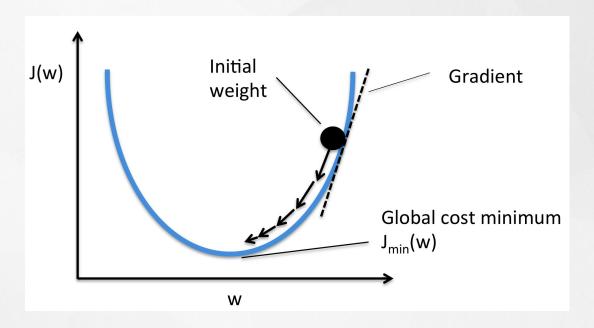


Chapter 06. 스스로 전략을 짜는 강화학습 (Reinforcement Learning)

## Value Function Approximation



### **Markov Decision Process**

**MDP:** MDP는 Markov reward process에 action이라는 요소가 추가된 모델로써, <S,A,P,R,γ>라는 tuple로 정의

Policy 정책  $(\pi)$ : 정책은 각 상태  $(s \in S)$ 에 대해 Actions  $(a \in A)$ 에 대한 확률 분포 를 정의하는 함수  $\pi(a|s) = \mathbb{P}[A_t = a|S_t = s]$ 

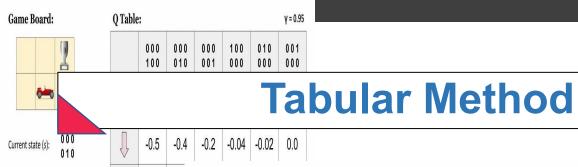
**State Transition (P) :** MDP가 주어진 π를 따를 때, s에서 s'으로 이동할 확률

$$p_{\pi}(s'|s) = \sum_{a \in A} \pi(a|s)p(s'|s,a)$$
 (9)

**Reward(P):** s에서 얻을 수 있는 reward

$$r_{\pi}(s) = \sum_{a \in A} \pi(a|s) r(s,a)$$
 (10)





0.21 0.4

-0.6 -0.<sup>-</sup>

#### Game Board:

Current state (s): 0 0 0 0 0 1 0

### Q Table:

y = 0.95

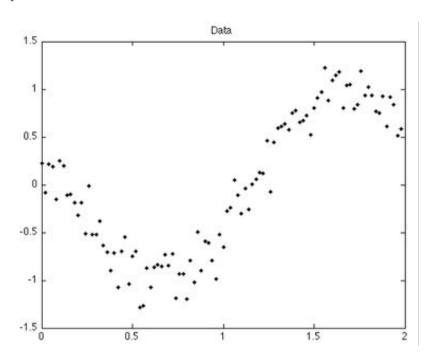
	000	0 0 0 0 1 0	000	100	0 1 0 0 0 0	0 0 1 0 0 0
Û	0.2	0.3	1.0	-0.22	-0.3	0.0
Ţ	-0.5	-0.4	-0.2	-0.04	-0.02	0.0
$\Rightarrow$	0.21	0.4	-0.3	0.5	1.0	0.0
	-0.6	-0.1	-0.1	-0.31	-0.01	0.0

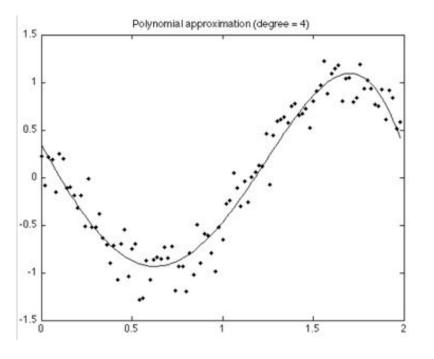
### **Tabular Method**

We have so far assumed that our estimates of value **functions** are represented as a table with one entry for each state or for each state-action pair. This is a particularly clear and instructive case, but of course it is limited to tasks with small numbers of states and actions. The problem is not just the memory needed for large tables, but the time and data needed to fill them accurately. In other words, the key issue is that of generalization



- 1) 실제로 가지고 있지 않은 data도 func.을 통해서 구할 수 있다
- 2) 실제 data의 noise를 배제하고 training할 수 있다
- 3) 고차원의 data도 효율적으로 저장이 가능하다



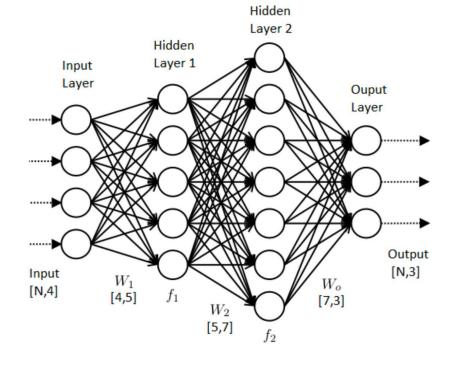




 $ax^3+bx^2+cx+d$ 

$$\hat{v}(s, \mathbf{w}) \approx v_{\pi}(s)$$
  
 $\hat{q}(s, a, \mathbf{w}) \approx q_{\pi}(s, a)$ 

parameter(a,b,c,
d)

