

Finite Markov Decision Process (MDP)

- evaluative feedback
- associative aspect (choose different actions in different situations)

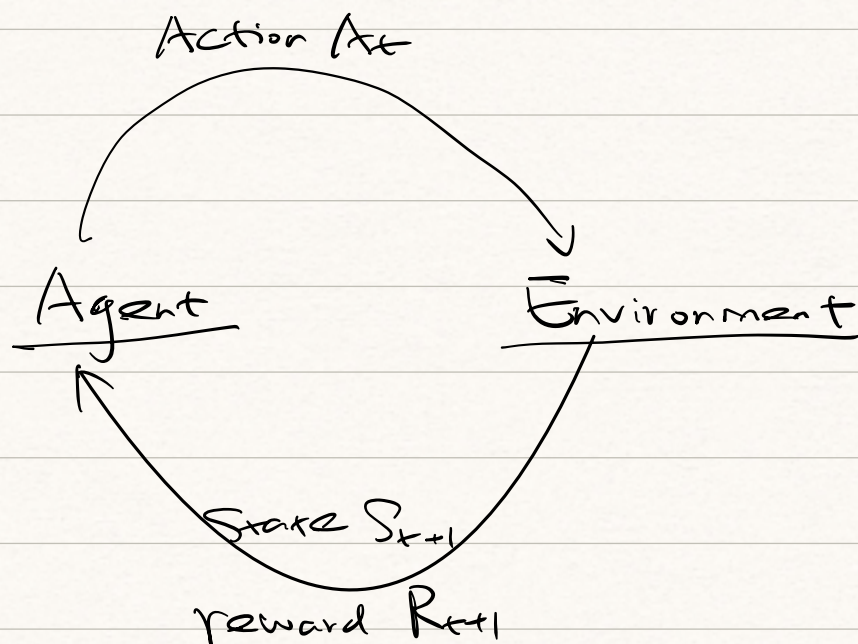
MDP: sequential decision making

bandit: $Q_*(a)$ w.r.t. action a

MDP: $Q_*(s, a)$ w.r.t. $\begin{cases} \text{action } a \\ \text{state } s \end{cases}$

$V_*(s)$ w.r.t. state s given optimal action selections

Agent-Environment Interface



Sequence / trajectory :

$S_0, A_0, R_1, S_1, A_1, R_2, S_2, A_2, R_3, \dots$

$p: S \times R \times S \times A \rightarrow [0, 1]$

$$p(s', r | s, a) \doteq \Pr \{ S_t = s', R_t = r \mid S_{t-1} = s, A_{t-1} = a \}$$

$$\sum_{s' \in S} \sum_{r \in R} p(s', r | s, a) = 1$$

for all $s \in S, a \in A(s)$

"Markov Property"

"State-transition"

probabilities

$$p: S \times S \times A \rightarrow [0, 1]$$

$$P(s'|s, a) = \Pr\{S_t = s' | S_{t-1} = s, A_{t-1} = a\}$$

$$= \sum_{r \in R} P(s', r | s, a)$$

Expected rewards
for state-action pairs

$$r: S \times A \rightarrow \mathbb{R}$$

$$r(s, a) = \mathbb{E}[R_t | S_{t-1} = s, A_{t-1} = a]$$

$$= \sum_{r \in R} r \sum_{s' \in S} p(s', r | s, a)$$

Expected rewards
for state-action-next-state triples

$$r: S \times A \times S \rightarrow \mathbb{R}$$

$$r(s, a, s') = \mathbb{E}[R_t | S_{t-1} = s, A_{t-1} = a, S_t = s']$$

$$= \sum_{r \in R} r \frac{P(s', r | s, a)}{P(s' | s, a)}$$

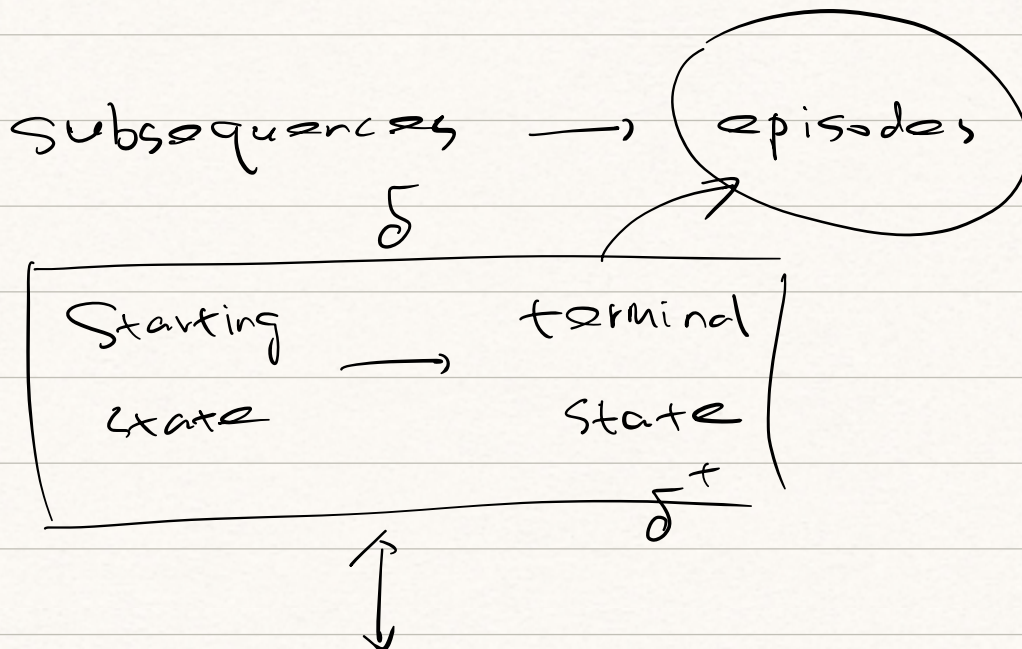
Reward

$$R_t \in \mathbb{R}$$

Goal : Maximize cumulative reward in the long run

Expected return G_t

$$G_t \doteq R_{t+1} + R_{t+2} + \dots + R_T$$



episodic task

Discounted Return:

