Titolo

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Contents

1	Introduction	2
2	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$	3 3 3 3 3 3 3 3
	2.3 RL for NMRDP with LTL_f/LDL_f rewards	3
3	$\operatorname{\mathbf{RL}}$ for $\operatorname{LTL}_f/\operatorname{LDL}_f$ Goals	4
4	Automata-based Reward shaping	5
5	Experiments	6
6	Conclusions	7
A	FLLOAT	8
В	RLTG	9

Introduction

Preliminaries

In this chapter we describe the background knowledge required for this work. We introduce Markov Decision Process (MDP) and Non-Markovian Reward Decision Process (NMRDP), common formalisms in the context of Reinforcement Learning. We describe Linear Temporal Logic over finite traces (LTL_f) and Linear Dynamic Logic over finite traces (LDL_f), that we use for define temporal goal in a RL setting. Then, we describe an important result about RL for NMRDP with LTL_f/LDL_f rewards, that is the basis for this work.

2.1 Reinforcement Learning

- 2.1.1 MDP
- 2.1.2 NMRDP
- **2.2** LTL $_f$ and LDL $_f$
- 2.2.1 Linear Temporal Logic for finite traces: LTL $_f$
- 2.2.2 Linear Dynamic Logic for finite traces: LDL $_f$
- 2.2.3 LTL_f and LDL_f translation to automata
- 2.3 RL for NMRDP with LTL_f/LDL_f rewards

 \mathbf{RL} for $\mathtt{LTL}_f/\mathtt{LDL}_f$ Goals

Automata-based Reward shaping

Experiments

Conclusions

Appendix A

FLLOAT

Appendix B

RLTG

Bibliography

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