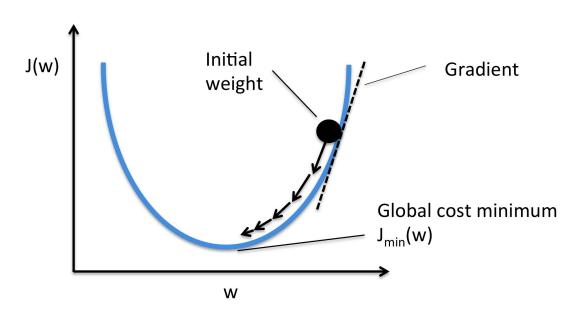




### **Gradient Descent**

$$\nabla_{w}J(w) = \begin{pmatrix} \frac{\partial J(w)}{\partial w_{1}} \\ \vdots \\ \frac{\partial J(w)}{\partial w_{n}} \end{pmatrix}$$

$$\Delta w = -\frac{1}{2} \alpha \nabla_w J(w)$$



# state-value function

unction
$$J(w) = \operatorname{E}_{\pi}[\{v_{\pi}(s) - v(s, w)\}^{2}]$$

$$\Delta w = -\frac{1}{2} \alpha \nabla_{w} J(w)$$

$$= \alpha \operatorname{E}_{\pi}[(v_{\pi}(s) - v(s, w)) \nabla_{w} v(s, w)]$$

$$For MC, \qquad \Delta w = \alpha \operatorname{E}_{\pi}[(G_{t} - v(s, w)) \nabla_{w} v(s, w)]$$

$$\Delta w = \alpha \operatorname{E}_{\pi}[(R_{t+1} + y v(S_{t+1}, w) - v(s, w)) \nabla_{w} v(s, w)]$$



## action-value function

loss, 
$$J(w) = E_{\pi}[\{q_{\pi}(S, A) - q(S, A, w)\}^2]$$

gradient descent, 
$$\Delta w = -\frac{1}{2} \alpha \nabla_{ww} J(w) = \alpha E_{\pi} [(q_{\pi}(S, A) - \hat{q}(S, A, w)) \nabla_{w} \hat{q}(S, A, w)]$$

For MC, 
$$\Delta w = \alpha E_{\pi}[(G_t - q(S_t, A_t, \mathbf{w}))\nabla_w q(S_t, A_t, \mathbf{w})]$$

For 
$$TD(0)$$
,  $\Delta w = \alpha E_{\pi}[(R_{t+1} + \gamma q(S_{t+1}, A_{t+1}, w) - q(S_t, A_t, w))\nabla_w q(S_t, A_t, w)]$ 



## action-value function

For the forward-view 
$$TD(\lambda)$$
,  $\Delta w = \alpha E_{\pi}[(q_t^{\lambda} - q(S_t, A_t \mathbf{w}))\nabla_w q(S_t, A_t, \mathbf{w})]$ 

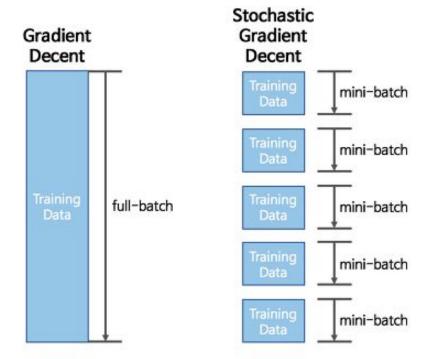
For the backward-view 
$$TD(\lambda)$$
,  $\Delta w = \alpha E_{\pi} [\delta_{t} E_{t}]$   
s.t.  $\delta_{t} = R_{t+1} + \gamma \hat{q} (S_{t+1}, A_{t+1}, w) - \hat{q} (S_{t}, A_{t} w)$   
 $E_{t} = \gamma \lambda E_{t-1} + \nabla_{w} \hat{q} (S_{t}, A_{t}, w)$ 

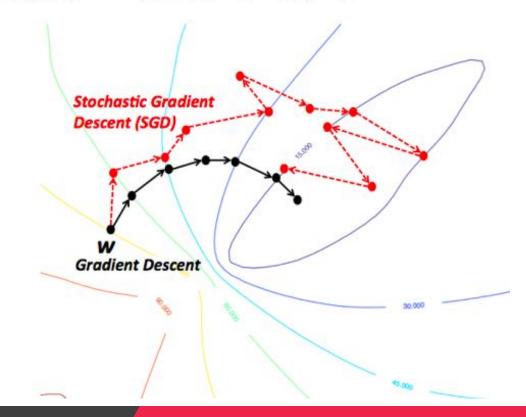


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Stochastic gradient descert'(CCC)

