

## PROBLEM

- Learning is **difficult** in **highly stochastic** environments
- Uncertainty** in action-value function estimates propagates
- Some algorithms face this problem focusing on the **bias** of the estimate
- Despite empirical evidence, there is **no proof** that focusing on the bias is the solution

## CONTRIBUTIONS

- Split the action-value function estimate **two components**:
  - The expected reward  $\tilde{R}(x, u)$
  - The expected next state value function  $\tilde{Q}(x, u)$
- Use **different learning rates** for the two components
- We provide **empirical results** showing the effectiveness of our approach

## RQ-LEARNING ALGORITHM

### IDEA

Improve accuracy of the estimate exploiting:

Structure of the Bellman update

Uncertainty of the estimation

### APPROACH

Split the action-value function in two components

Compute the update as follows

$$\tilde{R}(x, u) = \mathbb{E}[r(x, u, x')] \quad \tilde{Q}(x, u) = \mathbb{E}\left[\max_{u'} Q^*(x', u')\right]$$

$x' \sim \mathcal{P}(x'|x, u) \quad x' \sim \mathcal{P}(x'|x, u')$

$$\tilde{R}_{t+1}(x, u) \leftarrow \tilde{R}_t(x, u) + \alpha_t (R(x, u, x') - \tilde{R}_t(x, u))$$

$$Q^*(x, u) = \tilde{R}(x, u) + \gamma \tilde{Q}(x, u)$$

$$\tilde{Q}_{t+1}(x, u) \leftarrow \tilde{Q}_t(x, u) + \beta_t (\max_{u'} Q_t(x', u') - \tilde{Q}_t(x, u))$$

Exploit the **variance of estimation** to set the learning rate

- Estimate the variance of the estimator  $\tilde{Q}$ , using the sample variance of the target:

$$\text{Var}[\tilde{Q}] \approx S_t^2 \omega_t$$

$$\omega_{t+1} = (1 - \beta_t)^2 \omega_t + \beta_t^2$$

- Compute the learning rate according to the **precision of the estimate**:

- Inversely** proportional  $\beta$ :

$$\beta_t = \frac{\sigma_e^2(t)}{\sigma_e^2(t) + \eta}$$

- Directly** proportional  $\delta$ :

