## model-free methods

goal: approximate optimal value & policy without P & c, i.e. From data Bertsekas & Tsitsiklis Ch 5 · so for, we're assumed given an MDP (X, U, P, c) so that  $\min E(c(x,u)) s.t. x^{+} \sim P(x,u)$ can be solved exactly using valve/policy iteration -> what would you do if you weren't given P? c? - if not given P, could observe a large number of controlled trajectories/rollats and form an estimate of P - if not giver c, at least along tris/rollars, the

problem becomes unsupervised respondent to do? Shough possible in principle, can be inefficient in practice when develop alternative methods

## Monte Carlo estimation

• let  $V: \Omega \to \mathbb{R}$  be a random variable,  $\overline{V}_N = \frac{1}{N} \sum_{N=1}^{N} V_N$  is termed

the sample mean of dataset {vn}n=1

-> show that sample mean can be camputed recursively

$$-\nabla_{N+1} = \nabla_{N} + \frac{1}{N+1} \left( \nabla_{N+1} - \nabla_{N} \right)$$

- so long as samples  $\{v_n\}$  are iid (independent, identically distributed) then  $E[\overline{v}_N] = E[v]$ , so  $\overline{v}_N$  is unbiased

so JN is unbiased · now given policy u: X -> D(U), if we generate tri's  $\left\{ \left( \times_{n}, u_{n} \right) : \left( o, t \right] \rightarrow \times \times \mathcal{U} \right\}_{n-1}^{N}$ from initial state  $x_n(0) = \xi$ , then we can estimate  $V^{\mu}(\xi) = E[c \mid X(o) = \xi]$  $\simeq \frac{1}{N} \sum_{i=1}^{N} C(x_n, u_n) = \overline{V}_N^{\mu}(\xi)$ - note that this sample mean could be computed iteratively  $\nabla^{N+1}_{N}(\xi) = \nabla^{N}_{N} + \frac{1}{1} \cdot \left( c_{N+1} - \nabla^{N}_{N} \right)$ \* we will see many variations on this form of iterative update to on estimate of e.g. value function

temporal differences (TD)

o let's return to the iterative estimate 
$$v'(x) = v(x_0) + \alpha \cdot (c(x_1u) - v(x_0))$$
- substituting out cost 
$$c(x_1u) = \sum_{t=0}^{\infty} Y^t \cdot \mathcal{Z}(x_t, u_t)$$
and rearronging slightly: 
$$v^+(x_0) = v(x_0) \qquad \text{wive added}$$

$$+\alpha \cdot \left\{Y^0 \cdot \left(\mathcal{Z}(x_0, u_0) + Y \cdot v(x_1) - v(x_0)\right) + Y^1 \cdot \left(\mathcal{Z}(x_1, u_1) + Y \cdot v(x_2) - v(x_1)\right) + \cdots + Y^t \cdot \left(\mathcal{Z}(x_t, u_t) + Y \cdot v(x_{t+1}) - v(x_t)\right) + \cdots \right\}$$
or, equivalently, 
$$v^+(x_0) = v(x_0) + \alpha \cdot \sum_{t=0}^{\infty} Y^t \cdot \left(\mathcal{Z}(x_t, u_t) + Y \cdot v(x_{t+1}) - v(x_t)\right) + \cdots + \sum_{t=0}^{\infty} Y^t \cdot \left(\mathcal{Z}(x_t, u_t) + Y \cdot v(x_{t+1}) - v(x_t)\right) + \sum_{t=0}^{\infty} Y^t \cdot \left(\mathcal{Z}(x_t, u_t) + Y \cdot v(x_{t+1}) - v(x_t)\right) + \sum_{t=0}^{\infty} Y^t \cdot \left(\mathcal{Z}(x_t, u_t) + Y \cdot v(x_{t+1}) - v(x_t)\right)$$

represents difference between two estimates of some grantity:  $v(x_t)$  vs  $Z(x_t, u_t) + v(x_{t+1})$ - noting that  $d_t$  becames available at time t, we are tempted to update  $v(x_t) = v(x_t) + x \cdot d_t$  as soon as  $d_t$  becames available

