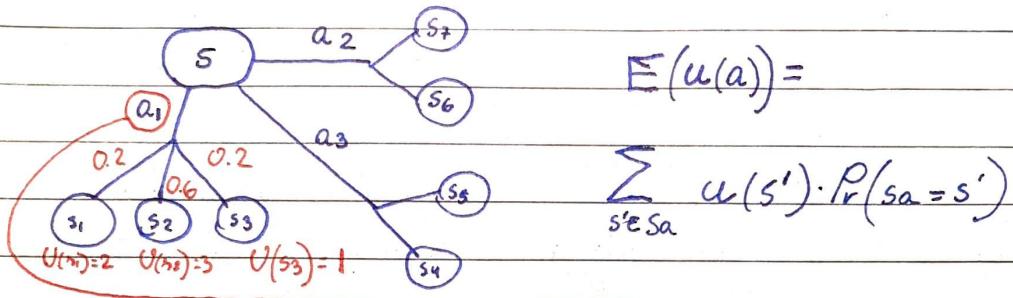


SUMMARY

Expected Utility of X ; where X is a random variables that can take multiple values K

$$E(X) = \sum_k K \Pr(X=k)$$

→ we don't know to which state s_a an action a will lead us → Expected utility



Example → expected utility of action a_1 :

$$E(u(a_1)) = u(s_1) \times \Pr(s_a = s_1) + u(s_2) \times \Pr(s_a = s_2) + \dots$$

$$\dots u(s_3) \times \Pr(s_a = s_3)$$

$$1 \quad 0.2$$

- We repeat the process for every a
And we choose the a with highest
expected utility....

Alternative methods to choose an action:

maximin

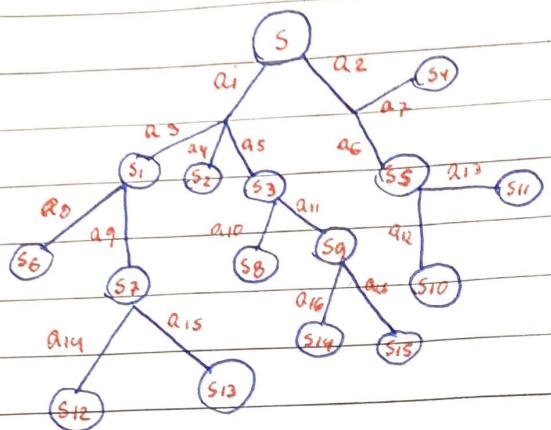
maximax

$$a^* = \arg \max_{a \in A} \left\{ \min_{s' \in S_a} u(s') \right\} \quad a^* = \arg \max_{a \in A} \left\{ \max_{s' \in S_a} u(s') \right\}$$

Among the minimum utilities of each action, we choose the action with the highest minimum utility

Among the maximum utilities of each action, we choose the action with the highest maximum utility

Sequential decision making



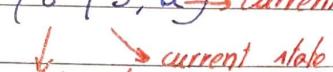
We cannot use a simple expected utility for a single action

As This action might be good in the short term

But what about in the long term with a sequence of actions?

SEQUENTIAL DECISION MAKING (SUMMARY II)

Basic framework: Markov decision process (MDP)

- o Set of states $s \in S$
 - o Set of Actions $A(s)$ in each state
 - o Transition model $P(s'|s, a) \rightarrow$ current action

 - o A reward function
 - o SOLUTION of MDPs \rightarrow a policy π

We would prefer the optimum policy π^*

States: $(1,1), (2,1), (3,1), (1,2), (1,3), (2,3), (3,3), (3,2)$

π is the optimum policy $\rightarrow \pi^*$

→ Action: Stop, North, South, East, West

Example transition model:

$$P(\text{magenta} / (1,1), \text{North}) = 0.8$$

↓ ↓
 future current indicated
 state state action
 ↓
 state

SUMMARY III

Each state has a Reward assigned to it → Reward as cost of moving is a frequent approach

	/ / / / /	
R(1,1)	R(1,2)	+10

Terminal state final Reward

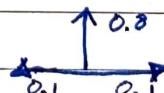
(1,1) → Agent moves to (1,2) → Receives a reward (which can be negative).