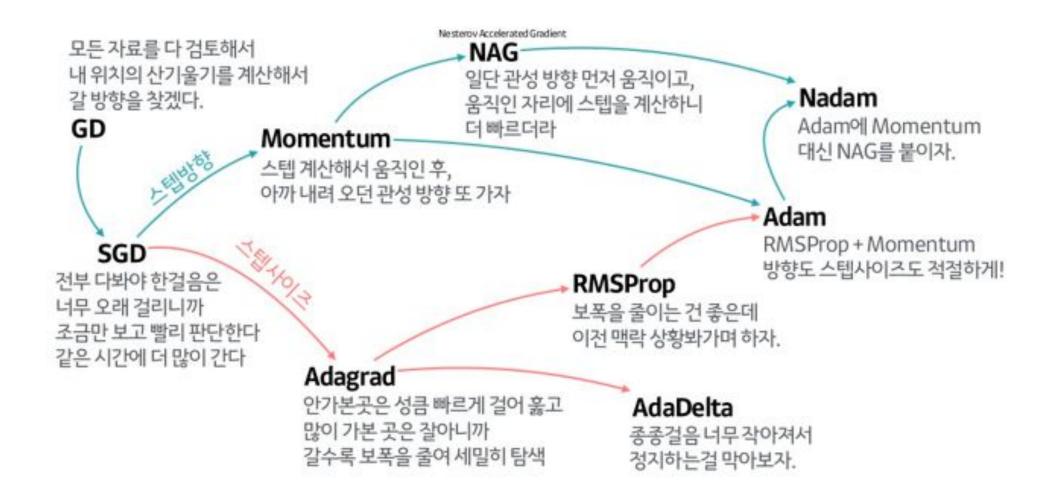
$$\mathsf{desc}_{J(w)} = \{v_{\pi}(s) - v(s, w)\}^2, \quad \textit{for } s \in S$$







https://seamless.tistory.com/ 38





#### Monte Carlo Value Function Approximation

- Return  $G_t$  is an unbiased but noisy sample of the true expected return  $V^{\pi}(s_t)$
- Therefore can reduce MC VFA to doing supervised learning on a set of (state, return) pairs:  $\langle s_1, G_1 \rangle, \langle s_2, G_2 \rangle, \dots, \langle s_T, G_T \rangle$  estimate of
  - Substitute  $G_t$  for the true  $V^{\pi}(s_t)$  when fit function approximator  $V^{\pi}(s_{\tau})$
- Concretely when using linear VFA for policy evaluation

$$\Delta \mathbf{w} = \alpha (G_t - \hat{V}(s_t; \mathbf{w})) \nabla_{\mathbf{w}} \hat{V}(s_t; \mathbf{w})$$

$$= \alpha (G_t - \hat{V}(s_t; \mathbf{w})) \mathbf{x}(s_t)$$

$$= \alpha (G_t - \mathbf{x}(s_t)^T \mathbf{w}) \mathbf{x}(s_t)$$

• Note:  $G_t$  may be a very noisy estimate of true return



epsodic

## Temporal Difference (TD(0)) Learning with Value Function Approximation

- In value function approximation, target is  $r + \gamma \hat{V}^{\pi}(s'; \mathbf{w})$ , a biased and approximated estimate of the true value  $V^{\pi}(s)$
- Can reduce doing TD(0) learning with value function approximation to supervised learning on a set of data pairs:

• 
$$\langle s_1, r_1 + \gamma \hat{V}^{\pi}(s_2; \boldsymbol{w}) \rangle, \langle s_2, r_2 + \gamma \hat{V}(s_3; \boldsymbol{w}) \rangle, \dots$$

Find weights to minimize mean squared error

$$J(\mathbf{w}) = \mathbb{E}_{\pi}[(r_j + \gamma \hat{V}^{\pi}(s_{j+1}, \mathbf{w}) - \hat{V}(s_j; \mathbf{w}))^2]$$



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#### Incremental Model-Free Control Approaches

- Similar to policy evaluation, true state-action value function for a state is unknown and so substitute a target value
- In Monte Carlo methods, use a return  $G_t$  as a substitute target

$$\Delta \mathbf{w} = \alpha (G_t - \hat{Q}(s_t, a_t; \mathbf{w})) \nabla_{\mathbf{w}} \hat{Q}(s_t, a_t; \mathbf{w})$$

• For SARSA instead use a TD target  $r + \gamma \hat{Q}(s', a'; \mathbf{w})$  which leverages the current function approximation value

$$\Delta \mathbf{w} = \alpha(\mathbf{r} + \gamma \hat{\mathbf{Q}}(\mathbf{s}', \mathbf{a}'; \mathbf{w}) - \hat{\mathbf{Q}}(\mathbf{s}, \mathbf{a}; \mathbf{w})) \nabla_{\mathbf{w}} \hat{\mathbf{Q}}(\mathbf{s}, \mathbf{a}; \mathbf{w})$$

• For Q-learning instead use a TD target  $r + \gamma \max_{a'} \hat{Q}(s', a'; \mathbf{w})$  which leverages the max of the current function approximation value

$$\Delta \mathbf{w} = \alpha (r + \gamma \max_{\mathbf{a}'} \hat{Q}(s', \mathbf{a}'; \mathbf{w}) - \hat{Q}(s, \mathbf{a}; \mathbf{w})) \nabla_{\mathbf{w}} \hat{Q}(s, \mathbf{a}; \mathbf{w})$$

$$\chi(s', \mathbf{a}') w \qquad \chi(s, \mathbf{a}) \omega$$



•Thank you

