

# Model Free Control

## Exploration

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# Recap Model-free Policy Iteration

- Initialize policy  $\pi$
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  - ▶ Policy evaluation: compute  $Q^\pi$
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- ~> How to interleave policy evaluation and improvement?

# Policy Evaluation with Exploration

- Want to compute a model-free estimate of  $Q^\pi$
- In general seems subtle
  - ▶ Need to try all  $(s, a)$  pairs but then follow  $\pi$
  - ▶ Want to ensure resulting estimate  $Q^\pi$  is good enough so that policy improvement is a monotonic operator
- For certain classes of policies can ensure all  $(s, a)$  pairs are tried such that asymptotically  $Q^\pi$  converges to the true value

- Simple idea to balance exploration and exploitation
- Let  $|A|$  be the number of actions
- Then a  $\epsilon$ -greedy policy wrt a state-action value  $Q(s, a)$  is  $\pi(a \mid s) \in$ 
  - ▶  $\arg \max_{a \in A} Q(s, a)$  with probability  $1 - \epsilon$
  - ▶ a random action with probability  $\epsilon$

# Monotonic $\epsilon$ -greedy Policy Improvement

- Theorem: For any  $\epsilon$ -greedy policy  $\pi_i$ , the  $\epsilon$ -greedy policy wrt  $Q_i^\pi$  is a monotonic improvement  $V^{\pi_{i+1}} \geq V^{\pi_i}$

$$\begin{aligned} Q^{\pi_i}(s, \pi_{i+1}(s)) &= \sum_{a \in A} \pi_{i+1}(a | s) Q^{\pi_i}(s, a) \\ &= (\epsilon/|A|) \left[ \sum_{a \in A} Q^{\pi_i}(s, a) \right] + (1 - \epsilon) \max_{a \in A} Q^{\pi_i}(s, a) \\ &= (\epsilon/|A|) \left[ \sum_{a \in A} Q^{\pi_i}(s, a) \right] + (1 - \epsilon) \max_{a \in A} Q^{\pi_i}(s, a) \frac{1 - \epsilon}{1 - \epsilon} \\ &= (\epsilon/|A|) \left[ \sum_{a \in A} Q^{\pi_i}(s, a) \right] + (1 - \epsilon) \max_{a \in A} Q^{\pi_i}(s, a) \sum_{a \in A} \frac{\pi_i(a | s) - \frac{\epsilon}{|A|}}{1 - \epsilon} \\ &\geq (\epsilon/|A|) \left[ \sum_{a \in A} Q^{\pi_i}(s, a) \right] + (1 - \epsilon) Q^{\pi_i}(s, a) \sum_{a \in A} \frac{\pi_i(a | s) - \frac{\epsilon}{|A|}}{1 - \epsilon} \\ &= \sum_{a \in A} \pi_i(a | s) Q^{\pi_i}(s, a) = V^{\pi_i}(s) \end{aligned}$$

# Greedy in the Limit of Infinite Exploration (GLIE)

- Definition of GLIE:

- ▶ All state-action pairs are visited an infinite number of times

$$\lim_{i \rightarrow \infty} N_i(s, a) \rightarrow \infty$$

- ▶ Behavior policy (policy used to act in the world) converges to greedy policy

$$\lim_{i \rightarrow \infty} \pi(a \mid s) \rightarrow \arg \max_{a \in A} Q(s, a)$$

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- Theorem:

- ▶ GLIE Monte-Carlo control converges to the optimal state-action value function  $Q(s, a) \rightarrow Q^*(s, a)$