As with Previous (non-sequential) decision making processes, we need to know the utilities. Then, calculate the expected utility of each action. However, this time we have to include the future actions we might take

→ Imagine we have the right utilities of each state. Then to decide on action we need to calculate the expected utility →

	0.660	
0.655	0.611	0.388

Transition model



$$E(u(\text{north})) = 0.8 \times 0.660 + 0.1 \times 0.655 + 0.1 \times 0.388$$

$$E(u(\text{east})) = 0.8 \times 0.655 + 0.1 \times 0.660 + 0.1 \times 0.611$$

The agent stays in the room more

$$E(u(\text{west})) = 0.8 \times 0.388 + 0.1 \times 0.660 + 0.1 \times 0.611$$

Then, we choose the action with highest utility

SUMMARY IV

How to calculate the utilities that make the agent follow an optimal policy π^*

$$\rightarrow \text{OPTIMAL POLICY} \quad \pi^*(s) = \arg \max_{a \in A(s)} \sum_{s'} P(s'|s,a) \underbrace{U^*(s')}$$

(given the right utilities)

We need to calculate this

\rightarrow We can use the **Bellman equation**:

$$U(s) = R(s) + \gamma \max_{a \in A(s)} \sum_{s'} P(s'|s,a) U(s')$$

↓
discount factor

We will have to solve as many bellman equations as states in the map...

This is hard to solve in big scenarios

Example:

$$\begin{cases} U(1,1) = R(1,1) + \gamma \max_{a \in A(1)} \sum_{s'} P(s'|1,a) U(s') \\ U(1,2) = R(1,2) + \gamma \max_{a \in A(1)} \sum_{s'} P(s'|1,a) U(s') \\ U(1,3) = R(1,3) + \gamma \max_{a \in A(1)} \sum_{s'} P(s'|1,a) U(s') \\ \vdots \end{cases}$$

solve
this
in
really
hard

SUMMARY

v

We can get the utilities with a computational approach called / labelled as

VALUE ITERATION

$$\rightarrow U_{t+1}(s) \leftarrow R(s) + \gamma \max_{a \in A(s)} \sum_{s'} P(s'|s, a) U_t(s')$$

Utility in approximation
the next iteration

Repeat it several times until the value of U does not change

1

a) Expected Utility
Non-sequential decision making

$a_1 = \text{office}$

$a_2 = \text{going out}$

$$P(\text{work} | \text{office}) = 0.5$$

$$P(\text{distracted} | \text{office}) = 0.3$$

$$P(\text{colleague} | \text{office}) = 0.2$$

$$P(\text{coffee} | \text{out}) = 0.95$$

~~$$P(\text{spill} | \text{out})$$~~

$$P(\text{spill} | \text{out}) = 0.05$$

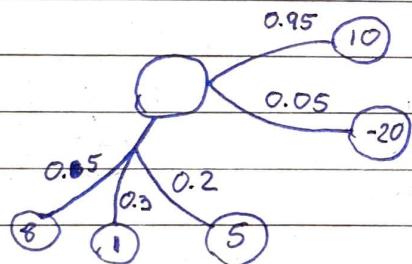
$$U(\text{work}) = 8$$

$$U(\text{distracted}) = 1$$

$$U(\text{colleague}) = 5$$

$$U(\text{coffee}) = 10$$

$$U(\text{spill}) = -20$$



$$\bullet E(U(\text{office})) =$$

$$0.5 \times 8 + 0.3 \times 1 + 0.2 \times 5 = 5.3$$

$$\bullet E(U(\text{coffee})) =$$

$$0.95 \times 10 + 0.05 \times -20 = 8.5$$

$E(U(\text{coffee})) > E(U(\text{office})) \rightarrow \text{we choose coffee}$

b) Which action should we choose

coffee expected utility is higher

c) Maximax and minimin

$$\text{minimax} \rightarrow a^* \underset{a \in A}{\operatorname{argmax}} \left\{ \underset{s' \in S_a}{\min} u(s') \right\}$$

