

Dynamic Programming & Reinforcement Learning

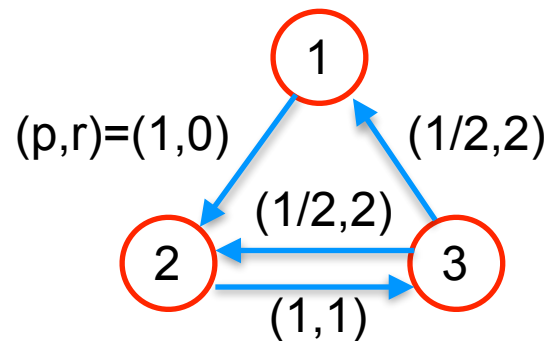
Lecture 4 The Poisson equation

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Markov reward chains



- **Rewards**: Visiting state x gives immediate reward $r(x)$
- What is the long-term average reward $\phi_* =$ limiting expected reward?
- $\phi_* = \text{Er}(X_\infty) = \sum_x P(X_\infty=x)r(x) = \sum_x \pi_*(x)r(x) = \pi_*^T r$
- **Example**: $\pi_*=(0.2,0.4,0.4)$, $r=(0,1,2) \Rightarrow \phi_* = 1.2$



Markov decision chains



- **Rewards:** Visiting state x and choosing action a gives **immediate reward** $r(x,a)$
- **Transitions:** $p(y|x,a)$
- **Objective:** Maximise expected long-term average reward ϕ_* = expected limiting reward
- Policies: $\alpha(a|x)$ = probability of choosing a in x
- Then $p(y|x) = \sum_a \alpha(a|x)p(y|x,a)$ (law of total probability)
- and thus $\sum_x \pi_*(x)p(y|x) = \pi_*(y) \Leftrightarrow \sum_{x,a} \pi_*(x)\alpha(a|x)p(y|x,a) = \sum_a \pi_*(y)\alpha(a|y)$
- Define $\pi_*(x,a) = \pi_*(x)\alpha(a|x)$ = “state-action frequency”
- Then $\sum_x \pi_*(x)p(y|x) = \pi_*(y) \Leftrightarrow \sum_{x,a} \pi_*(x,a)p(y|x,a) = \sum_a \pi_*(y,a)$
- Also $\phi_* = \sum_{x,a} \pi_*(x)\alpha(a|x)r(x,a) = \sum_{x,a} \pi_*(x,a)r(x,a)$

Markov decision chains



We have:

$$\sum_{x,a} \pi_*(x,a)p(y|x,a) = \sum_a \pi_*(y,a)$$

$$\phi_* = \sum_{x,a} \pi_*(x,a)r(x,a)$$

Optimization:

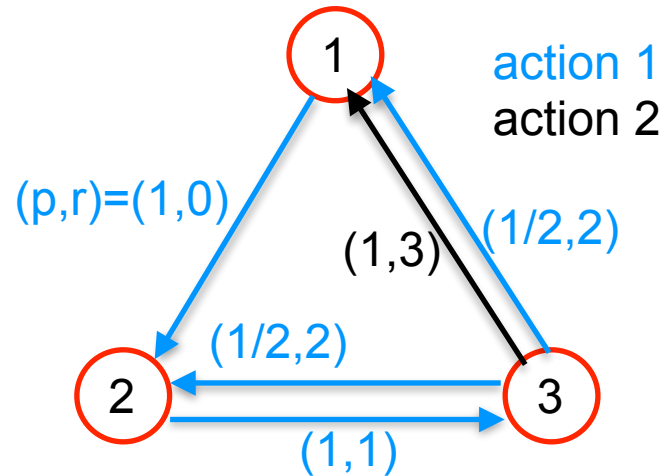
$$\max \sum_{x,a} \pi_*(x,a)r(x,a) \text{ s.t.}$$

$$\sum_{x,a} \pi_*(x,a)p(y|x,a) = \sum_a \pi_*(y,a), \sum_{x,a} \pi_*(x,a)=1 \text{ and } \pi_*(x,a) \geq 0$$

Optimal policy: $\alpha_*(a|x) = \pi_*(x,a) / \pi_*(x) = \pi_*(x,a) / \sum_a \pi_*(x,a)$

Typically 1 action has >0 probability per state (because of # of constraints in linear optimization)

Example



- Linear programming formulation:

$$\max \pi^*(2,1) + 2\pi^*(3,1) + 3\pi^*(3,2) \text{ s.t.}$$

$$0.5\pi^*(3,1) + \pi^*(3,2) = \pi^*(1,1)$$

$$\pi^*(1,1) + 0.5\pi^*(3,1) = \pi^*(2,1)$$

$$\pi^*(2,1) = \pi^*(3,1) + \pi^*(3,2)$$

$$\sum_{x,a} \pi^*(x,a) = 1, \pi^*(x,a) \geq 0 \quad \forall x,a$$

- Optimal solution $(\pi^*(1,1), \pi^*(2,1), \pi^*(3,1), \pi^*(3,2))$?

