

CS 747, Autumn 2020: Week 9, Lecture 1

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Autumn 2020

Question from Last Week

Episode 1: $s_1, 5, s_1, 2, s_2, 3, s_2, 1, s_T$.

Episode 2: $s_2, 2, s_3, 1, s_3, 1, s_3, 2, s_2, 1, s_T$.

Episode 3: $s_1, 2, s_2, 2, s_1, 5, s_1, 1, s_T$.

Episode 4: $s_3, 1, s_T$.

Episode 5: $s_2, 3, s_2, 3, s_1, 1, s_T$

(Let T denote the number of episodes.)

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Reinforcement Learning

1. Least-squares and Maximum likelihood estimators
2. On-line implementation of First-visit MC
3. TD(0) algorithm
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- You have two coins.

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Coin 2



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- You are told that the probability of a head (1-reward) for Coin 1 is $p \in [0, 0.5]$, and that for Coin 2 is $2p$.

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- You toss each coin once and see these outcomes.

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What is your estimate of p (call it \hat{p})?

Two Common Estimates

- **Least-squares estimate.**

For $q \in [0, 0.5]$,

$$SE(q) = (q - 1)^2 + (2q - 0)^2.$$

$$\hat{p}_{LS} \stackrel{\text{def}}{=} \operatorname{argmin}_{q \in [0, 0.5]} SE(q) = 0.2.$$

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- Which estimate is “correct”? Neither!
- Which estimate is more useful? Depends on the use!
- Note that there are other estimates, too.

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First-visit MC Again

- Assume episodic task with $S = \{s_1, s_2, s_3\}$; following π .
- Say we start each episode with state s (for illustration s_2).

Episode 1: $s_2, 3, s_2, 1, s_{\top}$.

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- $\hat{V}^1 = G(s_2, 1, 1) = 4$.
- $\hat{V}^2 = \frac{1}{2}\{G(s_2, 1, 1) + G(s_2, 2, 1)\} = 5.5$.

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- $\hat{V}^3 = \frac{1}{3} \{G(s_2, 1, 1) + G(s_2, 2, 1) + G(s_2, 3, 1)\} \approx 6.33$.
- In general, for $t \geq 1$:

$$\hat{V}^t(s) = \frac{1}{t} \sum_{i=1}^t G(s, i, 1).$$

An On-line Implementation

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- We already know that $\lim_{t \rightarrow \infty} \hat{V}^t(s) = V^\pi(s)$.
- Will we get convergence to $V^\pi(s)$ for **other choices for α_t** ?

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- $(\alpha_t)_{t \geq 1}$ is the “learning rate” or “step size”.

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- Then $\lim_{t \rightarrow \infty} \hat{V}^t(s) = V^\pi(s)$.
- $(\alpha_t)_{t \geq 1}$ is the “learning rate” or “step size”.
- Must be large enough, as well as small enough!
- No need to store all previous episodes; t and \hat{V}^t suffice.

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- At what point of **time** can we update our estimate $\hat{V}^t(s_2)$?
- With MC methods, we would wait for s_{\top} , and then update $\hat{V}^{t+1}(s_2) \leftarrow \hat{V}^t(s_2)(1 - \alpha_{t+1}) + \alpha_{t+1}M$, where $M = 2 + \gamma \cdot 1 + \gamma^2 \cdot 1 + \gamma^3 \cdot 2 + \gamma^4 \cdot 1.$

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- With MC methods, we would wait for s_{\top} , and then update $\hat{V}^{t+1}(s_2) \leftarrow \hat{V}^t(s_2)(1 - \alpha_{t+1}) + \alpha_{t+1}M$, where $M = 2 + \gamma \cdot 1 + \gamma^2 \cdot 1 + \gamma^3 \cdot 2 + \gamma^4 \cdot 1.$
- Instead, how about this update as soon as we see s_3 ?
 $\hat{V}^{t+1}(s_2) \leftarrow \hat{V}^t(s_2)(1 - \alpha_{t+1}) + \alpha_{t+1}B$, where $B = 2 + \gamma \hat{V}^t(s_3).$

Bootstrapping

- Suppose \hat{V}^t is our current estimate of state-values.
- Say we generate this episode.

