

Monte Carlo Methods Summary



November 2, 2022



Monte Carlo (MC) Methods

- Monte Carlo (MC) methods look at whole episodes and then average the complete returns
- Value estimation and policies are only changed on the completion of an episode
- GPI (Generalized Policy Iteration) can be used for the control problem
- MC generally uses action-value estimates in order to compute a greedy policy
- We must maintain exploration to update all action-value estimates

Monte Carlo Prediction (first visit)

Monte Carlo Prediction for estimating v_{π} Input: a policy π Initialize: $V(s) \in \mathbb{R}$ (arbitrarily) Returns(s) \leftarrow an empty list, for all $s \in S$ Loop forever: Generate episode following π : $S_0, A_0, R_0, S_1, ..., R_T$ $G \leftarrow 0$ Loop for each step of the episode, t = T - 1, T - 2, ..., 0: $G \leftarrow \gamma G + R_{t+1}$ Unless S_t appears in $S_{t-1},...S_0$: Append G to $Returns(S_t)$ $V(S_t) \leftarrow \text{average}(Returns(S_t))$

On policy vs. off policy algorithm

- On-policy algorithms learn a policy while following this policy in the algorithm
- Off-policy algorithms learn a policy different from the one used to generate the data

On-policy algorithms require a soft policy, which means that

$$\pi(a|s) > 0$$
, for all $s \in S$, $a \in A$

On-policy first-visit MC control, estimates $\pi \approx \pi_*$ Input: (small) $\epsilon > 0$ Initialize: $\pi \leftarrow \text{an arbitrary } \epsilon\text{-soft policy}$ $Q(s,a) \in \mathbb{R}$ (arbitrarily, for example = 0) $Returns(s, a) \leftarrow \text{empty list}$ Loop forever: (for each episode) Generate an episode following π : $S_0, A_0, R_0, S_1, ..., R_T$ $G \leftarrow 0$ Loop for each step of the episode, t = T - 1, T - 2, ..., 0: $G \leftarrow \gamma G + R_{t+1}$ Unless (S_t, A_t) appears in $(S_{t-1}, A_{t-1}), ..., (S_0, A_0)$: Append G to $Returns(S_t, A_t)$ $Q(S_t, A_t) \leftarrow \text{average}(Returns(S_t, A_t))$ $A^* \leftarrow \operatorname{argmax}_a Q(S_t, a)$, ties broken arbitrarily For all $a \in \mathcal{A}(S_t)$:

 $\pi(a|S_t) \leftarrow \begin{cases} 1 - \epsilon + \epsilon/|\mathcal{A}(S_t)| & \text{if } a = A^* \\ \epsilon/|\mathcal{A}(S_t)| & \text{otherwise} \end{cases}$

Importance Sampling

 Importance sampling corrects the value of the return by the probability ratio that this state would be visited by the policies

$$\rho_{t:T} \doteq \frac{\prod_{k=1}^{T-1} \pi(A_k|S_k) p(S_{k+1}|S_k, A_k)}{\prod_{k=1}^{T-1} b(A_k|S_k) p(S_{k+1}|S_k, A_k)}$$
$$= \prod_{k=t}^{T-1} \frac{\pi(A_k|S_k)}{b(A_k|S_k)}$$

