

Iterative epsilon greedy policy improvement

Is epsilon greedy a better policy?

Is epsilon greedy a better policy?

Theorem

For any MDP, $\epsilon - greedy(\pi) \geq \pi$.

Is epsilon greedy a better policy?

Theorem

For any MDP, ϵ -greedy(π) $\geq \pi$, if π is ϵ -soft.

Definition (ϵ – soft policy)

A policy π is ϵ – soft if it takes random actions with a probability greater than or equal to ϵ for all states in the MDP.

Definition (ϵ – soft policy)

A policy π is ϵ – soft if it takes random actions with a probability greater than or equal to ϵ for all states in the MDP.

Example (Pole direction policy in CartPole-v0)

Definition (ϵ – soft policy)

A policy π is ϵ – soft if it takes random actions with a probability greater than or equal to ϵ for all states in the MDP.

Example (Pole direction policy in CartPole-v0)

- In $\pi_{\text{pole direction policy}}$, probability of taking random action is 0.

Definition (ϵ – soft policy)

A policy π is ϵ – soft if it takes random actions with a probability greater than or equal to ϵ for all states in the MDP.

Example (Pole direction policy in CartPole-v0)

- ▶ In $\pi_{\text{pole direction policy}}$, probability of taking random action is 0.
- ▶ For any $\epsilon > 0$, the probability of taking random actions is **not** $\geq \epsilon$. Therefore, it is **not** ϵ – soft .

Definition (ϵ – soft policy)

A policy π is ϵ – soft if it takes random actions with a probability greater than or equal to ϵ for all states in the MDP.

Example (Pole direction policy in CartPole-v0)

- ▶ In $\pi_{\text{pole direction policy}}$, probability of taking random action is 0.
- ▶ For any $\epsilon > 0$, the probability of taking random actions is **not** $\geq \epsilon$. Therefore, it is **not** ϵ – soft .
- ▶ ϵ – greedy($\pi_{\text{pole direction policy}}$) is not guaranteed to give a policy improvement.

Definition (ϵ – soft policy)

A policy π is ϵ – soft if it takes random actions with a probability greater than or equal to ϵ for all states in the MDP.

Example (Pole direction policy in CartPole-v0)

- ▶ In $\pi_{\text{pole direction policy}}$, probability of taking random action is 0.
- ▶ For any $\epsilon > 0$, the probability of taking random actions is **not** $\geq \epsilon$. Therefore, it is **not** ϵ – soft .
- ▶ ϵ – greedy($\pi_{\text{pole direction policy}}$) is not guaranteed to give a policy improvement.

Example (Random policy in CartPole-v0)

Definition (ϵ – soft policy)

A policy π is ϵ – soft if it takes random actions with a probability greater than or equal to ϵ for all states in the MDP.

Example (Pole direction policy in CartPole-v0)

- ▶ In $\pi_{\text{pole direction policy}}$, probability of taking random action is 0.
- ▶ For any $\epsilon > 0$, the probability of taking random actions is **not** $\geq \epsilon$. Therefore, it is **not** ϵ – soft .
- ▶ ϵ – greedy($\pi_{\text{pole direction policy}}$) is not guaranteed to give a policy improvement.

Example (Random policy in CartPole-v0)

- ▶ π_{random} takes random actions with probability 1.

Definition (ϵ – soft policy)

A policy π is ϵ – soft if it takes random actions with a probability greater than or equal to ϵ for all states in the MDP.

Example (Pole direction policy in CartPole-v0)

- ▶ In $\pi_{\text{pole direction policy}}$, probability of taking random action is 0.
- ▶ For any $\epsilon > 0$, the probability of taking random actions is **not** $\geq \epsilon$. Therefore, it is **not** ϵ – soft .
- ▶ ϵ – greedy($\pi_{\text{pole direction policy}}$) is not guaranteed to give a policy improvement.

Example (Random policy in CartPole-v0)

- ▶ π_{random} takes random actions with probability 1.
- ▶ For any $\epsilon \leq 1$, for example $\epsilon = 0.9$, the probability of taking random actions is greater than or equal to ϵ in this policy.

Definition (ϵ – soft policy)

A policy π is ϵ – soft if it takes random actions with a probability greater than or equal to ϵ for all states in the MDP.

Example (Pole direction policy in CartPole-v0)

- ▶ In $\pi_{\text{pole direction policy}}$, probability of taking random action is 0.
- ▶ For any $\epsilon > 0$, the probability of taking random actions is **not** $\geq \epsilon$. Therefore, it is **not** ϵ – soft .
- ▶ ϵ – greedy($\pi_{\text{pole direction policy}}$) is not guaranteed to give a policy improvement.

Example (Random policy in CartPole-v0)

- ▶ π_{random} takes random actions with probability 1.
- ▶ For any $\epsilon \leq 1$, for example $\epsilon = 0.9$, the probability of taking random actions is greater than or equal to ϵ in this policy.
- ▶ π_{random} is ϵ – soft for any $\epsilon \leq 1$

Definition (ϵ – soft policy)

A policy π is ϵ – soft if it takes random actions with a probability greater than or equal to ϵ for all states in the MDP.