· more generally, the TD splate above could be derived from single-sample estimate of Bellman equation  $V^{M}(x) = E\left[\mathcal{L}(x, u) + \delta \cdot V^{M}(x^{+})\right]$ - this suggests multi-sample variant  $V^{M}(x_{0}) = E\left[\sum_{t=0}^{t} x^{t} J(x_{s}, u_{s}) + x^{t+1} V^{M}(x_{t+1})\right]$ - and, finally, weighted average: fix  $\lambda \in (0,1)$  and compute  $V^{M}(X_{0}) = (1-\lambda) \cdot E\left[\sum_{t=0}^{\infty} \chi^{t} \left(\sum_{s=0}^{t} \chi^{s} \cdot \mathcal{I}(X_{s_{1}} \mathcal{U}_{s}) + \chi^{t+1} V^{M}(X_{t+1})\right)\right]$ = ··· (exchange order of E's,

$$= \cdots \left( \text{exchange order } \mathcal{L} \tilde{S} \right)$$

$$\text{use } \chi^{t} = \left( 1 - \lambda \right) \sum_{s=t}^{\infty} \chi^{s} \right)$$

$$\Rightarrow = \left[ \sum_{t=0}^{\infty} \chi^{t} \cdot \chi^{t} \cdot d_{t} \right] + v^{m}(\chi_{0}) \text{, where}$$

$$d_{t} = \mathcal{I}(\chi_{t}, \mathcal{U}_{t}) + \mathcal{I} \cdot v^{m}(\chi_{t+1}) - v^{m}(\chi_{t})$$

$$- \text{why is this equation obvious?}$$

$$\text{why is it nevertheless useful?}$$

$$- \text{obvious since Bellman tells us}$$

$$V^{M}(X_{0}) - V^{M}(X_{0}) = E\left[\sum_{t=0}^{\infty} \lambda^{t} \cdot x^{t} \cdot d_{t}\right] = 0$$

- vseful since we can apply Mante Carlo estimation:

$$v^{+}(x_{o}) = V(x_{o}) + \alpha \cdot \sum_{t=0}^{\infty} \lambda^{t} \cdot y^{t} \cdot d_{t}$$

- verying & from 1 to 0 interpolates from Monte Coulo to TD(0), above, yielding TD(X)

fact: if each state is visited by infinitely many tops and  $\alpha \rightarrow 0$ ,

TD(X) converges to v<sup>M</sup> in probability (proof follows contraction argument)

- there are other variations, eg
including eligibility traces,
that may improve performance
in practice

## WARNING

- o preceding methods can asymptotically approximate vm, i.e. the value of a particular policy, M
- to obtain a complete RL algorithm, need to switch from evaluating whent policy to improving policy
- if policy improvement is performed with non-asymptotic vy termed optimistic policy iteration, algorithm can fail to converge of

algorithm confail to converge of (see sec 5.5 in B\$T96)

## Q-learning

o given the value  $V^M \in \mathbb{R}^X$  of the policy  $\mu: X \to \Delta(\mathcal{U})$ , consider the state-action guality  $g^M: X \times \mathcal{U} \to \mathbb{R}$ 

 $: (x,u) \mapsto \sum_{x^+ \in X} P(x^+ | x,u) \cdot (c(x,u) + \delta \cdot v^{\prime\prime}(x^+))$ 

i.e. the expected cost applying control u at state X, then applying u

-> how does got relate to NM?

 $- v^{M}(x) = \min_{u \in \mathcal{U}} g^{M}(x, u)$ 

-> giver go, how would you improve u?

 $-\mu^{\dagger}(x) = \arg\min_{u \in \mathcal{U}} \mathcal{G}^{\mu}(x, u)$ 

- why define gr?

- why define gm?

xit will turn out that got is easier to estimate from data:

- note that the optimal g\* satisfies the equation

 $g^*(x,u) = E[Z(x,u) + Y \cdot min g^*(x,w)]$ we u

(where expectation is over  $x^+$ 's)

- applying Marte Carlo estimation, obtain g-learning algorithm:

$$g^{+}(x_{1}u) = (1-\alpha) \cdot g(x_{1}u)$$

$$+ \alpha \cdot (\exists (x_{1}u) + \forall \cdot \min_{w \in \mathcal{U}} g(x_{1}w))$$

- looks similar to TD(0); generalizing to multi-step case non-obvious

fact: g-learning converges in probability