### **Eligibility Traces for Options**

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### Motivation

- Problem of Temporal Abstraction
  - Connect high and low level behavior with minimum changes to RL framework.
  - How ??? Options
- Intra-Option Learning
  - Take advantage of each fragment of experience
  - Incremental, step-by-step updates

- Eligibility Traces
  - Interpolation between TD(0) and MC
  - Implement λ-Return, control biasvariance tradeoff
- Off-Policy Evaluation
  - Enable agent to use experience to learn about many different policies, each belonging to a different macro-action

## Options framework

A Markov option o : (I $\in$ S,  $\pi$ :S x A $\rightarrow$ [0,1],  $\beta$ :S $\rightarrow$ [0,1])

Hierarchical policy over options –  $\mu$ : S x A  $\rightarrow$  [0,1]

- An initializable option is selected with probability  $\mu(o|s)$
- Option's internal policy is followed to select actions
- Option terminates with  $\beta(s)$ , new option is selected again with  $\mu$

### **Intra-Option Learning**

- Take advantage of each fragment of experience
- SMDP learning: option executed to termination keeping track of rewards, update applied only to the option taken
- Intra-Option learning: after each primitive action, update every option that could have taken that action, based on reward observed and bootstrapping from next state's value

## Off-Policy Evaluation

#### Per-Decision Importance Sampling Approach

- Weigh updates with a factor correcting trajectory probability; or simply product of importance sampling ratios for 0 – t
- Behavior policy b needs to be known, high variance if  $\pi$  and b are too different.

#### Tree Backup

- Combine value estimates for actions with their probabilities under the target policy
- New target is formed using old estimates of values for actions not taken and new estimate of value for the action taken, iterated over many steps
- Behavior b can be unknown, cuts traces quickly

#### Recognizers

- Function c: S x A → [0,1] indicates to what extend an action is recognized in a state. Recognizer with a behavior policy defines target policy.
- Π:  $c(s,a)xb(s,a)/\mu$ , where recognition probability  $\mu = \Sigma c(s,a)xb(s,a)$

# **Traces for Options**

On blackboard

### Results

