



Introduction to MDP Modeling and Interaction via RDDL and pyRDDLGym

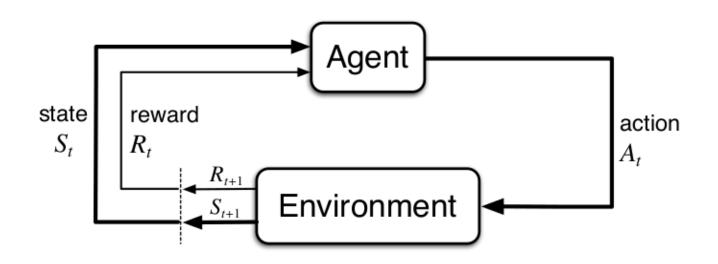
Part 2

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Lab, AAAI February 20th, 2024

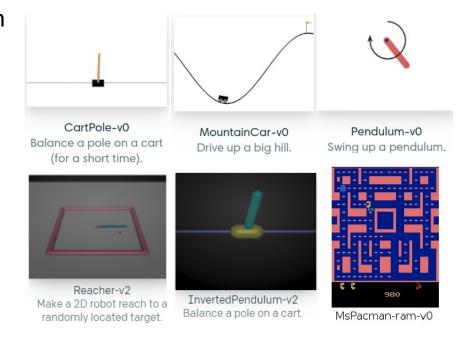
MDP Modeling



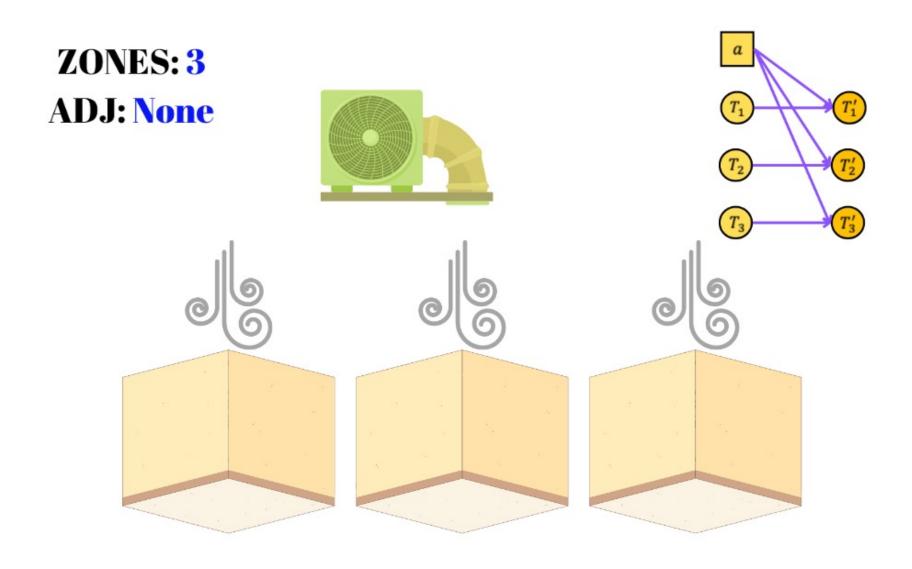
- Markov Decision Process (MDP):
 - S States (discrete/continuous/hybrid)
 - A Actions (discrete/continuous/hybrid)
 - R Reward function (scalar)
 - T Transition function (conditional probability function)

OpenAl Gym

- OpenAl gives an interface to implement MDPs
- Direct environment implementation
 - > Python coding of the logic
- Gaps
 - Time consuming
 - Hard coded parameters
 - Minor change = new implementation
 - Infinite implementations
 - No clean way to verify
 - No access to the model