Example (Pole direction policy in CartPole-v0)

- ▶ In $\pi_{\text{pole direction policy}}$, probability of taking random action is 0.
- ▶ For any $\epsilon > 0$, the probability of taking random actions is **not** $\geq \epsilon$. Therefore, it is **not** ϵ – soft .
- ▶ ϵ – greedy($\pi_{\text{pole direction policy}}$) is not guaranteed to give a policy improvement.

Example (Random policy in CartPole-v0)

- ▶ π_{random} takes random actions with probability 1.
- ▶ For any $\epsilon \leq 1$, for example $\epsilon = 0.9$, the probability of taking random actions is greater than or equal to ϵ in this policy.
- ▶ π_{random} is ϵ – soft for any $\epsilon \leq 1$
- ▶ In particular, π_{random} is 0.9 – soft

$$\pi_{\text{random}} \leq \epsilon - \text{greedy}(\pi_{\text{random}})|_{\epsilon=0.9}$$

$$\pi_{\text{random}} \leq \epsilon - \text{greedy}(\pi_{\text{random}})|_{\epsilon=0.9} := \pi_1$$

$$\pi_{\text{random}} \leq \epsilon - \text{greedy}(\pi_{\text{random}})|_{\epsilon=0.9} := \pi_1$$

Example (π_1 in CartPole-v0)

$$\pi_{\text{random}} \leq \epsilon - \text{greedy}(\pi_{\text{random}})|_{\epsilon=0.9} := \pi_1$$

Example (π_1 in CartPole-v0)

- ▶ π_1 takes random actions with probability 0.9.

$$\pi_{\text{random}} \leq \epsilon - \text{greedy}(\pi_{\text{random}})|_{\epsilon=0.9} := \pi_1$$

Example (π_1 in CartPole-v0)

- ▶ π_1 takes random actions with probability 0.9.
- ▶ For any $\epsilon \leq 0.9$, for example $\epsilon = 0.8$, the probability of taking random actions is greater than or equal to ϵ in this policy.

$$\pi_{\text{random}} \leq \epsilon - \text{greedy}(\pi_{\text{random}})|_{\epsilon=0.9} := \pi_1$$

Example (π_1 in CartPole-v0)

- ▶ π_1 takes random actions with probability 0.9.
- ▶ For any $\epsilon \leq 0.9$, for example $\epsilon = 0.8$, the probability of taking random actions is greater than or equal to ϵ in this policy.
- ▶ π_1 is $\epsilon - \text{soft}$ for any $\epsilon \leq 0.9$.

$$\pi_{\text{random}} \leq \epsilon - \text{greedy}(\pi_{\text{random}})|_{\epsilon=0.9} := \pi_1$$

Example (π_1 in CartPole-v0)

- ▶ π_1 takes random actions with probability 0.9.
- ▶ For any $\epsilon \leq 0.9$, for example $\epsilon = 0.8$, the probability of taking random actions is greater than or equal to ϵ in this policy.
- ▶ π_1 is $\epsilon - \text{soft}$ for any $\epsilon \leq 0.9$.
- ▶ In particular, π_1 is 0.8 - soft

$$\begin{aligned}
\pi_{\text{random}} &\leq \epsilon - \text{greedy}(\pi_{\text{random}})|_{\epsilon=0.9} := \pi_1 \\
&\leq \epsilon - \text{greedy}(\pi_1)|_{\epsilon=0.8} := \pi_2
\end{aligned}$$

$$\begin{aligned}
\pi_{\text{random}} &\leq \epsilon - \text{greedy}(\pi_{\text{random}})|_{\epsilon=0.9} := \pi_1 \\
&\leq \epsilon - \text{greedy}(\pi_1)|_{\epsilon=0.8} := \pi_2 \\
&\leq \epsilon - \text{greedy}(\pi_2)|_{\epsilon=0.7} := \pi_3 \\
&\dots
\end{aligned}$$

Under which condition does iterative greedy policy improvement converge to the optimal policy?

$$\begin{aligned}\pi_{\text{random}} &\leq \epsilon - \text{greedy}(\pi_{\text{random}})|_{\epsilon=0.9} := \pi_1 \\ &\leq \epsilon - \text{greedy}(\pi_1)|_{\epsilon=0.8} := \pi_2 \\ &\leq \epsilon - \text{greedy}(\pi_2)|_{\epsilon=0.7} := \pi_3 \\ &\dots \\ &= \pi_*\end{aligned}$$

Under which condition does iterative greedy policy improvement converge to the optimal policy?

