O1DROS Seminar Course on Dynamic Decision Making

2017/2018 Lecture 10 25.4

Temporal Difference Vk+1 (s) = max [R(a,s) + [YZ T(s'(a,s) . Vk(s')] Temporal Difference Learning (TD); Let we have experience (s', a, v, s), Find pupalate Vwew(s)-Vols) New (s) = (1-d) Vod((s)+ d[r+ & Void (s')] = VOLD (s)+d[r+ Y VOLD (s')-VOLD (S)] (*) (*) is a stochastic variant of DP (converges with prof. 1) Reinforcement D: r > r Vous (s) - lous (s) => increase V(s) r < 8 Vold(s')-Vold(s) => decrease V(s)

$$\begin{array}{lll}
| S_{1} | S_{2} | S_{3} | S_{4} | & | Left' | in S_{1} \Rightarrow reward = | loo | forwisel | left, right' | in S_{4} \Rightarrow 0 \\
| V_{T} | = [0, 0, 0, 0] - termine | value.
\\
| V_{T-1} (S) = \max \left[r(S, a) + V \cdot \sum_{S'} T(S'|S, a) \cdot V_{T}(S') \right] \\
&= \max \left[r(S, a) + V \cdot V_{T}(S') \right] \\
| V_{T-1} (S_{1}) = \max \left[r(S_{1}, a) + V \cdot V_{T}(S_{2}) \right] = | loo + 0.7 \cdot 0 = | loo.
\\
| V_{T-1} (S_{2}) = V_{T-1} (S_{3}) = V_{T-1} (S_{4}) = 0.
\\
| V_{T-2} (S_{4}) = \max \left[r(S_{1}, a) + V \cdot V_{T-1} (S_{2}) \right] = | loo + 0.7 \cdot 0 = | loo.
\\
| V_{T-2} (S_{2}) = 0 + 0.7 \cdot V_{T-1} (S_{1}) = 0.7 \cdot | loo = | To.
\\
| V_{T-2} (S_{2}) = V_{T-2} (S_{4}) = 0
\\
| V_{T-3} (S_{1}) = \max \left[r(S_{1}, a) + V \cdot V_{T-2} (S_{2}) \right] = | loo + 0.7 \cdot | loo = | To.
\\
| V_{T-3} (S_{2}) = \max \left[r(S_{1}, a) + V \cdot V_{T-2} (S_{2}) \right] = | loo + 0.7 \cdot | loo = | To.
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\\
| V_{T-3} (S_{2}) = \max \left[r(S_{1}, a) + V \cdot V_{T-2} (S_{2}) \right] = | loo + 0.7 \cdot | to = | To.
\end{aligned}$$

 $\begin{array}{l} V_{T-2}(S3) = V_{T-2}(S4) = 0 \\ V_{T-3}(S1) = \max \left[\frac{r(S1,a)}{r(S2,a)} + \frac{r(S1,a)}{r(S2,a)} + \frac{r(S1)}{r(S2)} \right] = 0 + 0.7 \cdot \ln 0 = 70. \\ V_{T-3}(S2) = \max \left[\frac{r(S2,a)}{r(S3,a)} + \frac{r(S3)}{r(S2)} \right] = 0 + 0.7 \cdot \ln 0 = 70. \\ V_{T-3}(S3) = \max \left[\frac{r(S3,a)}{r(S3,a)} + \frac{r(S2)}{r(S2)} \right] = 0 + 0.7 \cdot \ln 0 = 70. \\ V_{T-3}(S4) = 0 \\ V_{T-4}(S4) = 0 \\ V_{T-4}(S4) = 0 + 0.7 \cdot \ln 0 = 70. \\ V_{T-4}(S4) = 70. \\ V_{T-$

Link between linear quadratic control and MDP

Recap: Kalman filter

- POMDP
- belief state (degree of belief in s_{t+1}): $b_{t+1}(s_{t+1}) = \Pr(s_{t+1}|o_{t+1}, a_t, b_t) \propto \Pr(o_{t+1}|s_{t+1}, a_t) \sum_{s \in S} T(s_{t+1}|a_t, s_t) b_t(s_t)$
- belief dynamics is Gaussian => Kalman filter

Control theory

Optimal control theory:

Given: cost function.

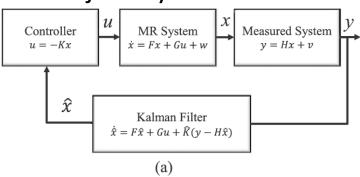
Problem: optimise sum of cost at any step and terminal cost.

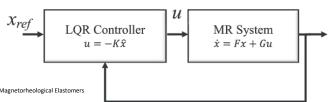
Result: optimal control sequence and optimal state trajectory

Problem in practice: what control action should we apply to move a system to a desired state?

Given: desired state (or trajectory).

Result: optimal control trajectory.