HVAC – scenario 1

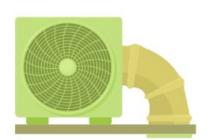


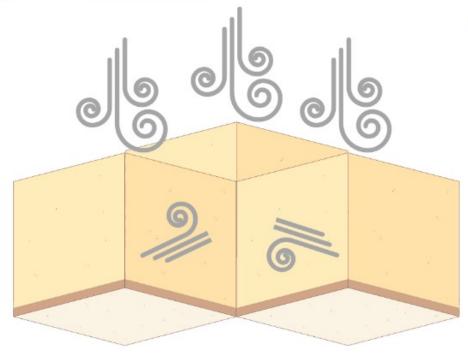
HVAC – scenario 2

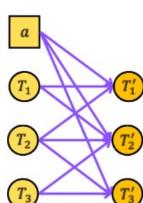
ZONES: 3

ADJ: (1,2)

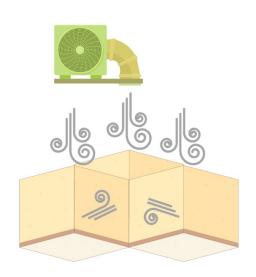
(2,3)

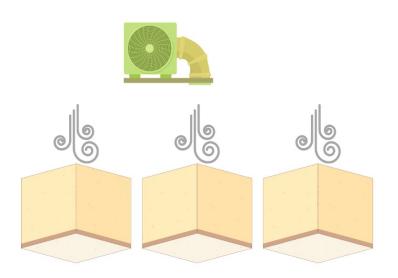






Motivation





One mathematical problem

Two env implementations

With a lot of code duplication

Identical input/output
(actions/states)

Different transition function

Motivation

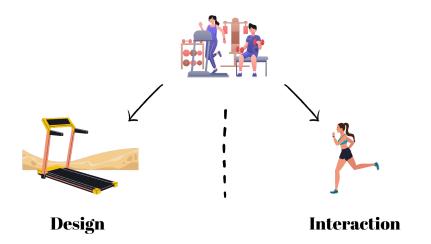


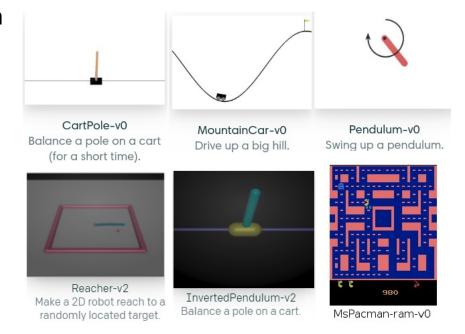
OpenAl gives an interface to implement MDPs



Direct environment implementation

> Python coding of the logic

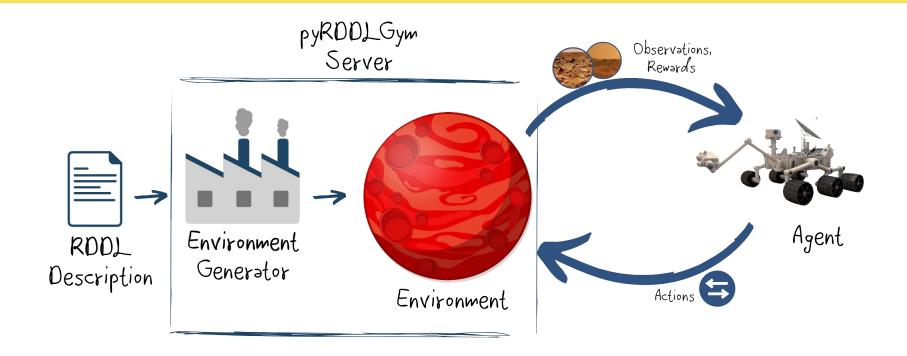




Who's doing the implementation? 🤥



pyRDDLGym



RDDL → compiler → Gym environment

- Standard Gym interface and spaces
- Full access to the underlying model
- Differentiable dynamics*

Language Variant

Full RDDL support!