Importance Sampling

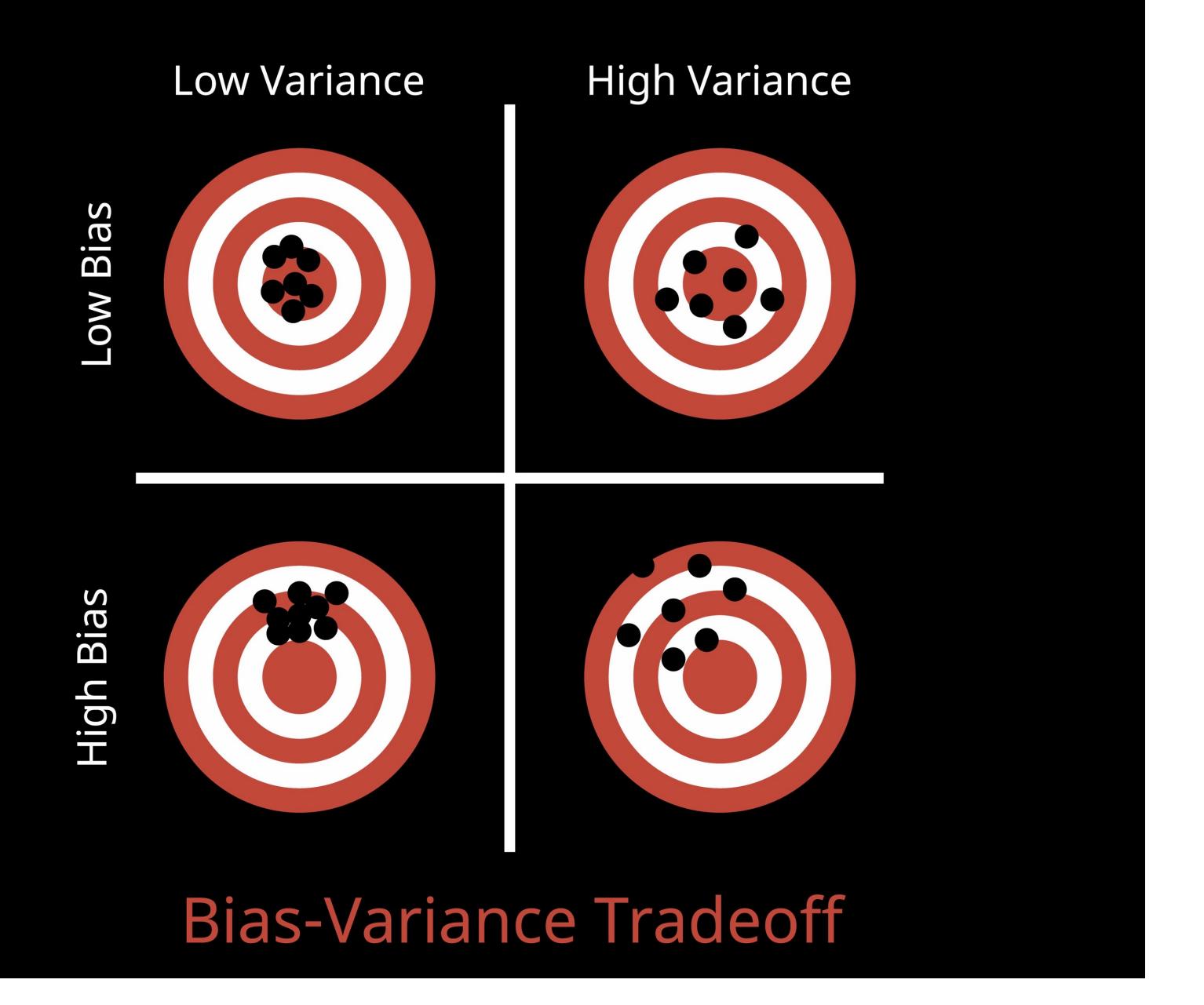
Ordinary importance sampling averages the results:

$$V(s) \doteq \frac{\sum_{t \in \Im(s)} \rho_{t:T(t)-1} G_t}{|\Im(s)|}$$

while weighted importance sampling uses a weighted average:

$$V(s) \doteq \frac{\sum_{t \in \Im(s)} \rho_{t:T(t)-1} G_t}{\sum_{t \in \Im(s)} \rho_{t:T(t)-1}}$$

Formally, ordinary importance sampling is unbiased but has a high (unbounded) variance, while weighted importance sampling is biased, but has a low (converging to zero) variance.



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Off-policy MC control, estimates \pi \approx \pi_*
Initialize, for all s \in \mathcal{S}, a \in \mathcal{A}:
   Q(s,a) \in \mathbb{R} (arbitrarily, for example = 0)
   C(s,a) \leftarrow 0
   \pi(s) \leftarrow \operatorname{argmax}_a Q(s, a) (with ties broken consistently)
Loop forever (for each episode):
   b \leftarrow \text{any soft policy}
   Generate an episode following b: S_0, A_0, R_0, S_1, ..., R_T
   G \leftarrow 0
   W \leftarrow 1
   Loop for each step of the episode, t = T - 1, T - 2, ..., 0:
      G \leftarrow \gamma G + R_{t+1}
      C(S_t, A_t) \leftarrow C(S_t, A_t) + W
      Q(S_t, A_t) \leftarrow Q(S_t, A_t) + \frac{W}{C(S_t, A_t)}[G - Q(S_t, A_t)]
         \pi(a|S_t) \leftarrow \operatorname{argmax}_a Q(S_t, A_t) (with ties broken consistently)
         If A_t \neq \pi(S_t) then exit inner Loop (next episode)
         W \leftarrow W \frac{1}{b(A_t|S_t)}
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