$$G_t \doteq R_{t+1} + \gamma R_{t+2} + \gamma^2 R_{t+3} + \dots$$

$$= \sum_{k=0}^{\infty} \gamma^k R_{t+k+1}$$

γ : discount rate $\gamma \in [0, 1]$

$\gamma = 0$: Agent "myopic" "immediate rewards"

$$G_t = R_{t+1} + \gamma R_{t+2} + \gamma^2 R_{t+3} + \gamma^3 R_{t+4} + \dots$$

$$= R_{t+1} + \gamma (R_{t+2} + \gamma R_{t+3} + \dots)$$

$$= R_{t+1} + \gamma G_{t+1}$$

$$G_t = \sum_{k=0}^{\infty} \gamma^k = \frac{1}{1-\gamma}$$

defined w.r.t. particular ways of acting
called Policy

Value Functions

policy: a mapping from states to probabilities of π

Selecting each possible action

$\pi(a|s)$: the probability that $A_t = a$ if $S_t = s$

Value function of a state s under a policy π

State-value function for policy π

$$V_{\pi}(s) \doteq \mathbb{E}[G_t | S_t = s] \\ = \mathbb{E}_{\pi} \left[\sum_{k=0}^{\infty} \gamma^k R_{t+k+1} \mid S_t = s \right]$$

action-value function for policy π

$$Q_{\pi}(s, a) \doteq \mathbb{E}[G_t | S_t = s, A_t = a] \\ = \mathbb{E}_{\pi} \left[\sum_{k=0}^{\infty} \gamma^k R_{t+k+1} \mid S_t = s, A_t = a \right]$$

$$V_{\pi}(s)$$

$$= \mathbb{E}_{\pi} [G_t | S_t = s]$$

$$= \mathbb{E}_{\pi} [R_{t+1} + \gamma G_{t+1} | S_t = s]$$

$$= \sum_a \pi(a|s) \sum_{s'} \sum_r P(s', r | s, a) [r + \gamma \mathbb{E}_{\pi} [G_{t+1} | S_{t+1} = s']]$$

$$= \sum_a \pi(a|s) \sum_{s', r} P(s', r | s, a) [r + \gamma V_{\pi}(s')]$$

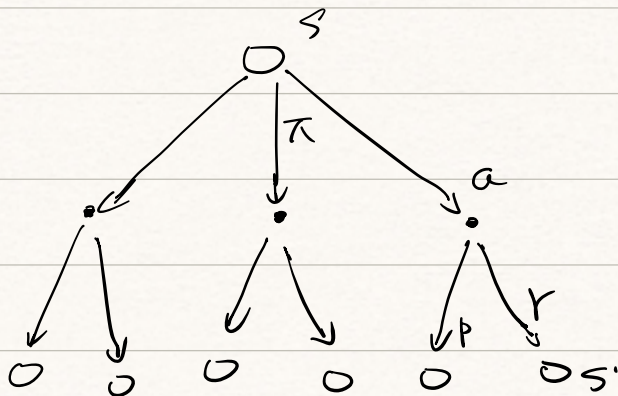
Bellman equation for V_{π}

$$V_{\pi}(s) = \sum_a \pi(a|s) \sum_{s', r} P(s', r | s, a) [r + \gamma V_{\pi}(s')]$$

transfer value information back to a state (or a state-action pair) from its successor states

(or state-action pairs) "Bootstrap"

Backup diagram for V_{π}



Optimal Policies / Optimal Value Functions

Optimal policy: π_*

Optimal state-value function V_*

$$V_*(s) \doteq \max_{\pi} V_{\pi}(s)$$

Optimal action-value function Q_*

$$Q_*(s, a) \doteq \max_{\pi} Q_{\pi}(s, a)$$

$$= \mathbb{E}[R_{t+1} + \gamma V_*(S_{t+1}) | S_t = s, A_t = a]$$

Bellman Optimality Equation

$$V_*(s) = \max_{a \in A(s)} Q_{\pi_*}(s, a)$$

$$= \max_a \mathbb{E}_{\pi_*}[G_* | S_t = s, A_t = a]$$

$$= \max_a \mathbb{E}_{\pi_*}[R_{t+1} + \gamma G_{t+1} | S_t = s, A_t = a]$$

$$V_*(s) = \max_a \mathbb{E}[R_{t+1} + \gamma V_*(S_{t+1}) | S_t = s, A_t = a]$$

$$V_*(s) = \max_a \sum_{s', r} p(s', r | s, a) [r + \gamma V_*(s')]$$

Bellman optimality equation for V_*

$$\begin{aligned} Q_*(s, a) &= \mathbb{E} [R_{t+1} + \gamma \max_{a'} Q_*(S_{t+1}, a') | S_t = s, A_t = a] \\ &= \sum_{s', r} p(s', r | s, a) [r + \gamma \max_{a'} Q_*(s', a')] \end{aligned}$$

Bellman optimality equation for Q_*