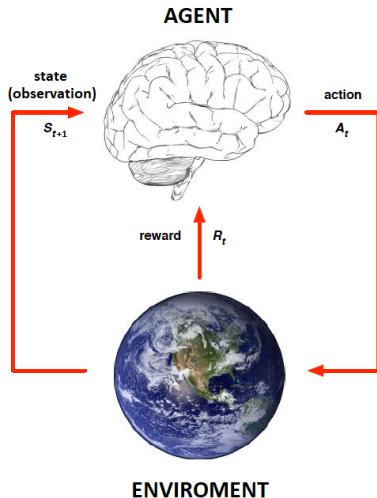


Lecture 3: Dynamic Programming. Policy and Value Iterations

Anton Plaksin

Reinforcement Learning



The agent's goal is to maximize $G = \sum_{t=0}^{\infty} \gamma^t R_t$, $\gamma \in [0, 1]$.

Markov Decision Process

Markov Property

$$\mathbb{P}[S_{t+1}|S_t, A_t] = \mathbb{P}[S_{t+1}|S_1, A_1, S_2, A_2 \dots, S_t, A_t]$$

$$\mathbb{P}[R_t|S_t, A_t] = \mathbb{P}[R_t|S_1, A_1, S_2, A_2 \dots, S_t, A_t] = 1$$

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Markov Decision Process $\langle \mathcal{S}, \mathcal{A}, \mathcal{P}, \mathcal{P}_0, \mathcal{R}, \gamma \rangle$

- \mathcal{S} is a **finite** ($|\mathcal{S}| = n$) state space
- \mathcal{A} is a **finite** ($|\mathcal{A}| = m$) action space
- \mathcal{P} is a **known** transition probability function

$$\mathcal{P}(s'|s, a) = \mathbb{P}[S_{t+1} = s'|S_t = s, A_t = a]$$

- \mathcal{P}_0 is a **known** initial state probability function
- \mathcal{R} is a **known** reward function

$$\mathcal{R}(s, a) = R_t \quad \Leftrightarrow \quad \mathbb{P}[R_t|S_t = s, A_t = a] = 1$$

- $\gamma \in [0, 1]$ is a discount coefficient

Stochastic Policy

$$\pi(a|s) \in [0, 1], \quad a \in \mathcal{A}, \quad s \in \mathcal{S}$$

- Set π
- Agent starts from the initial state $S_0 \sim \mathcal{P}_0$
- acts $A_0 \sim \pi(\cdot|S_0)$
- gets the reward $R_0 = \mathcal{R}(S_0, A_0)$ and goes to the next state $S_1 \sim \mathcal{P}(\cdot|S_0, A_0)$
- acts $A_1 \sim \pi(\cdot|S_1)$
- gets the reward $R_1 = \mathcal{R}(S_1, A_1)$ and goes to the next state $S_2 \sim \mathcal{P}(\cdot|S_1, A_1)$
- ...
- $\tau = \{S_0, A_0, S_1, A_1, S_2, A_2, \dots\}, \quad G(\tau) = \sum_{t=0}^{\infty} \gamma^t \mathcal{R}(S_t, A_t)$

The Reinforcement Learning problem

$$\mathbb{E}_{\pi}[G] \longrightarrow \max_{\pi}$$

Value Function

- Set π and s
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- acts $A_0 \sim \pi(\cdot|S_0)$
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Value Function

$$v_{\pi}(s) = \mathbb{E}_{\pi}[G]$$

Deterministic Case

Remark

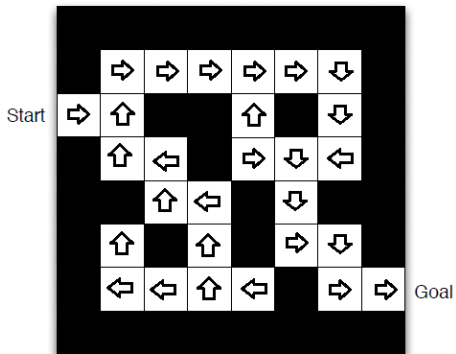
If Policy and Environment are deterministic (non-stochastic) then

$$v_{\pi}(s) = G(\tau_{\pi}),$$

where $\tau_{\pi} : \mathbb{P}(\tau_{\pi}|\pi) = 1$.

Пример: Maze

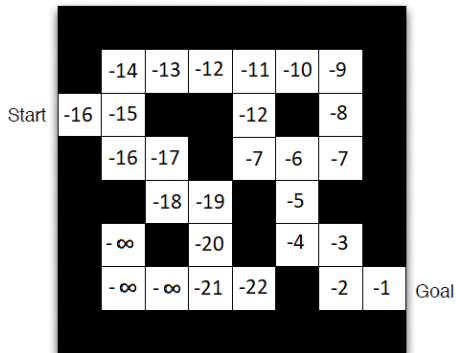
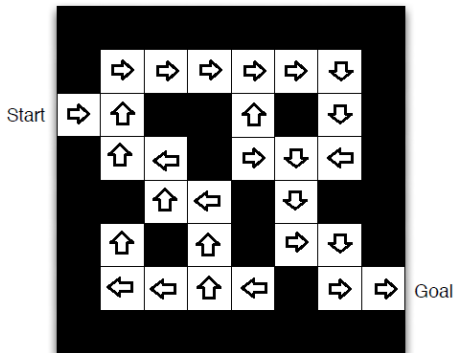
$$R_t = -1, \quad \gamma = 1, \quad \pi :$$



