# DISCOVERING AND REMOVING EXOGENOUS STATE VARIABLES AND REWARDS FOR REINFORCEMENT LEARNING

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### Motivation

 Consider training your car to drive you to work every day

### MDP

- states: car location + traffic
- actions: turns to make
- cost: total time to reach the office

### Problem:

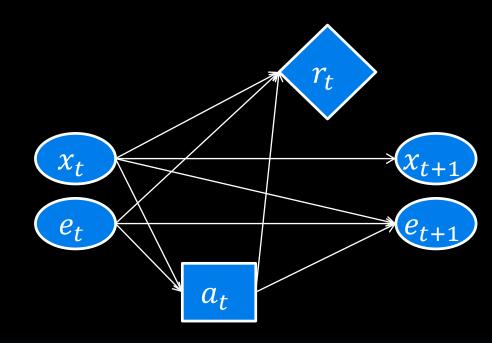
Your actions only control part of the cost. Most of the cost is determined by what other drivers are doing

### Consequences

- The cost of any policy  $\pi$  will have high variance
- This will require smaller learning rates and larger training samples
- Policy gradient will require tiny step sizes
  - Needs to average over many trajectories to estimate  $\nabla_{\theta}V^{\pi}(s_0;\theta)$
- Q learning will require tiny learning rate
  - Needs to average over many transitions to estimate Q(s, a)

## **Exogenous State MDP**

MDP state can be partitioned into s = (x,e), where x is exogenous and e is endogeneous



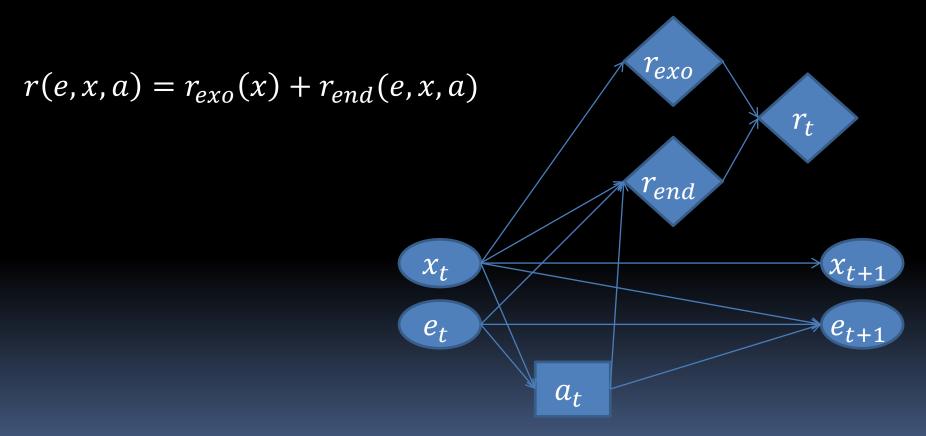
#### Transitions:

 $P(x_{t+1}, e_{t+1} | x_t, e_t, a_t) = P(e_{t+1} | x_t, e_t, a_t) P(x_{t+1} | x_t)$ 

Actions only affect  $e_{t+1}$  x evolves independently but is still Markov

# Analysis

Assumption: Reward Decomposes Additively



# Exo-Endo Decomposition

 Theorem 1: Any exogenous MDP can be decomposed into an exogenous Markov Reward Process and an endogenous MDP

$$V^*(e,x) = V_{exo}^*(x) + V_{end}^*(e,x)$$

$$V_{exo}^{*}(x) = r_{exo}(x) + \gamma \mathbb{E}_{x' \sim P(x'|x)}[V_{exo}^{*}(x')]$$

$$V_{end}^{*}(e, x) = \max_{a} r_{end}(e, x, a) + \gamma \mathbb{E}_{x' \sim P(x'|x)} \mathbb{E}_{e' \sim P(e'|e, x, a)} [V_{end}^{*}(e', x')]$$

# Corollary

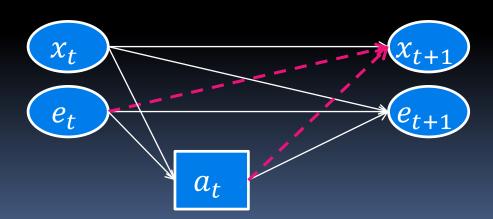
 Corollary: Any optimal policy for the endogenous MDP is an optimal policy for the original MDP

# When is it easier to solve the Endogenous MDP?

- Answer: When the variance of the return of the Endogenous MDP is less than the variance of the return of the original MDP
- Covariance Condition:
  - Let  $B(\tau)$  denote the cumulative discounted reward along trajectory  $\tau$
- Paper derives Bellman updates for variance and covariance of the return

### Estimating the Endo-Exo Decomposition

- Suppose we have a database of transitions  $\{(s_i, a_i, r_i, s_i')\}_{i=1}^n$  gathered by executing one or more exploration policies on the MDP
- Linear case  $\Rightarrow$  additive decomposition:  $x = W^{\mathsf{T}}s; \ e = s - WW^{\mathsf{T}}s$
- Find W to satisfy  $I(x_{t+1}; (e_t, a_t)|x_t) = 0$



# Two Algorithms

- Approximate  $I(x_{t+1}; (e_t, a_t)|x_t)$  by the Partial Correlation Coefficient
- Global Algorithm
  - For each  $1 \le d_x \le d$ , compute a d-dimensional W
  - Solves d Steiffel Manifold optimizations of increasing size
- Stepwise Algorithm
  - Similar to PCA
  - Compute one column of W in each iteration
  - Solves d 1-dimensional Steiffel Manifold optimizations
- Matlab Manopt

