

# Fitted Value Iteration and Fitted Q-Iteration

Michael Noseworthy

April 7, 2017

# Online vs. Offline Methods

- Online Methods

- ▶ Agent learns as it interacts with the environment
- ▶ Can update control policy at each time-step

- Offline Methods (Batch Learning)

- ▶ Agent does not directly interact with the system
- ▶ Input: A set of four-tuples  $(s_t, a_t, r_{t+1}, s_{t+1})_i$
- ▶ Output: Approximation to the optimal policy  $\hat{\pi}^*$

# Value Iteration

- Bellman Optimality Equation:

$$v^*(s) = \max_a \sum_{s', r} p(s', r | s, a) [r + \gamma v^*(s')]$$

- Recall the value iteration algorithm:

$$v_{k+1}(s) = \max_a \sum_{s', r} p(s', r | s, a) [r + \gamma v_k(s')]$$

- We will refer to this backup with the operator  $T$

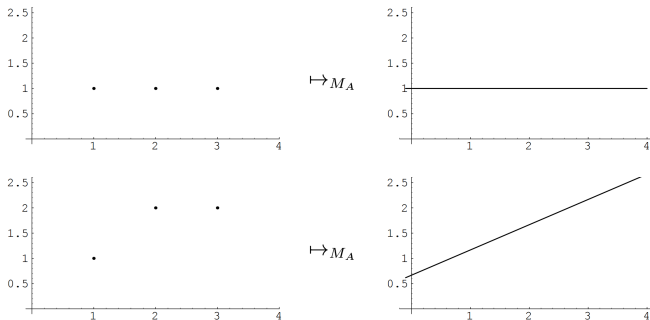
$$v_{k+1}(s) = T(v_k(s)) \tag{1}$$

# Fitted Value Iteration

- As we know, DP methods like value iteration do not scale
  - ▶ We need function approximation!
- If we represent  $v$  by some function approximator, we can alternate between fitting this function, and a step of value iteration

# Convergence

- We run into problems when the function approximator "exaggerates"
  - ▶ This means there is a large difference between fitted functions and only a small difference between target functions



- Neural nets and linear regression can exaggerate like this

# Convergence

- More formally, an approximator exaggerates if the fitted functions  $\hat{f}$  and  $\hat{g}$  for input data  $f$  and  $g$  are farther apart in max-norm than  $f$  and  $g$  are

$$\|\hat{g} - \hat{f}\|_{\infty} > \|g - f\|_{\infty}$$

## Theorem (Gordon, 1999)

*Let  $T$  be the parallel value backup operator for some Markov decision process  $M$  with discount  $\gamma < 1$ . Let  $A$  be a function approximator with mapping  $M$ . Suppose  $M$  is a nonexpansion in max norm. Then  $M \circ T$  has contraction factor  $\gamma$ ; so the fitted value iteration algorithm based on  $A$  converges in max norm at the rate  $\gamma$  when applied to  $M$ .*

# Averagers

- Approximators with the following properties are called *averagers*
  - ▶ Linearity: Each  $\hat{f}(x)$  must be a linear function of the target values
  - ▶ Monotonicity: Increases a training value cannot decrease a fitted value
  - ▶ Nonexpansivity: The approximator does not exaggerate
- We can then write the fitted value at each state as:

$$k_i + \sum_{j=1}^n \beta_{ij} f_j \text{ s.t. } \sum_{j=1}^n \beta_{ij} \leq 1 \text{ and } \beta_{ij} > 0$$

- Fitted value iteration will converge with an averager for any discounted MDP (Gordon, 1995)

# Fitted Q-Iteration

- We can also look at the Bellman Optimality equation for  $q^*$ :

$$Q^*(s, a) = \mathbb{E} \left[ R_t + \gamma \max_{a'} Q^*(s', a') | S_t = s, A_t = a \right]$$

- Let our dataset be a collection of experience:  $(s_t, a_t, r_t, s_{t+1})$ 
  - ▶ Input ( $x$ ):  $s_t, a_t$
  - ▶ Output ( $y$ ):  $r_t + \gamma \max_a \hat{Q}_{k-1}(s_{t+1}, a)$
- Now fit  $\hat{Q}_k$  using  $x, y$  and repeat until convergence.



# Optimization Horizon

- This algorithm iteratively extends the optimization horizon.
- At the first iteration, we are solving a 1-step optimization problem:

$$\hat{Q}_1 = \mathbb{E} [r_t | s_t = s, a_t = a]$$

- At the N'th timestep, we are solving an N-step optimization problem:

$$\hat{Q}_N = \mathbb{E} \left[ r_t + \gamma \max_{a'} \hat{Q}_{N-1}(s_{t+1}, a') | s_t = s, a_t = a \right]$$

# Approximators for Fitted-Q Iteration

- Kernel-Based Approximators
  - ▶ Ormoneit and Sen (2002)
- Tree-Based Approximators
  - ▶ Ernst, Geurts, and Wehenkel (2005)
- Neural Fitted-Q
  - Riedmiller (2005)