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# Bayesian-Adaptive Deep Reinforcement Learning via Ensemble Learning

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## 1 Introduction

While reinforcement learning is capable of controlling complex autonomous systems, RL algorithms typically require huge amounts of data and can overfit to a particular task or to be prone to disturbance. One of main challenges that needs to be addressed is train a policy robust to various model uncertainties and disturbances. In this project, we aim to address this challenge via an ensemble policy for Bayes-Adaptive Reinforcement Learning [1].

We assume that there exists a latent physics variable  $\phi$  which determines the transition function of the underlying MDP, i.e. the transition function  $P(s', \phi' | s, \phi, a)$  is now a function of state, action, and  $\phi$ . We would like to learn a policy which maximizes the long term reward given  $\phi$ . Formally, this is called Bayes-Adaptive MDP [1, 2], defined by a tuple  $\langle S', \mathcal{A}, P', P_0', R' \rangle$  where

- $S' = S \times \Phi$  is the set of (states, physics variable),
- $\mathcal{A}$  is the set of actions,
- $P(\cdot | s, \phi, a)$  is the transition function between hyper-states, conditioned on action  $a$  being taken in hyper-state  $(s, \phi)$ ,
- $P_0 \in \mathcal{P}(S \times \Phi)$  combines the initial distribution over hyper-states,
- $R'(s, \phi, a)$  represents the reward obtained when action  $a$  is taken in hyper-state  $(s, \phi)$ .

We would like to find the optimal policy for the following Bellman equation:

$$V^*(s, \phi) = \max_a \mathbb{E} \left[ R(s, a, \phi) + \gamma \sum_{s', \phi'} P(s', \phi' | s, \phi, a) V^*(s', \phi') \right] \quad (1)$$

This formulation is often referred as Bayes-Adaptive Reinforcement Learning (BARL) [1].

We make two simplifications to BARL formulation. First, we assume that the dynamics of  $s'$  and  $\phi'$  are independent given  $P(s, \phi, a)$ , i.e.

$$P(s', \phi' | s, \phi, a) = P(s' | s, \phi, a) \cdot P(\phi' | s, \phi, a).$$

Second, we assume that  $\phi$  changes slowly w.r.t. the system such that an optimal policy for a fixed  $\phi$ ,  $\pi_\phi$ , is a reasonable short-term approximation of the long-term optimal policy.

Above two assumptions allow us to simplify BARL with a gated ensemble policy learning method. At the high-level, we have a gating network that determines the best estimate of the physics parameters at time  $t$ ,

$$P(\phi_t) = g(s_{t-1}, \phi_{t-1}, a_{t-1})$$

which serves as a gating function for an ensemble of  $\phi$ -dependent policies, i.e.

$$\pi(a_t | s_t) = \sum_{\phi_t} P(\phi_t) \pi_{\phi_t}(a_t | s_t).$$

We model  $g$  as a network capable of modeling evolving state change, e.g. Recurrent Neural Networks or Temporal Convolutional Networks. At the low level, we train an ensemble of  $N$  policies, where each policy is trained with  $\phi$  sampled from the distribution of physics parameters this system may encounter during the course of operation.

## 2 Background

Our work is closely related to QMDP [3, 4] which is an approximation for POMDP. QMDP approximates POMDP by assuming fully-observable MDP after 1-step, and approximating the Q-value at the current belief state  $b(s)$  as  $Q_a(b) = \sum_s b(s)Q_{MDP}(s, a)$ . In our problem setup, we have a belief over the physics parameters  $\phi$  of the MDP,  $b(\phi)$ , and we compute the policy  $Q_a(s; b) = \sum_{\phi} b(\phi)Q_{MDP}(s, a; \phi)$ .

## References

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