Poll!

Example



- Using CPLEX at neos-server.org
- Formulated in AMPL

INPUT

```
LP.mod
var pi11 >= 0;
var pi21 >= 0;
var pi31 >= 0;
var pi32 >= 0;

maximize phi: pi21 + 2*pi31 + 3*pi32;

subject to flow_state1:
    0.5*pi31+pi32=pi11;
subject to flow_state2:
    pi11+0.5*pi31=pi21;
subject to distribution:
    pi11+pi21+pi31+pi32=1;
```

OUTPUT

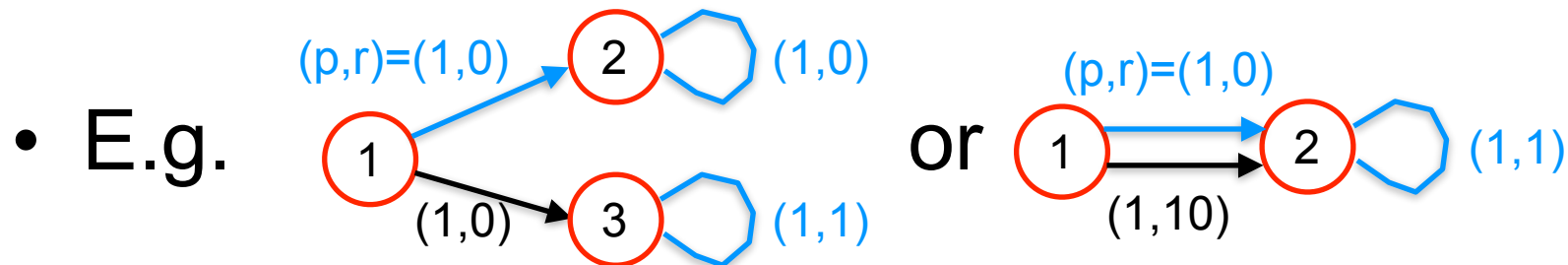
```
CPLEX 12.10.0.0: threads=4
CPLEX 12.10.0.0: optimal solution; objective 1.333333333
0 dual simplex iterations (0 in phase I)
pi11 = 0.333333
pi21 = 0.333333
pi31 = 0
pi32 = 0.333333
```

```
LP.run

solve;
display pi11, pi21, pi31, pi32;
```

Disadvantages LP approach

- Computationally slow \Rightarrow only small instances
- “Only” long-run average optimality for communicating chains



- Are there **faster** & more “**sensitive**” methods?

Poisson equation



- Back to Markov reward chains
- Find backward way to compute

ϕ_* = long-term average reward

- using

$V_t(x)$ = total expected reward over t time starting in x

- Needed $o(f(t))$ (“small order of f ”):
- $g(t)=o(f(t))$ if $g(t)/f(t) \rightarrow 0$ as $t \rightarrow \infty$
- Example/main usage: $g(t) = o(1)$ if $\lim_{t \rightarrow \infty} g(t) = 0$
- Looks useless but is convenient

Poisson equation

$$\begin{array}{ccccccc}
 r(x) < & & V_t(y) & & & & > \\
 < & & V_t(x) & & & & > \phi_* \\
 \hline
 t+1 & t & & \dots\dots\dots & & & 2 \ 1 \ 0 \\
 & & & \text{time} \rightarrow & & &
 \end{array}$$

We have

$$V_{t+1}(x) = r(x) + \sum_y p(y|x) V_t(y)$$

but also

$$V_{t+1}(x) = V_t(x) + \sum_y \pi_t(y) r(y) = V_t(x) + \phi_* + o(1)$$

because $\pi_t \rightarrow \pi_*$ and $\phi_* = \langle \pi_*, r \rangle = \pi_*^T r = \sum_y \pi_*(y) r(y)$

Combined:

$$V_t(x) + \phi_* + o(1) = r(x) + \sum_y p(y|x) V_t(y)$$

- What if $t \rightarrow \infty$?
- Does not work: V_t does not converge

Poisson equation (2)