→ Among the minimum utilities of each action, we choose the action with the highest minimum utility

maximax

$$a^* = \arg \max_{a \in A} \left\{ \max_{s' \in S_a} V(s') \right\}$$

Among the maximum utilities, we choose the action with the highest maximum utilities

maximin:

$$\arg \max_{s \in \{\text{office, out}\}} \left\{ \begin{array}{l} \text{min office } (8, 1, 5), \text{min out } (10, -20) \\ \downarrow \\ \text{min office} \end{array} \right\} \quad \downarrow \quad \text{min out}$$

$$\arg \max_{s \in \{\text{office, out}\}} \left\{ \begin{array}{l} \text{min office } (1), \text{min out } (-20) \\ \downarrow \\ \text{maximin chooses office} \end{array} \right\}$$

maximax

$$\arg \max_{s \in \{\text{office, out}\}} \left\{ \begin{array}{l} \text{max office } (8, 1, 5), \text{max out } (10, -20) \\ \uparrow \quad \uparrow \\ \text{max office} \quad \text{max out} \end{array} \right\}$$

$$\arg \max_{s \in \{\text{office, out}\}} \left\{ \begin{array}{l} \text{max office } (8), \text{max out } (10) \\ \downarrow \\ \text{maximax chooses out} \end{array} \right\}$$

Exercise 2

3			+1
2			-1
1			

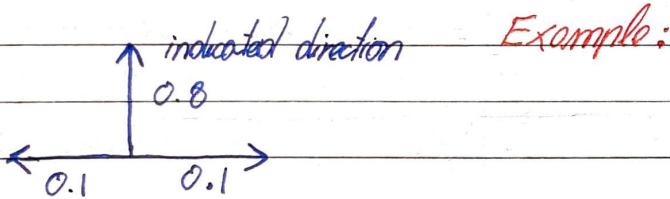
1 2 3 4

States: $(1,1), (1,2), (1,3), (2,1), (2,3), (3,1), (3,2), (3,3), (4,1), (4,2), (4,3)$

Initial state: $(1,1)$ Actions: up, down, left, right

$$R(s) \begin{cases} 1 & \text{for } s = (4,3) \rightarrow \text{terminal state} \\ -1 & \text{for } s = (4,2) \rightarrow \text{terminal state} \\ -0.04 & \text{for } s \neq (4,3) \text{ and } (4,2) \end{cases}$$

Transition model



Example:

$$P((1,2) | (1,1), \text{up}) = 0.8$$

$$P((1,1) | (1,1), \text{up}) = 0.1$$

$$P((2,1) | (1,1), \text{up}) = 0.1$$

b) Normal Bellman equation $\Rightarrow V(s) =$

$$\rightarrow V(s) = R(s) + \gamma \max_{a \in A(s)} \sum_{s'} P(s'|s, a) V(s')$$

Deterministic Bellman (No Probability)

$$\rightarrow V(s) = R(s) + \gamma \max_{a \in A(s)} V(s')$$

We know which state is going to be the result of every of the agents actions

c) Deterministic Value Iteration

~~Stochastic~~

$$U_{i+1}(s) \leftarrow R(s) + \gamma \max_{a \in A(s)} \sum_{s'} P(s'|s,a) \times U(s')$$

stochastic version

$$U_{i+1}(s) \leftarrow R(s) + \gamma \max_{a \in A(s)} U(s')$$

deterministic

$$\rightarrow \gamma = 1 \quad \text{and} \quad U(s) = 0$$

1st iteration:

Examples

3	-0.04	-0.04	0.96	+1
2	-0.04	/ / / / /	-0.04	-1
1	-0.04	-0.04	-0.04	-0.04

1 2 3 4

$$U_{1+1}(1,1) = -0.04 + 1 \times \max$$

-0.04

up: 1
East: 0
South: 0
West: 0

$$U_{1+1}(3,3) = -0.04 + 1 \times \max \{ up: 0 \}$$

0.96

East: 1
South: 0
West: 0

2nd Round / Iteration

Examples

$$U_{1+1}(2,3) = -0.04 + 1 \times \max$$

0.92

up: 0.04
East: 0.96
West: -0.04
South: -0.04

3	-0.08	0.92	0.96	+1
2	-0.08	/ / / / /	0.92	-1
1	-0.08	-0.08	-0.08	-0.08

1 2 3 4

2nd Continuation

5th iteration

0.88	0.92	0.96
0.84	/ / / /	0.92
0.8	0.84	0.8

d) calculate the optimal policy

→ Remember: we have to calculate the expected U to know the best policy

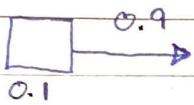
However, we are in a deterministic environment.