Consider a discrete-time continuous state system:

Dyramics: (Linear) S +1 = AS+ + Ba+

Cost perstep: $C(S_{t}, a_{t}) = S_{t}^{T} Q S_{t} + a_{t}^{T} R a_{t}$ R > 0, $Q \ge 0$ $C_{T}(S_{T}) = S_{t}^{T} Q S_{T} - \text{terminal cost}$ (quadratic)

Control objective: Choose Tr(s,....s, 9,... 9,...) to minimise

 $\sum_{t=1}^{T-1} C(S_{t}, Q_{t}) + C_{t}(S_{t})$ can be assumed = 0.

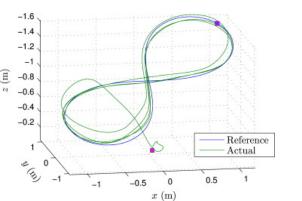
This is "classical" control problem, In LQR:

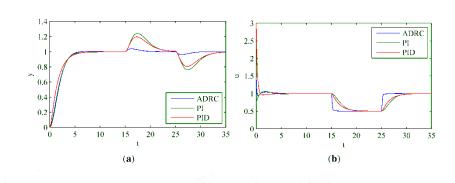
-> state s elvolves linearly (due to A) and any deviations are corrected by a (Note: it is limited by B)

> the cost cfs,a) penalises any deviation of either a

LOR (linear quadratic regulation problem) can > keep state & close to original value regulation problem -> keep state s close to a reference trajectory { 5}}
tracking problem

in that case cost reads: $C(s_t, a_t) = ||s_t - \overline{s_t}||_Q + ||a||_P$





deterministic LQR and MDP

	MDP dynamic	Deterministic LQR
System Dynamics	$T(s_{t+1} a_t, s_t)$	$s_{t+1} = As_t + Ba_t$
DM rule (controller structure)	$a_t = \pi(s_t)$	$a_t = \pi(s_t)$
Objective function (utility)	$E[Σ_{t=0} c_t(s_t, a_t) + c_T(s_T) s_t, a_t]$	$\sum_{t=0}^{\infty} c_t(s_t, a_t) + c_T(s_T)$

Using Markov strategies does not lead to any loss of optimality.

Consider finite-horizon problem:
$$VI: V_{T-1}(s) = \max_{a} [r + \sqrt{2}T(s'|s,a).]$$

$$\{a_t\}_{t \in N}^{opt} = \underset{\{a_t\}_{t \in N}}{\operatorname{arg min}} \sum_{t=0}^{T} C(S_{t}, a_t), \text{ where } S_{0} \text{ is given.}$$

VI can be used for finite-horison by optimally solving the problem at time T, then use the results for T-1 and so on.

At time T (terminal state):
$$V_{T}(S_{T}) = \min C (S_{T}, a_{T}) = \min (S_{T}^{T}QS_{T} + a_{T}^{T}Ra_{T})$$

$$a_{T} \qquad a_{T}$$

$$= S_{T}^{T}QS_{T} := S^{T}\underset{T}{P}S$$

$$a_{T} \text{ is Not important (mostly it is 0)}$$

$$V_{T-1}(s) = \min \left[c(s,a) + V_{T}(s_{T}) = \min \left[c(s,a) + V_{T}(A \cdot s + B \cdot u) \right] \right]$$

$$= \min \left[s^{T}Qs + a^{T}Ra + (A \cdot s + B \cdot a)^{T}P_{T}(A \cdot s + B \cdot a) \right]$$

$$= s^{T}Q \cdot s + (A \cdot s)^{T}P_{T}(A \cdot s) +$$

$$+ \min \left[a^{T}Ra + (Ba)^{T}P_{T}(Ba) + (As)^{T}P_{T}(As) \right]$$

$$a^{opt} = argmin P(a,s)$$

$$a^{opt} = argmin P(a,s)$$

$$a^{opt} = argmin P(a,s) = -(R + B^{T}P_{T}B)^{-1} \cdot B^{T}P_{T}A \cdot s$$
optimal $a^{opt} = argmin P(a,s) = -(R + B^{T}P_{T}B)^{-1} \cdot B^{T}P_{T}A \cdot s$

VI: V_{T-1}(s)= max [r+ \sum \sum T(s' | s,a), V_T(s')]

Sum over s', so:

IN OUR case model is deterministic => No need to

Riccati equations are named after count Jacopo Francesco Riccati (1676-1754) who studied the differential equations of the form

 $y'(t)=c_0(t)+c_1(t)$ $y(t)+c_2(t)$ $y^2(t)$ and its variations. In modern control,



such equations arise in the calculus of variations and optimal filtering. The discrete-time version of these equations are also named after Riccati. Covariance matrices in Kalman filter are computed and are given by the forward Riccati difference equation.

Take home message

- MDP and LQR is linked: iterative vs non-iterative proof.
- Similar approach can be used in LQG (Linear-Quadratic-Gaussian) control when the controller acts on states s predicted by Kalman filter (see Kalman filter lecture)
- The optimal controller in LQG is the same as in the deterministic case.
 The only effect of the noise is to increase the value function (This phenomenon is unique to LQG systems).