$$\begin{aligned}\pi_{\text{random}} &\leq \epsilon - \text{greedy}(\pi_{\text{random}})|_{\epsilon=0.9} := \pi_1 \\ &\leq \epsilon - \text{greedy}(\pi_1)|_{\epsilon=0.8} := \pi_2 \\ &\leq \epsilon - \text{greedy}(\pi_2)|_{\epsilon=0.7} := \pi_3 \\ &\dots \\ &= \pi_*\end{aligned}$$

Theorem (Greedy in the Limit of Infinite Exploration (GLIE) guarantees convergence)

Under which condition does iterative greedy policy improvement converge to the optimal policy?

$$\begin{aligned}\pi_{\text{random}} &\leq \epsilon - \text{greedy}(\pi_{\text{random}})|_{\epsilon=0.9} := \pi_1 \\ &\leq \epsilon - \text{greedy}(\pi_1)|_{\epsilon=0.8} := \pi_2 \\ &\leq \epsilon - \text{greedy}(\pi_2)|_{\epsilon=0.7} := \pi_3 \\ &\dots \\ &= \pi_*\end{aligned}$$

Theorem (Greedy in the Limit of Infinite Exploration (GLIE) guarantees convergence)

$$\lim_{t \rightarrow \infty} \text{visit_number}[(s, a)] \rightarrow \infty$$

Under which condition does iterative greedy policy improvement converge to the optimal policy?

$$\begin{aligned}\pi_{\text{random}} &\leq \epsilon - \text{greedy}(\pi_{\text{random}})|_{\epsilon=0.9} := \pi_1 \\ &\leq \epsilon - \text{greedy}(\pi_1)|_{\epsilon=0.8} := \pi_2 \\ &\leq \epsilon - \text{greedy}(\pi_2)|_{\epsilon=0.7} := \pi_3 \\ &\dots \\ &= \pi_*\end{aligned}$$

Theorem (Greedy in the Limit of Infinite Exploration (GLIE) guarantees convergence)

$$\lim_{t \rightarrow \infty} \text{visit_number}[(s, a)] \rightarrow \infty$$

$$\lim_{t \rightarrow \infty} \epsilon \rightarrow 0$$

In practice, it is not possible to satisfy the GLIE condition

In practice, it is not possible to satisfy the GLIE condition

- ▶ Computer programs cannot run for infinite time.

In practice, it is not possible to satisfy the GLIE condition

- ▶ Computer programs cannot run for infinite time.
- ▶ Even human life is limited!

In practice, it is not possible to satisfy the GLIE condition

- ▶ Computer programs cannot run for infinite time.
- ▶ Even human life is limited!

In practice, we do the following

In practice, it is not possible to satisfy the GLIE condition

- ▶ Computer programs cannot run for infinite time.
- ▶ Even human life is limited!

In practice, we do the following

- ▶ Choose a finite number of policy improvement steps e.g. 10000 policy improvement steps.

In practice, it is not possible to satisfy the GLIE condition

- ▶ Computer programs cannot run for infinite time.
- ▶ Even human life is limited!

In practice, we do the following

- ▶ Choose a finite number of policy improvement steps e.g. 10000 policy improvement steps.
- ▶ At each policy improvement step, slightly reduce ϵ until it is nearly 0 at the 10000th step.

In practice, it is not possible to satisfy the GLIE condition

- ▶ Computer programs cannot run for infinite time.
- ▶ Even human life is limited!

In practice, we do the following

- ▶ Choose a finite number of policy improvement steps e.g. 10000 policy improvement steps.
- ▶ At each policy improvement step, slightly reduce ϵ until it is nearly 0 at the 10000th step.
- ▶ Stop at the 10000th policy improvement step and hope that we have converged to the optimal policy.

Epsilon schedule

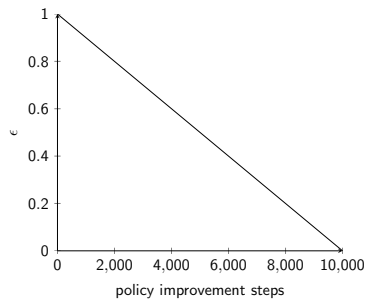


Figure: Linear ϵ schedule

Epsilon schedule

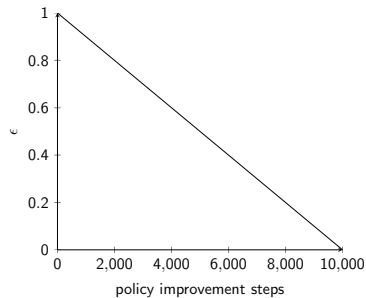


Figure: Linear ϵ schedule

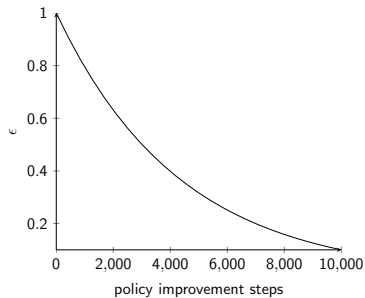


Figure: Exponential ϵ schedule