So, is just the utility

0.88	0.92	0.96	+1
0.84	/ / / /	0.92	0.92
0.8	0.84	0.88	0.84

} Best policy

3



Non deterministic Bellman:

$$V_{t+1}(s) = R(s) + \gamma \max_{a \in A(s)} \sum_{s'} P(s'|s, a) V(s')$$

0.9

3	0	0	0	1
2	0		0	-1
1	0	0	0	0

1 2 3 4

Example

$$U_{t+1}(3, 3) \Rightarrow$$

$$-0.04 + 0.9 \max$$

$$\begin{cases} U_{t+1}: 0 \times 0.9 + 0 \times 0.1 = 0 \\ \text{Left: } 0 \times 0.9 + 0 \times 0.1 = 0 \\ \text{Right: } 1 \times 0.9 + 0 \times 0.1 = 0.9 \\ \text{Down: } 0 \times 0.9 + 0 \times 0.1 = 0 \end{cases}$$

0.77

Repeat this for all states. Then, in the next iteration repeat this for every state. Repeat this process until V does not change much.

3	0.82	0.91	0.96	+1
2	0.82		0.91	-1
1	0.78	0.92	0.97	0.92

1 2 3 4

$\left. \right\} \text{final Utilities}$

To know the best policy / action

We need to calculate the expected utility and choose the maximum one

~~Final step~~

$$\pi^*(s) = \arg \max_{a \in A} \sum_{s'} P(s'|s, a) V^*(s')$$

3 Example:

$$\pi^*(3,2) = \arg \max$$

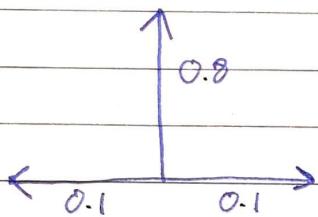
$$\text{Up: } 0.96 \times 0.9 + 0.1 \times 0.91 = 0.955$$

$$\text{Down: } 0.87 \times 0.9 + 0.1 \times 0.91 = 0.874$$

$$\text{Left: } 0.91 \times 0.9 + 0.1 \times 0.1 = 0.91$$

$$\text{Right: } -1 \times 0.9 + 0.1 \times 0.91 = -0.809$$

\rightarrow New transition model



a) 1 Value iteration for (3,1)

$$V_{i+1}(s) = R(s) + \gamma \arg \max \sum_{s' \in A(s)} P(s'|a_{i1}) \cdot V_i(s')$$

$$\rightarrow V_{i+1}(3,3) = -0.04 + \gamma \max \{ 0.8 \times 0.66, \dots \}$$

3	0.912	0.868	0.918	1
2	0.762	0.660	-1	
1	0.705	0.655	0.611	0.388

1 2 3 4

max

$$\text{Up: } 0.8 \times 0.660 + 0.1 \times 0.388 + 0.655 \times 0.1 = 0.6323$$

$$\text{Down: } 0.8 \times 0.611 + 0.1 \times 0.655 + 0.1 \times 0.388 = 0.593$$

$$\text{Left: } 0.8 \times 0.655 + 0.1 \times 0.611 + 0.1 \times 0.660 = 0.6511$$

$$\text{Right: } 0.8 \times 0.388 + 0.1 \times 0.611 + 0.1 \times 0.660 = 0.4375$$

$$\text{OK } V_{i+1}(3,3) = -0.04 + 1 \times 0.6511 = 0.6111$$

The value has not changed \rightarrow convergence

4

b) Expected utility in $(1, 3)$

$$\text{Up: } 0.8 \times 0.660 + 0.1 \times 0.655 + 0.1 \times 0.388 = 0.6323$$

$$\text{Down: } 0.8 \times 0.611 + 0.1 \times 0.655 + 0.1 \times 0.388 = 0.5931$$

$$\text{Left: } 0.8 \times 0.655 + 0.1 \times 0.660 + 0.1 \times 0.611 = \boxed{0.6511}$$

$$\text{Right: } 0.8 \times 0.388 + 0.1 \times 0.660 + 0.1 \times 0.611 = 0.4375$$

c) maximax and minimin

- Example in $(3, 1)$

maximax

$$\text{Up: max is } 0.660$$

$$\text{Down: max is } 0.655$$

$$\text{Left: max is } 0.660$$

$$\text{Right: max is } 0.660$$

} among these ones the max is 0.660. We will need to randomly choose one

minimin

$$\text{Up: min is } 0.388$$

$$\text{Down: min is } 0.388$$

$$\text{Left: min is } 0.611$$

$$\text{Right: min is } 0.388$$

} among these ones the max is 0.611. Therefore the agent will go left