$s_2, 2, s_3, 1, s_3, 1, s_3, 2, s_2, 1, s_{\top}.$

- At what point of **time** can we update our estimate $\hat{V}^t(s_2)$?
- With MC methods, we would wait for s_{\top} , and then update $\hat{V}^{t+1}(s_2) \leftarrow \hat{V}^t(s_2)(1 - \alpha_{t+1}) + \alpha_{t+1}M$, where $M = 2 + \gamma \cdot 1 + \gamma^2 \cdot 1 + \gamma^3 \cdot 2 + \gamma^4 \cdot 1$. **Monte Carlo estimate.**
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Temporal Difference Learning: TD(0)

Assume policy to be evaluated is π .

Initialise \hat{V}^0 arbitrarily.

Assume that the agent is born in state s^0 .

For $t = 0, 1, 2, \dots$:

Take action $a^t \sim \pi(s^t)$.

Obtain reward r^t , next state s^{t+1} .

$\hat{V}^{t+1}(s^t) \leftarrow \hat{V}^t(s^t) + \alpha_{t+1}\{r^t + \gamma \hat{V}^t(s^{t+1}) - \hat{V}^t(s^t)\}.$

For $s \in S \setminus \{s^t\}$: $\hat{V}^{t+1}(s) \leftarrow \hat{V}^t(s)$. //Often left implicit.

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- $\hat{V}^t(s^t)$: current estimate; $r^t + \gamma\hat{V}^t(s^{t+1})$: new estimate.
- $r^t + \gamma\hat{V}^t(s^{t+1}) - \hat{V}^t(s^t)$: temporal difference prediction error.
- α_{t+1} : learning rate.

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- α_{t+1} : learning rate.
- Under standard conditions, $\lim_{t \rightarrow \infty} \hat{V}^t = V^\pi$.
- In episodic tasks, keep $\hat{V}^t(s_\top)$ fixed at 0 (no updating).

Reinforcement Learning

1. Least-squares and Maximum likelihood estimators
2. On-line implementation of First-visit MC
3. TD(0) algorithm
4. Convergence of Batch TD(0)
5. Control with TD learning

First-visit MC Estimate

Episode 1: $s_1, 5, s_1, 2, s_2, 3, s_2, 1, s_\top$.

Episode 2: $s_2, 2, s_3, 1, s_3, 1, s_3, 2, s_2, 1, s_\top$.

Episode 3: $s_1, 2, s_2, 2, s_1, 5, s_1, 1, s_\top$.

Episode 4: $s_3, 1, s_\top$.

Episode 5: $s_2, 3, s_2, 3, s_1, 1, s_\top$.

- Recall that for $s \in S$,

$$\hat{V}_{\text{First-visit}}^T(s) = \frac{\sum_{i=1}^T G(s, i, 1)}{\sum_{i=1}^T \mathbf{1}(s, i, 1)}.$$

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- For $s \in S$, $V : S \rightarrow \mathbb{R}$, define

$$\text{Error}_{\text{First}}(V, s) \stackrel{\text{def}}{=} \sum_{i=1}^T \mathbf{1}(s, i, 1) (V(s) - G(s, i, 1))^2.$$

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Episode 1: $s_1, 5, s_1, 2, s_2, 3, s_2, 1, s_\top$.

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- Observe that for $s \in S$, $\hat{V}_{\text{First-visit}}^T(s) = \operatorname{argmin}_V Error_{\text{First}}(V, s)$.

Every-visit MC Estimate

Episode 1: $s_1, 5, s_1, 2, s_2, 3, s_2, 1, s_{\top}$.

Episode 2: $s_2, 2, s_3, 1, s_3, 1, s_3, 2, s_2, 1, s_{\top}$.

Episode 3: $s_1, 2, s_2, 2, s_1, 5, s_1, 1, s_{\top}$.

Episode 4: $s_3, 1, s_{\top}$.

Episode 5: $s_2, 3, s_2, 3, s_1, 1, s_{\top}$.

- Recall that for $s \in S$,

$$\hat{V}_{\text{Every-visit}}^T(s) = \frac{\sum_{i=1}^T \sum_{j=1}^{\infty} G(s, i, j)}{\sum_{i=1}^T \sum_{j=1}^{\infty} \mathbf{1}(s, i, j)}.$$

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- Observe for $s \in S$, $\hat{V}_{\text{Every-visit}}^T(s) = \operatorname{argmin}_V \text{Error}_{\text{Every}}(V, s)$.

Batch TD(0) Estimate

Episode 1: $s_1, 5, s_1, 2, s_2, 3, s_2, 1, s_\top$.

Episode 2: $s_2, 2, s_3, 1, s_3, 1, s_3, 2, s_2, 1, s_\top$.

