

goal: mathematical model for control systems with random dynamics

refs:

Neuro-Dynamic Programming

Dimitri P. Bertsekas and John N. Tsitsiklis

chapter 2

Reinforcement
Learning

An Introduction

Richard S. Sutton and Andrew G. Barto

Chapter 3

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- to generalize from deterministic to stochastic dynamics,
we replace $x^+ = F(x, u)$ with $x^+ \sim P(x, u)$

where $x \in X$, $u \in \mathcal{U}$, $P: X \times \mathcal{U} \rightarrow \Delta(X)$
 $: (x, u) \mapsto P(x, u)$

so $P(x, u)$ is a function $P(x, u): 2^X \rightarrow [0, 1]$

\uparrow all (measurable) subsets of X

* caveats from prior lectures apply:

- when $|X| < \infty$

there's no problem defining $p \in \Delta(X)$

because p is uniquely determined from $\{p(x)\}_{x \in X}$

- when $|X| = \infty$

because p is uniquely determined from $\{p(x)\}_{x \in X}$
need to be careful about "measurability"
(we'll only consider Gaussians on $X = \mathbb{R}^d$)

→ what is the state of $x^+ \sim p(x, u)$?

- the state is not a single $x \in X$

* instead, the state is a probability distribution $p \in \Delta(X)$

• since this stochastic process has a state that evolves in time,
it is referred to as Markovian:

def: Markov process (MP) / stochastic difference equation (SDE)
specified by (X, \mathcal{U}, P) where X, \mathcal{U} are sets
and $P: X \times \mathcal{U} \rightarrow \Delta(X)$

- if $\mathcal{U} = \emptyset$ (or if $\underbrace{u: X \rightarrow \Delta(\mathcal{U})}_{\text{random / stochastic control policy}}$ is given)
this is termed Markov chain (MC)