DP Operators

DP operators

$$(T_H V_{t+1})(s) = \max_{a \in \mathcal{A}} \left(\overline{R}_{t,a}(s) + \sum_{s' \in \mathcal{S}} P_{t,a}(s'|s) V_{t+1}(s') \right)$$

$$(F_t Q_{t+1})(s, a) = \overline{R}_{t,a}(s) + \sum_{s' \in \mathcal{S}} P_{t,a}(s'|s) \max_{a' \in \mathcal{A}} Q_{t+1}(s', a')$$

Value iteration

$$V_H^*(s) = 0 V_t^* = T_t V_{t+1}^*$$

$$Q_{H-1}^*(s) = R_{H-1,a}(s)$$
 $Q_t^* = F_t Q_{t+1}^*$

Monotonicity

$$V_{t+1} \ge V'_{t+1} \qquad \Longrightarrow \qquad T_t V_{t+1} \ge T_t V'_{t+1}$$

$$Q_{t+1} \ge Q'_{t+1} \Longrightarrow F_t Q_{t+1} \ge F_t Q'_{t+1}$$

Asynchronous Value Iteration

- Start with some Q^0
- For k = 0, 1, 2, ...
 - Select (t^k, s^k, a^k)
 - Obtain Q^{k+1} from Q^k
 - Apply value iteration update at (t^k, s^k, a^k)
- Note that
 - Q^{k+1} only differ at Q^k
 - For an appropriately selected sequence of updates, this is the same as regular value iteration
- Theorem: if the sequence samples each triple infinitely often then $Q^k \to Q^*$

Real-Time Value Iteration

- Asynchronous value iteration for a particular sequence of updates
- Episodic "learning"
 - Updates require knowledge of
- Start with some Q^0
- For $\ell = 0, 1, 2$
 - Sample initial state $s_0^{\ell} \sim \rho(\cdot)$
 - For t = 0, 1, ..., H
 - Select "greedy" action $a_t^\ell \in \arg\max_{a \in \mathcal{A}} Q_t^\ell(s_t^\ell, a)$
 - Update value at $(t, s_t^{\ell}, a_t^{\ell})$
 - Sample next state $s_{t+1}^{\ell} \sim P_{t,a_t^{\ell}}(\cdot|s_t^{\ell})$
- "greedy policy"
 - Does not necessarily sample all triples
- Theorem: if $Q^0 \ge Q^*$ then actions are optimal after some (random) finite time

Optimism of Values

• Lemma:
$$Q^{\ell} \geq Q^* \quad \forall \ell$$

• Proof:

$$Q_t^{\ell}(x, a) \ge Q_t^*(x, a)$$



$$Q_t^{\ell+1}(x,a) = (F_t Q_{t+1}^{\ell})(x,a) \ge (F_t Q_{t+1}^*)(x,a) = Q_t^*(x,a)$$

Eventual Optimality

- Let $\mathbb{X}_{\infty} = \{(t, s, a) : \text{sampled i. o.}\}$
- Let τ from which we remain in \mathbb{X}_{∞}
- Updates from τ equivalent to those for an auxiliary MDP where

$$R_{t,a}(s) \approx -\infty \qquad \forall (t,s,a) \in \mathbb{X}_{\infty}$$

• Updates converge to optimal value function for this auxiliary problem, hence,

$$Q_t^{\infty}(s, a) \le Q_t^*(s, a) \qquad \forall (t, s, a) \in \mathbb{X}_{\infty}$$

It follow that

$$Q_t^{\infty}(s, a) = Q_t^*(s, a) \qquad \forall (t, s, a) \in \mathbb{X}_{\infty}$$

 Hence, actions are eventually optimal for both auxiliary and original MDP

Q-Learning

- Given an observed transition (t, s, a, s'), update value function:
 - If t = H 1

$$Q_{H-1}^{k+1}(s,a) \leftarrow (1-\gamma_k)Q_{H-1}^k(s,a) + \gamma_k r$$

• If t < H - 1

$$Q_t^{k+1}(s, a) \leftarrow (1 - \gamma_k) Q_t^k(s, a) + \gamma_k \left(r + \max_{a' \in \mathcal{A}} Q_{t+1}^k(s', a') \right)$$

• For $(\overline{t}, \overline{s}, \overline{a}) \neq (t, s, a)$

$$Q_{\overline{t}}^{k+1}(\overline{s}, \overline{a}) = Q_{\overline{t}}^{k}(\overline{s}, \overline{a})$$

Stochastic Approximation

- Consider an IID sequence x_0, x_1, \ldots
- Law of large numbers

$$\overline{x}_K = \frac{1}{K} \sum_{k=1}^K x_k \to \mathbb{E}[x_0]$$

Another way to compute the average

$$\overline{x}_0 = x_0$$

$$\overline{x}_{k+1} = \left(1 - \frac{1}{k+1}\right)\overline{x}_k + \gamma_k x_{k+1}$$

Generalization

$$\overline{x}_{k+1} = (1 - \gamma_k)\overline{x}_k + \gamma_k x_{k+1}$$

• Law of large numbers applies if

$$\sum_{k} \gamma_k = \infty \qquad \sum_{k} \gamma_k^2 < \infty$$

Convergence

- Consider updating based on (t, s, a, s')
- If t = H 1

$$Q_{H-1}^{k+1}(s,a) \leftarrow (1 - \gamma_k) Q_{H-1}^k(s,a) + \gamma_k r$$

$$\mathbb{E}[r|s,a] = \overline{R}_{t,a}(s)$$

$$Q_{H-1}^k(s,a) \to \overline{R}_{t,a}(s)$$

• If t < H - 1 and $Q_{t+1}^k = Q_{t+1}^*$

$$Q_t^{k+1}(s,a) \leftarrow (1-\gamma_k)Q_t^k(s,a) + \gamma_k \left(r + \max_{a' \in \mathcal{A}} Q_{t+1}^k(s',a')\right)$$

$$\mathbb{E}\left[r + \max_{a' \in \mathcal{A}} Q_{t+1}^k(s', a') \mid Q_{t+1}^k, s, a\right] = (T_t Q_{t+1}^k)(s, a)$$

$$= Q_t^*(s, a)$$

$$Q_t^k(s,a) \to Q_t^*(s,a)$$

• Convergence if each (t,s,a) updated infinitely often with appropriate step sizes