#1666 : Autonomous Exploration for Navigating in MDPs using Blackbox RL Algorithms

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Motivation

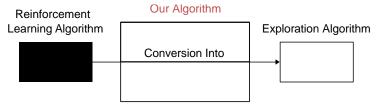
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- Our work:



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 - No external rewards and unknown transition probabilities,
 - Countable (possibly infinite) state space S,
 - Finite action space with A #actions, and
 - Starting state s₀.
- Assumption: In every state, RESET action available which leads back to s₀.
- Input: L ≥ 1.
 Goal: Find a policy for every state reachable from the starting state s₀ in L steps.



Navigation time $_{\pi}(s)$

Expected #steps before reaching state s for the first time following policy π from the starting state s_0 .

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- Incrementally reachable states $\mathcal{S}_L^{\to} := A$ subset of \mathcal{S}_L that allows for incremental discovery.
- Goal: Find a policy $\forall s \in S_I^{\rightarrow}$ with navigation time $\leq (1 + \epsilon)L$.



Central idea: Use an arbitrary online RL algorithm ${\mathfrak A}$ to find a suitable navigation policy for a state.



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- META-EXPLORE proceeds in rounds.
 In each round, it evaluates a target state.
- Target states are chosen from the set of candidate states.
- If $(1 + \epsilon)L$ -step policy found for the target state, Successful round and target state becomes *known*.

Else

Failure round.

META-EXPLORE

Initialization: Initialize

Set of candidate states $\mathcal{U} \leftarrow \{\}$ Set of known states $\mathcal{K} \leftarrow \{s_0\}$

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 State Discovery
 Choice of Target State
 Target State Evaluation

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META-EXPLORE: State Discovery

State Discovery

• Exploring the neighborhood of known states to add to the set of candidate states *U*.

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- In a newly known state, every action is sampled $\tilde{O}(L)$ times.
- Any newly discovered states and the neighboring states of previously known states are added to the set of candidate states \(\mathcal{U} \).



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META-EXPLORE: Choice of Target State

Choice of Target State

• Chosen arbitrarily from the set of candidate states.

META-EXPLORE: Choice of Target State

Choice of Target State

- Chosen arbitrarily from the set of candidate states.
- Algorithm stops when the set of candidate states is empty.

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META-EXPLORE: Target State Evaluation



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META-EXPLORE: Target State Evaluation



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META-EXPLORE: Target State Evaluation



What do we need to use an online RL algorithm \mathfrak{A} ? An MDP such that regret minimization leads to time-effective navigating to the target state.

Induced MDP: In the induced MDP M_{s̄} for target state s̄, the learner

has loss 0 in 5, and suffers loss 1 in every other state.

META-EXPLORE: Target State Evaluation

• Run \mathfrak{A} on $\mathcal{M}_{\bar{s}}$ till target \bar{s} is reached $f(regret(\mathfrak{A}), L, \epsilon)$ times.

- Run $\mathfrak A$ on $\mathcal M_{\overline{s}}$ till target \overline{s} is reached f(regret($\mathfrak A$), L, ϵ) times.
- Every time \bar{s} is reached, record *history* of \mathfrak{A} in the current round.

- Run $\mathfrak A$ on $\mathcal M_{\overline{s}}$ till target \overline{s} is reached $f(regret(\mathfrak A), L, \epsilon)$ times.
- Every time \bar{s} is reached, record *history* of $\mathfrak A$ in the current round.
- History \equiv state-action-reward-next state transitions.

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- History = state-action-reward-next state transitions.
- A performance check (based on average #steps to reach s) decides if a round is successful.

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- At the end of a successful round, $\mathcal{K} = \mathcal{K} + \bar{s}$ and all associated history points are added to the output for \bar{s} .



Navigation Policy for Known States

For each known state $s \in \mathcal{K}$,

• $h \stackrel{\text{uniform}}{\sim}$ history points associated with s.



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Navigation Policy for Known States

For each known state $s \in \mathcal{K}$,

- $h \stackrel{\text{uniform}}{\sim}$ history points associated with s.
- **2** Run \mathfrak{A} from the history point h.
- **1** If s is not reached in $\approx \frac{L}{\epsilon}$ steps, RESET and go to step 1.