Episode 3: $s_1, 2, s_2, 2, s_1, 5, s_1, 1, s_\top$.

Episode 4: $s_3, 1, s_\top$.

Episode 5: $s_2, 3, s_2, 3, s_1, 1, s_\top$.

- After any finite T episodes, the estimate of $TD(0)$ will depend on the initial estimate V^0 .
- To “forget” V^0 , run the T collected episodes over and over again, and make $TD(0)$ updates.

Batch TD(0) Estimate

Episode 1
Episode 2
Episode 3
Episode 4
Episode 5
Episode 6 (= Episode 1)
Episode 7 (= Episode 2)
Episode 8 (= Episode 3)
Episode 9 (= Episode 4)
Episode 10 (= Episode 5)
Episode 11 (= Episode 1)
Episode 12 (= Episode 2)
⋮

- Anneal the learning rate as usual ($\alpha_t = \frac{1}{t}$).
- $\lim_{t \rightarrow \infty} V^t$ will not depend on \hat{V}^0 .
- It only depends on T episodes of real data.
- Refer to $\lim_{t \rightarrow \infty} \hat{V}^t$ as $\hat{V}_{\text{Batch-TD}(0)}^T$.
- Can we conclude something relevant about $\hat{V}_{\text{Batch-TD}(0)}^T$?

Batch TD(0) Estimate

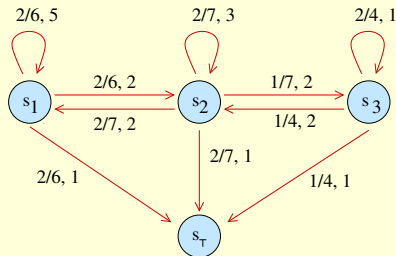
Episode 1: $s_1, 5, s_1, 2, s_2, 3, s_2, 1, s_\top$.

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- Let M_{MLE} be the MDP $(S, A, \hat{T}, \hat{R}, \gamma)$ with the highest likelihood of generating this data (true T, R unknown).

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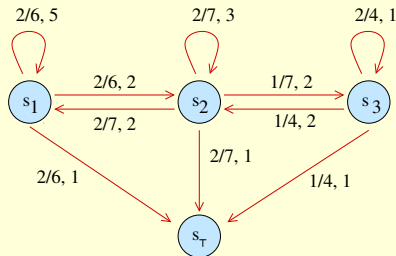
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- Let M_{MLE} be the MDP $(S, A, \hat{T}, \hat{R}, \gamma)$ with the highest likelihood of generating this data (true T, R unknown).
- $\hat{V}_{\text{Batch-TD}(0)}^T$ is the same as V^π on M_{MLE} !

Comparison

- Data.

Episode 1: $s_1, 5, s_1, 2, s_2, 3, s_2, 1, s_{\top}$.

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- Estimates.

	s_1	s_2	s_3
$\hat{V}_{\text{First-visit}}^T$	7.33	6.5	3
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- Usually a “middle path” works best. Coming up next week!

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Sketch

1. Maintain **action value function** estimate $\hat{Q}^t : S \times A \rightarrow \mathbb{R}$ for $t \geq 0$, initialised arbitrarily.

We would like to get \hat{Q}^t to converge to Q^* .

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We see three different update rules.

Three Control Algorithms

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Q-learning: $\text{Target} = r^t + \gamma \max_{a \in A} \hat{Q}^t(s^{t+1}, a).$

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- Q-learning's update is **off-policy**; the other two are **on-policy**.
- $\lim_{t \rightarrow \infty} \hat{Q}^t = Q^*$ for all three if π^t is ϵ_t -greedy w.r.t. \hat{Q}^t .
- If $\pi^t = \pi$ (time-invariant) and it still visits every state-action pair infinitely often, then $\lim_{t \rightarrow \infty} \hat{Q}^t$ is Q^π for Sarsa and Expected Sarsa, but is Q^* for Q-learning!

Temporal Difference Learning: Review

- Temporal difference (TD) learning is at the heart of RL.
- An instance of **on-line learning** (computationally cheap updates after each interaction).
- Applies to both prediction and control.
- Q-learning, Sarsa, Expected Sarsa are all **model-free** (use $\theta(|S||A|)$ -sized memory); can still be optimal in the limit.
- Bootstrapping exploits the underlying Markovian structure, which Monte Carlo methods ignore.
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- Coming up next week.