state  $s$
- Doesn't depend on time  $t$ 
  - Stationary MP
  - Continuing process / infinite return
- $\gamma = 0$ :  $v(s) = \rho(s)$  cost when leaving  $s$

Example: linear model

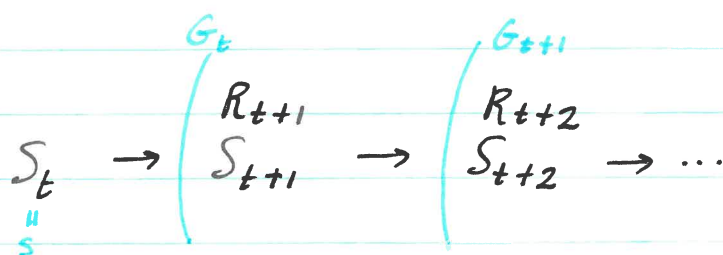


$v(s) ?$  See CW

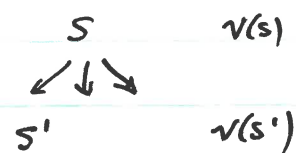
Bellman equation:

$$v(s) = E[R_{t+1} + \gamma G_{t+1} | S_t = s]$$

$$= E[R_{t+1} + \gamma v(S_{t+1}) | S_t = s]$$



$v(s)$        $v(S_{t+1})$



· Explicit expectation:

$$\begin{aligned}
 v(s) &= \sum_r r p(r|s) + \gamma \sum_{s'} v(s') p(s'|s) \\
 &= \sum_{r, s'} r p(s', r|s) + \gamma \sum_{s', r} v(s') p(s', r|s) \\
 &= \rho(s) + \gamma (Pv)(s) \quad P_{ij} = p(j|i)
 \end{aligned}$$

· Matrix notation:  $v = \rho + \gamma Pv$   $v_i = v(i)$

- $v_i = v(i)$  column vector  $|S'| \times 1$
- $\rho_i = \rho(i)$  " "
- $\gamma$  scalar
- $P_{ij} = p(j|i)$   $|S'| \times |S'|$  matrix

· Solution:  $v = (I - \gamma P)^{-1} \rho$

- Always exists for  $\gamma \in [0, 1)$
- Unique solution

· Bellman operator:  $T(v) = \rho + \gamma Pv$

$$v = T(v) \quad \text{Value function} = \text{fixed pt of } T$$

· Example: Linear model.

- Write  $\rho$ ,  $P$   
 $7 \times 1$        $7 \times 7$
- Solve numerically.

Two ways to define MDPs:

①

$$p(s', r | s)$$

$$\hookrightarrow p(r | s)$$

$$\hookrightarrow p(s) = E[R_{t+1} | S_t = s]$$

$$\hookrightarrow p(s' | s)$$

$$\hookrightarrow P$$

②

$$p(s)$$

$$P$$

$$v(s) = E[R_{t+1} + \gamma v(S_{t+1}) | S_t = s]$$

$$v = p + \gamma P v$$