COMP90054 - Week 8 tutorial

Prepared by Zijie Xu. Last updated: 13 September 2023

Markov Decision Process (MDP)

Definition

- A MDP is a fully observable, probabilistic state model to specify a problem
 - o c.f. State-space model in classical planning
 - Model → Solver → Solution
- In this subject, we focus on discount-reward MDPs

$$P = \langle S, s_0, A, P, r, \gamma \rangle$$

 $\begin{array}{lll} S & \text{State space } S, \text{ finite and discrete} \\ s_0 & \text{A known Initial state } s_0 \in S \\ A & \text{A set of actions, with } A(s) \subseteq A \text{ for each } s \in S \\ P_a(s'|s) & \text{Transition probabilities for } s \in S \text{ and } a \in A(s) \\ r(s,a,s') & \text{Reward for transitioning from state } s \text{ to state } s' \text{ with action } a \\ \gamma & \text{Discount factor } 0 \leq \gamma < 1 \end{array}$

• For discounted-reward MDPs, optimal solutions maximise the expected discounted accumulated reward from the initial state

Policy

- Solution to a MDP is called policy π , a function that tells an agent which action is the best one to choose in each state
- A policy can be
 - o deterministic $\pi: S \to A$, which maps each state to one best action
 - o stochastic $\pi: S \times A \to \mathbb{R}$, which specifies the probability distribution from which the agent should select an action

Solver for MDP

- In this subject we focus on two techniques for solving MDPs:
 - o Value-based methods: learn the value of states and actions, then extract a policy
 - o Policy-based methods: learn the policy directly

Value Iteration

- ullet Value iteration is a value-based algorithm for finding the optimal value function V^* by solving Bellman equations iteratively
 - Value function $V: S \to \mathbb{R}$ assigns each state with a value

Idea

For each iteration over states and actions, update the Q table until it converges

- Find the value of a state using $V(s) = \max_{a \in A(s)} Q(s, a)$
- Extract the policy by $\pi(s) = \underset{a \in A(s)}{\operatorname{argmax}} Q(s, a)$
 - \circ In a state s, given V, choose the action with the highest expected reward