- Solution: $V_*(x) = \lim_{t \rightarrow \infty} (V_t(x) - \phi_* t)$
- V_* = total difference between starting in x or in stationarity, $|V| < \infty$
- Now subtract $\phi_* t$ and let $t \rightarrow \infty$ to get:

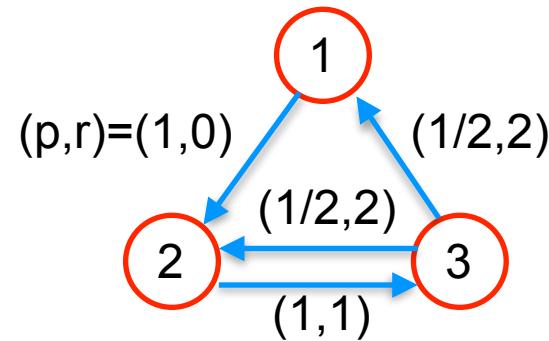
$$V_*(x) + \phi_* = r(x) + \sum_y p(y|x) V_*(y)$$

Poisson equation!

$$\Leftrightarrow V_* + \phi_* e = r + P V_*$$

- However: equation $V + \phi e = r + P V$ has no unique solution, $(V_* + c e, \phi_*) \forall c$ are all solutions
- Require also $\langle \pi_*, V_* \rangle = 0$
- But: any solution to $V + \phi e = r + P V$ gives ϕ_* , unique solution by requiring $V(0) = 0$, no need to determine π_*

Example



- What is the state with **lowest** V_* ? Poll!
- Poisson equation:

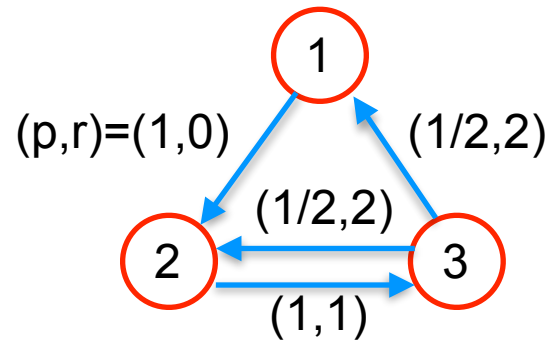
$$V(1) + \phi = 0 + V(2)$$

$$V(2) + \phi = 1 + V(3)$$

$$V(3) + \phi = 2 + 0.5(V(1) + V(2))$$

- Solution? Poll!

Example



- Rewrite, $V(1) = 0$:

$$-V(2) + \phi = 0$$

$$V(2) - V(3) + \phi = 1$$

$$-0.5V(2) + V(3) + \phi = 2$$

- Solution?

```
library(expm)
A=matrix(c(-1,0,1,1,-1,1,-0.5,1,1),nrow=3,byrow=TRUE)
solve(A,c(0,1,2))
```

- $(V(2), V(3), \phi) = (1.2, 1.4, 1.2)$

Recursion



- $V_t - \min\{V_t\}e$ converges to solution of $V + \phi e = r + PV$:

```
V=c(0,0,0);P=matrix(c(0,1,0,0,0,1,0.5,0.5,0),nrow=3,byrow=TRUE)
for(n in 1:100)V=c(0,1,2)+P%*%V
V-min(V);c(0,1,2)+P%*%V-V
```

- Answer:

	[,1]
[1,]	0.0
[2,]	1.2
[3,]	1.4
	[,1]
[1,]	1.2
[2,]	1.2
[3,]	1.2

V with $V(1)=0$

ϕe

Backward recursion: convergence



- $V_{t+1} = r + PV_t$:

$$V_{t+1} - V_t \rightarrow \phi_* e$$

$$V_t(x) - V_t(y) \rightarrow V_*(x) - V_*(y)$$

- Convergence criterium:
iterate until

$$\text{span}\{V_{t+1} - V_t\} \leq \epsilon$$

where $\text{span } v = \max v_i - \min v_i$ for $v \in R^n$

Backward recursion



- Backward recursion algorithm:

Step 0: Take V_0 arbitrary

Step 1: Iterate $V_{t+1} = r + PV_t$ until

$$\text{span}\{V_{t+1} - V_t\} \leq \epsilon$$

- **Theorem:** The algorithm terminates with

$$(\phi_* - \epsilon)e \leq V_{t+1} - V_t \leq (\phi_* + \epsilon)e$$

Sidestep: Deviation matrix



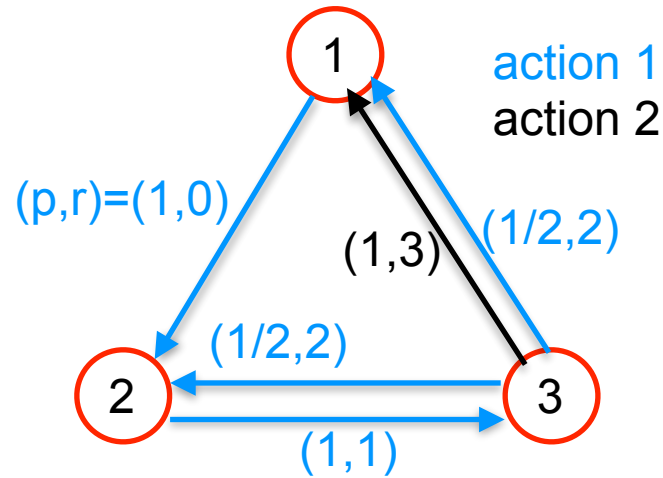
- Take $r = e_y$
- Then $V_*(x)$ = number of visits to y from x compared to stationarity = $D(x,y)$ = “deviation matrix”
- Π = matrix with all rows equals to $\pi_* = e\pi_*^T$
- Poisson equation for all e_x : $D + \Pi = I + PD$
- Poisson equation special case with $Dr=V$:
$$V_* + \phi_*e = Dr + \Pi r = Ir + PDr = r + PV_*$$

Markov decision chains: policy iteration (PI)



- Define:
 - $r_\alpha(x) = r(x, \alpha(x))$
 - $P_\alpha(x, y) = p(y | x, \alpha(x))$
- Policy iteration:
 0. Fix a policy α
 1. Find a solution (V_α, ϕ_α) of $V + \phi e = r_\alpha + P_\alpha V$
 2. $\tilde{\alpha} = \arg \max_{\alpha'} \{r_{\alpha'} + P_{\alpha'} V_\alpha\}$
 3. If $\alpha = \tilde{\alpha}$: terminate with (V_α, ϕ_α) optimal
Else: $\alpha = \tilde{\alpha}$ and go to step 1

Example



- Step 0: take $\alpha = (1,1,1)$
- Step 1: $((0,1.2,1.4),1.2)$ is a solution
- Step 2 in state 3:

$$\alpha'(3) = \arg \max \{ 2 + 0.5(V_{\alpha}(1) + V_{\alpha}(2)), 3 + V_{\alpha}(1) \} = 2$$
- Step 3: $\alpha = (1,1,2)$ and go to step 1
- Step 1: $((0,1.33,1.66),1.33)$ is a solution
- Step 2 in state 3: $\alpha'(3) = 2$
- Step 3: $\alpha = \alpha'$ and termination

Why does PI work?



Theorem: If $r_{\alpha'} + P_{\alpha'} V_{\alpha} \geq r_{\alpha} + P_{\alpha} V_{\alpha}$ then
 $\phi_{\alpha'} \geq \phi_{\alpha}$

Proof: Define $J_{\alpha} V = r_{\alpha} + P_{\alpha} V$. Then

$$J_{\alpha'}^2 V_{\alpha} \geq J_{\alpha'} J_{\alpha} V_{\alpha} = J_{\alpha'} (\phi_{\alpha} e + V_{\alpha}) \geq r_{\alpha} + P_{\alpha} V_{\alpha} + \phi_{\alpha} e = J_{\alpha}^2 V_{\alpha}$$

This argument can be repeated for any t

But then

$$\phi_{\alpha'} = \lim_{t \rightarrow \infty} \frac{J_{\alpha'}^t V_{\alpha}}{t} \geq \lim_{t \rightarrow \infty} \frac{J_{\alpha}^t V_{\alpha}}{t} = \phi_{\alpha}$$

Answers to polls



Polls

the optimum

1. What is the optimal solution of the LP formulation?
(Single Choice) *

☐ (0.2,0.4,0.4,0)

☐ (0.33,0.33,0.33,0)

☒ (0.33,0.33,0,0.33)

☐ (0,0,0,1)

Polls

Poisson equation

1. state with lowest V^* ? (Single Choice) *

☒ 1

☐ 2

☐ 3

2. Solution Poisson equation (V, ϕ)? (Multiple Choice) *

☒ (0,1.2,1.4,1.2)

☐ (1,1.4,18,1.4)

☒ (1,2.2,2.4,1.2)

☐ (0,1,1.2,1)