New language features:

Terminal states

$$terminal = cond_1 \lor cond_2 \lor \cdots \lor cond_N$$

Nested indexing

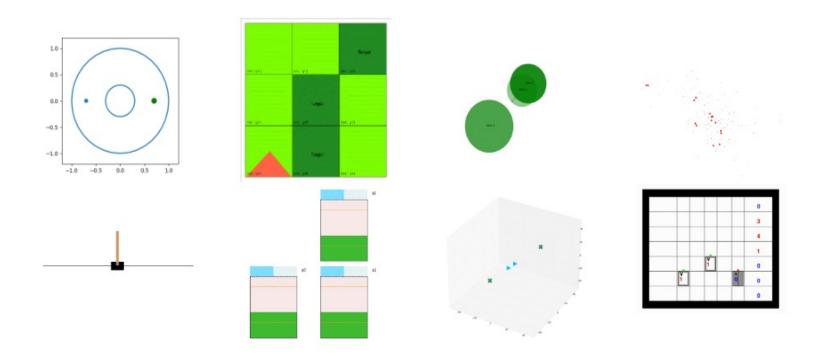
$$fluent'(?p,?q) = NEXT(fluent(?p,?q))$$

Lifter parameter (in)equalities

$$(?p ==?r)$$

- argmin and argmax for enumerables
- Basic matrix algebra, vectorized distributions, automatic level reasoning and more.

Built-in Environments*



Gym's Classical control environments

All previous RDDL domains

New exciting environments

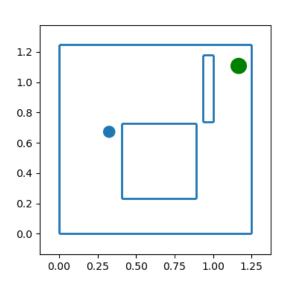
^{*}RDDLRepositoy – home to all things RDDL, https://github.com/ataitler/rddlrepository

Built-in Environments – RaceCar

- Goal oriented problem
- Plan trajectory for a kinematic agent (2nd order) in presence of obstacles
- **Action:** force/acceleration in two axes $(n_a = 2)$
- **Observation:** positions and velocities $(n_s = 4)$
- > Reward:

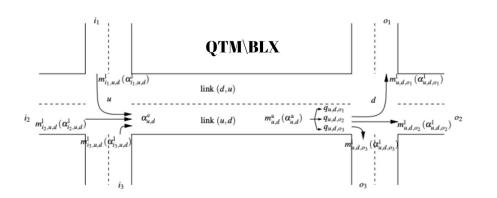
$$R = -\sum_{k=1}^{H} a_x^2[k] + a_y^2[k] + R_G \cdot 1_{\{a_x^2[k] + a_y^2[k] < r_g\}}$$

Termination: $a_x^2[k] + a_y^2[k] < r_g$



Built-in Environments – Traffic

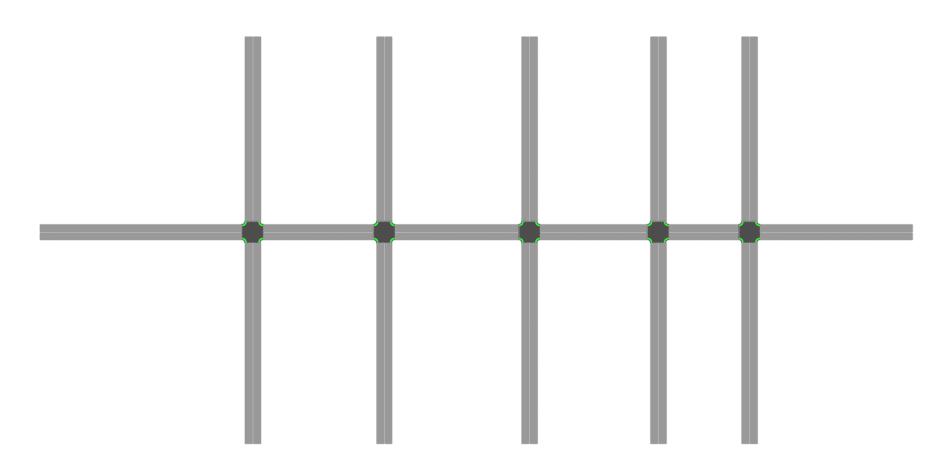
Traffic network cogestion control



$$q_{u,d,o_m}(k_d+1) = q_{u,d,o_m}(k_d) + \left(\alpha_{u,d,o_m}^{\mathrm{a}}(k_d) - \alpha_{u,d,o_m}^{\mathrm{l}}(k_d)\right) \cdot c_d$$
 $q_{u,d}(k_d) = \sum_{o_m \in O_{u,d}} q_{u,d,o_m}(k_d)$
:

- Action: Extend/Change for light phases (each intersection)
- Observation: Cars in queues, phase, phase time, etc.
- Reward: Total travel time (number of cars in the network)
- Constraints: Min/max time in phase

Built-in Environments – Traffic



1x5 Network

Visualizers

pyRDDLGym comes with a built-in TextVisualizer class

```
'state': {'ang-pos': 0.1, 'ang-vel': 0.0, 'pos': 0.0, 'vel': 0.0}
```

It is simple to create customs visualizers

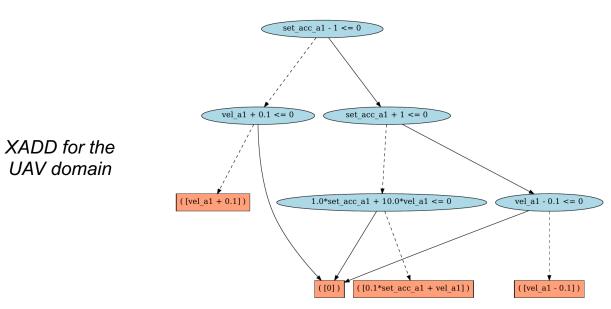


- Inherit base class pyRDDLGym.Visualizer.StateViz
- (non-)Fluents are available through the self._model dictionary
- One an use his favorite graphical lib, e.g., matplotlib, pygame, etc...

Auxillary Tools (I)

Extended Algebric Decision Diagrams (XADDs)

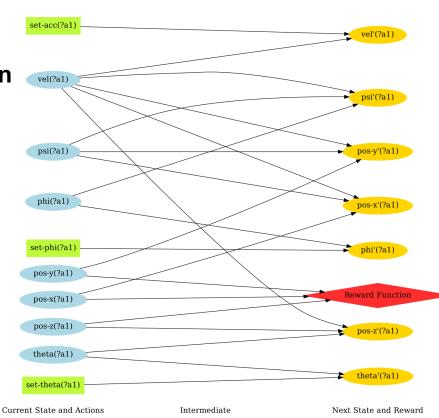
- Symbolic function representation for Piecewise Linear functions
- Compact representation of the grounded cpfs
- Symbolic Dynamic Programming (SDP)
- Representation and framework backend



Auxillary Tools (II)

Dynamic Bayes Nets (DBNs) visualization

- Visualization of the causal relations
- Causality inference
- Direct GCN methods
 - e.g., SymNets (symbolic Networks)

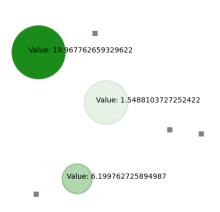


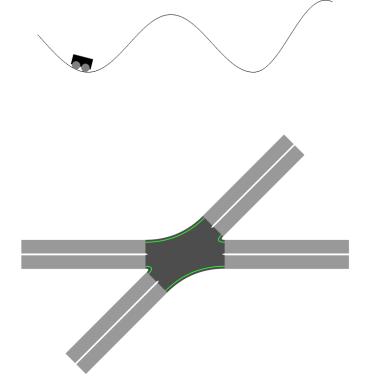
DBN visualization

Auxillary Tools (III)