$$\delta_t = e^{\frac{\sigma_e^2}{\eta} \log \frac{1}{2}}$$

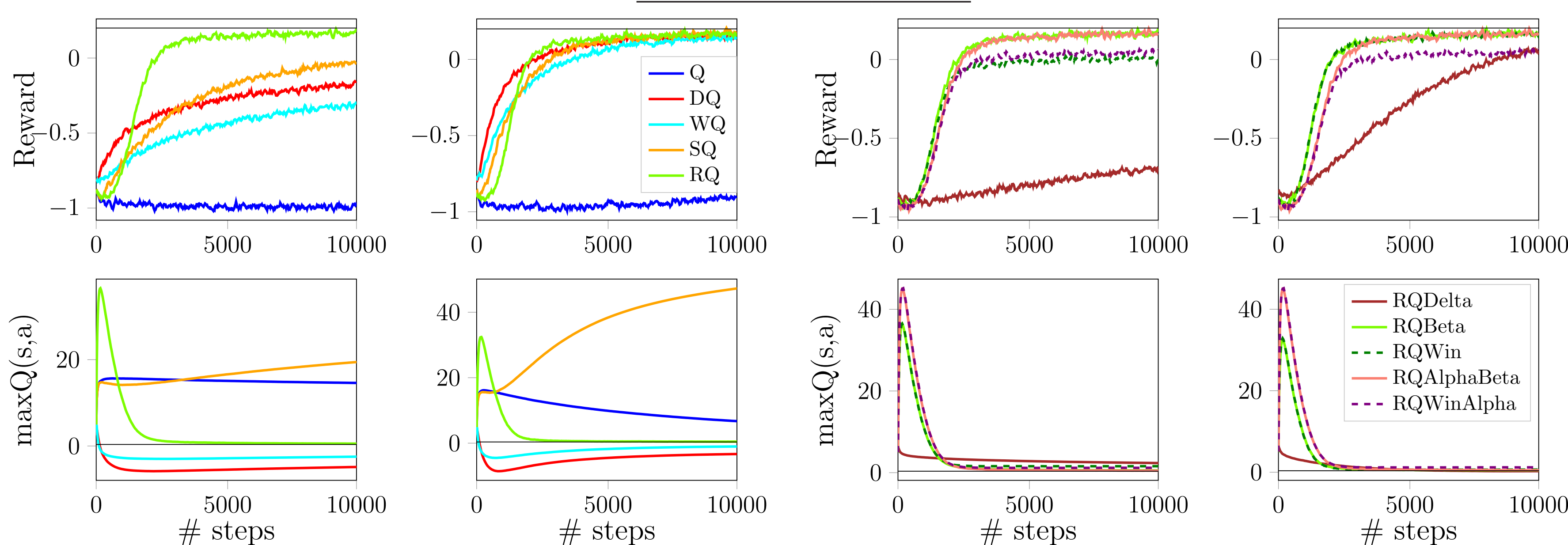
**Q-Learning:**  $\beta_t = \alpha_t$

**RQ-Learning:**  $\beta_t \neq \alpha_t$

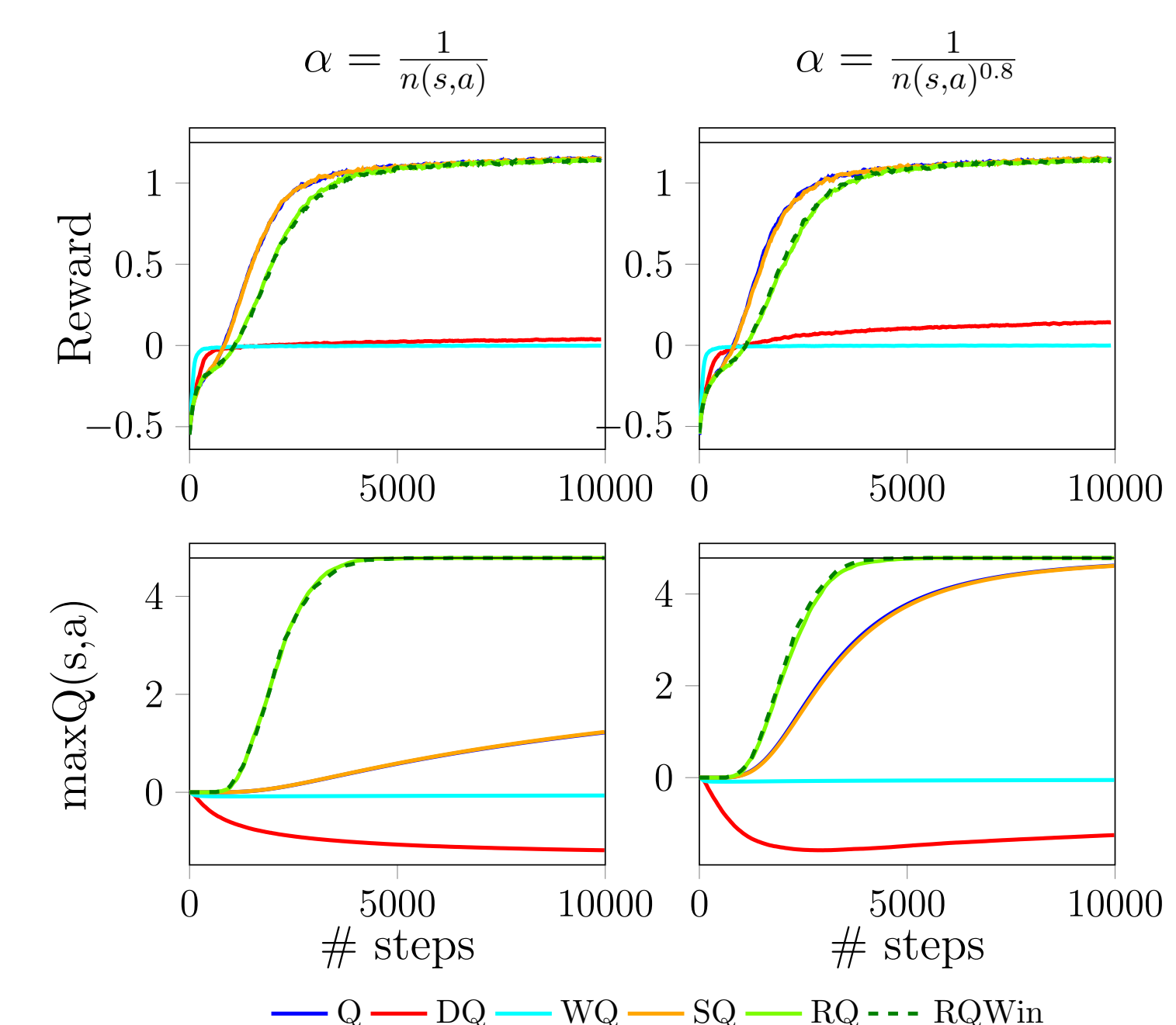
**RQ $_{\delta}$ -Learning:**  $\beta_t = \alpha_t \delta_t$

## EMPIRICAL RESULTS

### NOISY GRIDWORLD



### GRIDWORLD WITH HOLES



### DOUBLE CHAIN