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If META-EXPLORE is run with an online RL algorithm $\mathfrak A$, then with high probability, it



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Theorem

If META-EXPLORE is run with an online RL algorithm \mathfrak{A} , then with high probability, it

- **1** discovers a set of states $\mathcal{K} \supseteq S_L^{\rightarrow}$,
- has a sample complexity better than previous work in terms of L,
- **3** for each $s \in \mathcal{K}$, outputs a policy with navigation time $\leq (1 + \epsilon)L$.

Concluding Remarks

 Conversion of RL algorithms into exploration algorithms with an upper bound on sample complexity.



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Thank You.

Scan the following to see the paper See you at the poster D1.



References

- [LA12] Shiau Hong Lim and Peter Auer. "Autonomous Exploration For Navigating In MDPs". In: *Proceedings of the 25th Annual Conference on Learning Theory.* 2012, pp. 40.1–40.24.
- [TPVL20] Jean Tarbouriech et al. "Improved Sample Complexity for Incremental Autonomous Exploration in MDPs". In: Advances in Neural Information Processing Systems. 2020, pp. 11273–11284.

Diameter of an MDP

Consider the stochastic process defined by a stationary policy $\pi: \mathcal{S} \to \mathcal{A}$ operating on an MDP M with initial state s_0 . Let $T(s'|M,\pi,s)$ be the random variable for the first time step in which state s' is reached in this process. Then the diameter of M is defined as

$$D(M) := \max_{s \neq s'} \min_{\pi: S \to A} \mathbb{E}\left[T(s'|M, \pi, s)\right]$$



Incrementally Reachable States: Definition

Definition (Incrementally reachable states)

Let \prec be some partial order on S. The set S_L^{\prec} of states reachable in L steps with respect to \prec , is defined inductively as follows:

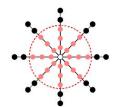
- $s_0 \in \mathcal{S}_l^{\prec}$,
- if there is a policy π on $\{s' \in \mathcal{S}_L^{\prec} : s' \prec s\}$ with navigation time $\pi(s) \leq L$, then $s \in \mathcal{S}_L^{\prec}$.

We define the set $\mathcal{S}_{L}^{\rightarrow}$ of states incrementally reachable in L steps with respect to some partial order to be $\mathcal{S}_{L}^{\rightarrow} := \bigcup_{\prec} \mathcal{S}_{L}^{\prec}$, where the union is over all possible partial orders.



Incrementally Reachable States: Illustration

- Two environments where the starting state s_0 is shown in white.
- On the left, each transition is deterministic and is depicted with an edge.
- On the right, each transition from s_0 to the first layer is equiprobable, and the rest of the transitions are deterministic.
- For L = 3, states belonging to S_L are shown in pink.
- On the left, $\mathcal{S}_L^{\rightarrow} = \mathcal{S}_L$. On the right, $\mathcal{S}_L^{\rightarrow} = \{s_o\} \neq \mathcal{S}_L$.





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- all the actions in state 5 have loss 0 and lead back to s₀
- all the states $\{s|s \notin \mathcal{K} \land s \neq \bar{s}\}$ merged into an auxiliary state at which only RESET is possible suffering loss 1,



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- all the states $\{s|s \notin \mathcal{K} \land s \neq \bar{s}\}$ merged into an auxiliary state at which only RESET is possible suffering loss 1,
- actions in all the other states behave the same as in the original MDP and suffer loss 1.

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- terminates after

$$\tilde{O}\left(\frac{S^2A \cdot [\mathbf{B}(S,A)]^{\frac{1}{1-\alpha}} \cdot L^{2+\frac{\alpha+\beta-1}{1-\alpha}}}{\epsilon^{\max\left(4,\frac{1}{1-\alpha}\right)}}\right)$$

exploration steps, where $S := |\mathcal{K}| \leq |\mathcal{S}_{(1+\epsilon)I}^{\rightarrow}|$.

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3 for each $s \in \mathcal{K}$, outputs a policy with navigation time $\leq (1 + \epsilon)L$.

Relation to Existing Work

UCBEXPLORE [LA12] $\tilde{O}(SAL^3/\epsilon^3)$ DISCO [TPVL20] $\tilde{O}(SAGL^3/\epsilon^2)$ META-EXPLORE using UCRL2b $\tilde{O}(S^3GA^2L^2/\epsilon^4)$