Movie Generator

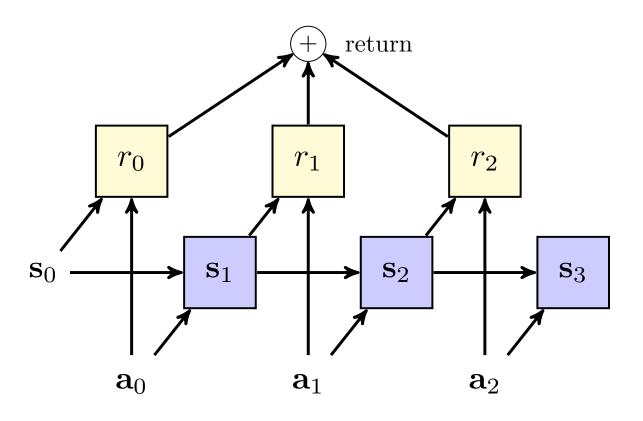
- Built-in functionality for movie generations of episodes
- Supports GIF and MP4





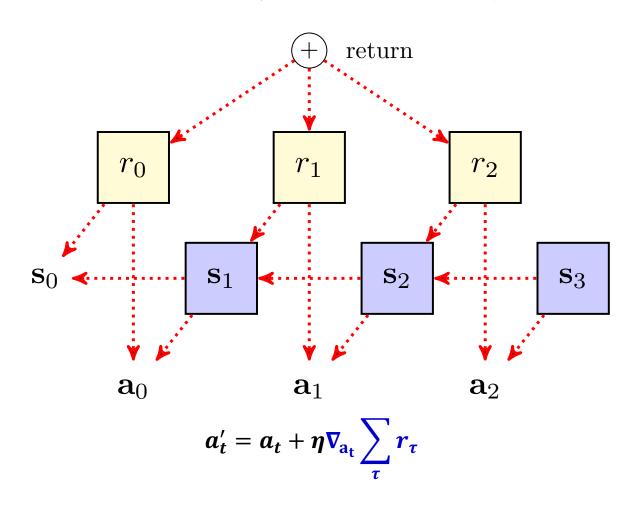
JAXPLANNER

Simulate: Given plan a_0 , a_1 , . . . , simulate states s_t and reward r_t



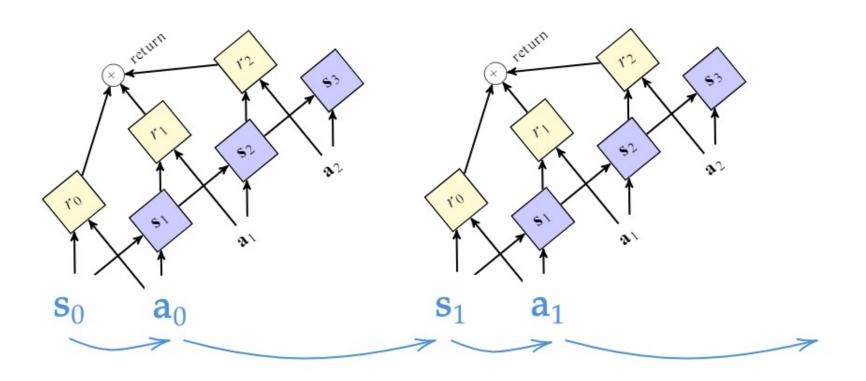
Dynamic Bayes' Net (DBN)

Optimize: Adjust a_t based on the return gradient

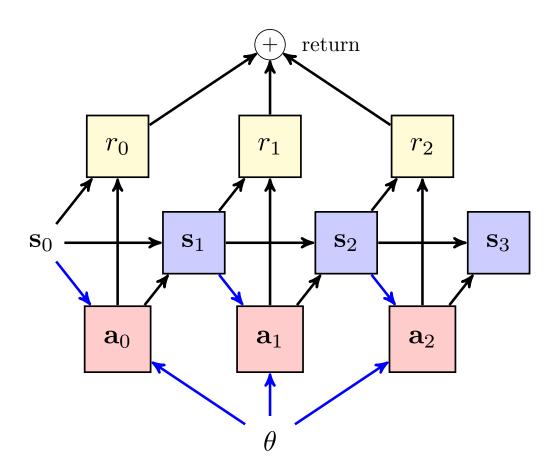


Wu, Ga, Buser Say, and Scott Sanner. "Scalable planning with tensorflow for hybrid nonlinear domains." NeurIPS (2017).