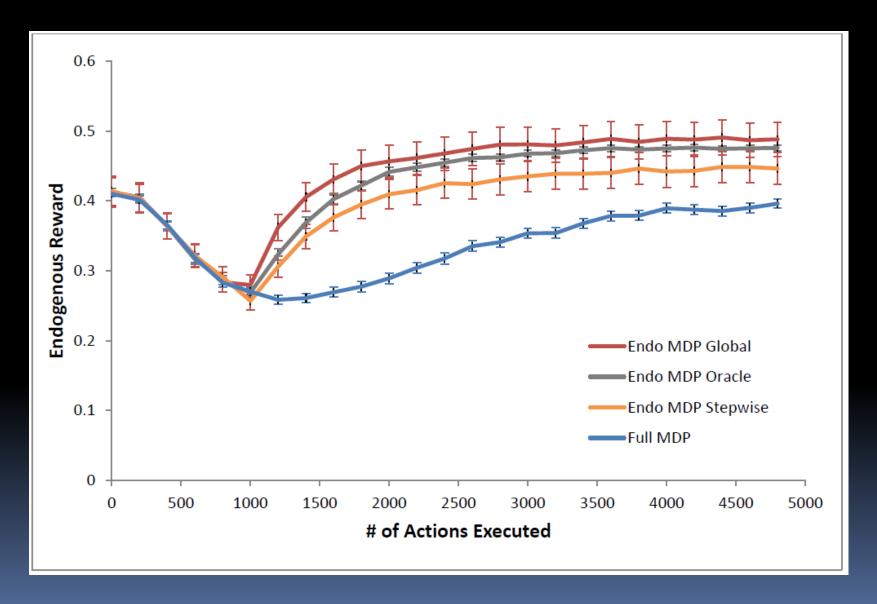
# Toy Problem 1: 30 Dimensions

- 15 dimensions are exogenous
- 15 dimensions are endogenous
- $X_{t+1} = M_x X_t + \mathcal{E}_x$

$$E_{t+1} = M_e \begin{bmatrix} E_t \\ X_t \\ A_t \end{bmatrix} + \mathcal{E}_e$$

- $\mathcal{E}_{x} \sim \mathcal{N}(0,0.09); \ \mathcal{E}_{e} \sim \mathcal{N}(0,0.04)$
- $R_x = -3 \ avg(X)$ ;  $R_e = \exp[-|avg(E_t) 1|]$
- $M, M_x, M_e$  are random matrices with elements  $\sim \mathcal{N}(0,1)$ . Rows normalized to sum to 0.99.
- $\beta = 1$ , learning rate = 0.05. 2 hidden layers w/ 40 tanh units

# Results

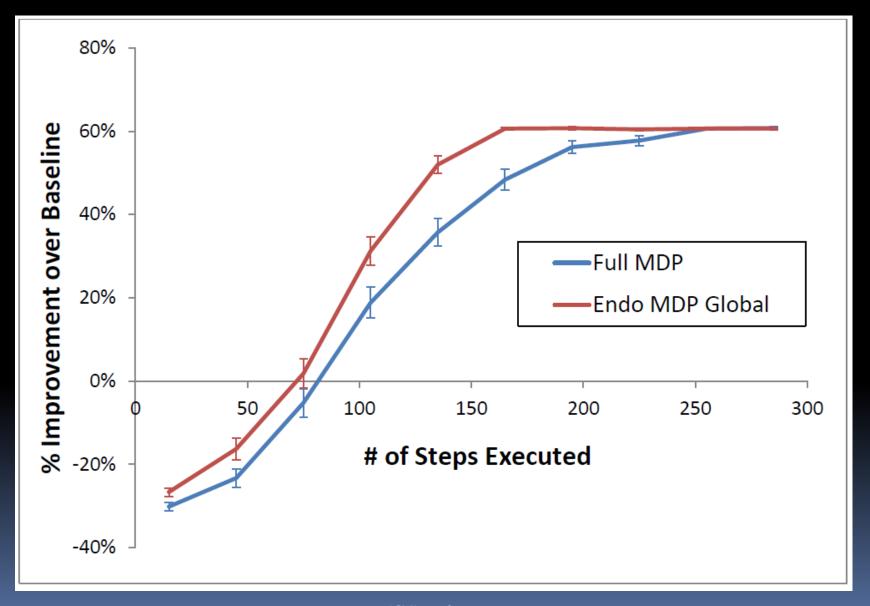


ICML 2018 1:

# Cell Network Optimization

- Adjust cell tower parameters to minimize # of users experiencing poor throughput
- Action: increase/reduce threshold on signal power for when to switch channel for a user
- Time step: 1 hour
- Data: 5 days, hourly, 105 cells, Huawei Customer
- Simulator: MFMC (Fonteneau et al 2012)
- discount factor 0.95
- features: # active users, avg # of users, channel quality index, small packets/total packets; small packet bytes / total packet bytes
- Reward function:  $R_t = -P_t = \text{fraction of customers}$  with low bandwidth during period  $(t, t + \Delta t)$
- Separate fixed horizon evaluation trials

# Results



# Summary

- Exogenous state can lead to highvariance rewards, which make RL slow
- An MDP with exogenous state can be decomposed into an exogenous MRP and an endogenous MDP
- Solving the endogenous MDP gives an optimal policy for the original MDP

# Acknowledgments

 Dietterich's time was supported by a gift to OSU from Huawei, Inc.

# Questions?