Closed-loop plan: Periodic re-planning (rolling horizon)

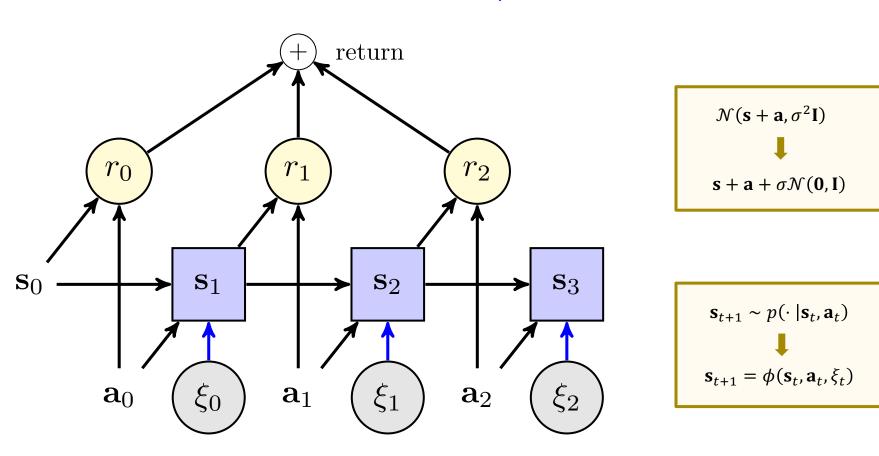


Closed-loop plan: Deep reactive policy



Bueno, T. P., de Barros, L. N., Mauá, D. D., and Sanner, S. Deep Reactive Policies for Planning in Stochastic Nonlinear Domains. *AAAI* (2019).

Stochastic domains: Use the reparameterization trick



Bueno, T. P., de Barros, L. N., Mauá, D. D., and Sanner, S. Deep Reactive Policies for Planning in Stochastic Nonlinear Domains. *AAAI* (2019).

"Not all domains are born continuous"

Anonymous

```
cpfs {
    burning'(?x, ?y) = if (put-out(?x, ?y) ) // Intervention to put out fire?
    then false
    else if (~out-of-fuel(?x, ?y) ^ ~burning(?x, ?y)) // Ignition of a new fire? Depends on neighbors.
    then [if (TARGET(?x, ?y) ^ ~exists_{?x2: x-pos, ?y2: y-pos}) (NEIGHBOR(?x, ?y, ?x2, ?y2) ^ burning(?x2, ?y2)))
        then false
        else Bernoulli( 1.0 / (1.0 + exp[4.5 - (sum_{?x2: x-pos, ?y2: y-pos}) (NEIGHBOR(?x, ?y, ?x2, ?y2) ^ burning(?x2, ?y2)))])) ]
        else
        burning(?x, ?y); // State persists

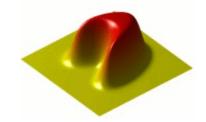
out-of-fuel'(?x, ?y) = out-of-fuel(?x, ?y) | burning(?x, ?y) | (~TARGET(?x, ?y) ^ cut-out(?x, ?y));
};
```

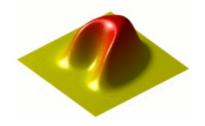
T-norm Fuzzy logic

$$f_c: \{0,1\}^n \to [0,1]$$

| RDDL Operation | Continuous Expression |
|-------------------------|--|
| $a \wedge b$ | a * b |
| $\neg a$ | 1-a |
| IF c THEN a ELSE b | c*a+(1-c)*b |
| forall_{?p: type} x(?p) | $\prod_{?p} x(?p)$ |
| a > b | $sigmoid\left(\frac{a-b}{\tau}\right)$ |







Hands-on

Colab notebook

- Basic pyRDDLGym usage
- Modeling and execution
- JaxPlanner