Пример: Maze

$v_\pi :$

$$R_t = -1, \quad \gamma = 1, \quad \pi :$$



Bellman Expectation Equation

$$\tau = (S_0, A_0, S_1, A_1, S_2, A_2, \dots), \quad G(\tau) = \sum_{t=0}^{\infty} \gamma^t \mathcal{R}(S_t, A_t)$$

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$$G(\tau) = \mathcal{R}(S_0, A_0) + \gamma \sum_{t=1}^{\infty} \gamma^{t-1} \mathcal{R}(S_t, A_t) = \mathcal{R}(S_0, A_0) + \gamma G(\tilde{\tau})$$

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Bellman Expectation Equation for v_{π}

$$v_{\pi}(s) = \sum_a \pi(a|s) \left(\mathcal{R}(s, a) + \gamma \sum_{s'} \mathcal{P}(s'|s, a) v_{\pi}(s') \right)$$

How to solve Bellman Expectation Equation?

Bellman Expectation Equation for v_π

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$$v_\pi = \begin{pmatrix} v_\pi(s_1) \\ \vdots \\ v_\pi(s_n) \end{pmatrix}, \mathcal{R}_\pi = \begin{pmatrix} \mathcal{R}_\pi(s_1) \\ \vdots \\ \mathcal{R}_\pi(s_n) \end{pmatrix}, \mathcal{P}_\pi = \begin{pmatrix} \mathcal{P}_\pi(s_1, s_1) & \dots & \mathcal{P}_\pi(s_1, s_n) \\ \vdots & \ddots & \vdots \\ \mathcal{P}_\pi(s_n, s_1) & \dots & \mathcal{P}_\pi(s_n, s_n) \end{pmatrix}$$

How to solve Bellman Expectation Equation?

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$$v_\pi = (E - \gamma \mathcal{P}_\pi)^{-1} \mathcal{R}_\pi$$

Theorem

If $\gamma < 1$ then there exists a unique solution v_π of Bellman Expectation Equation.

Iterative Policy Evaluation (Fixed-Point Iteration)

Let π ; $v^0(s)$, $s \in \mathcal{S}$, $K \in \mathbb{N}$.

For each $k \in \overline{0, K}$, do

$$v^{k+1}(s) = \sum_a \pi(a|s) \left(\mathcal{R}(s, a) + \gamma \sum_{s'} \mathcal{P}(s'|s, a) v^k(s') \right), \quad s \in \mathcal{S}$$

or

$$v^{k+1} = \mathcal{R}_\pi + \gamma \mathcal{P}_\pi v^k$$

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Theorem

$v^k \rightarrow v_\pi, k \rightarrow \infty$. Convergence rate $O(mn^2)$

Action-Value Function

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q_{π} and v_{π}

$$v_{\pi}(s) = \sum_a \pi(a|s)q_{\pi}(s, a), \quad q_{\pi}(s, a) = \mathcal{R}(s, a) + \gamma \sum_{s'} \mathcal{P}(s'|s, a)v_{\pi}(s')$$

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Bellman Expectation Equation for q_{π}

$$q_{\pi}(s, a) = \mathcal{R}(s, a) + \gamma \sum_{s'} \mathcal{P}(s'|s, a) \sum_{a'} \pi(a'|s')q_{\pi}(s', a')$$

Policy Improvement

Partially Order for Policies

$$\pi' \geq \pi \quad \Leftrightarrow \quad v_{\pi'}(s) \geq v_{\pi}(s), \quad \forall s \in \mathcal{S}$$

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Greedy Policy Improvement

$$\pi'(a|s) = \begin{cases} 1, & \text{if } a \in \operatorname{argmax}_{a' \in \mathcal{A}} q_{\pi}(s, a') \\ 0, & \text{otherwise} \end{cases}$$

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Policy Improvement Theorem

Let π . If π' is defined by Greedy Policy Improvement then

$$\pi' \geq \pi$$

Optimal Policy

(Optimal) Value Function and Action-Value Function

$$v_*(s) = \max_{\pi} v_{\pi}(s), \quad q_*(s, a) = \max_{\pi} q_{\pi}(s, a)$$

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$$v_*(s) = \max_{\pi} v_{\pi}(s), \quad q_*(s, a) = \max_{\pi} q_{\pi}(s, a)$$

Optimal Policy Existence Theorem

There exists a (optimal) policy π_* such that

- $\pi_* \geq \pi, \forall \pi$
- $v_{\pi_*}(s) = v_*(s), \forall s \in \mathcal{S}$
- $q_{\pi_*}(s, a) = q_*(s, a), \forall s \in \mathcal{S}, \forall a \in \mathcal{A}$

Policy Iteration

Let π^0 and $L, K \in \mathbb{N}$.

For each $k \in \overline{0, K}$, do

- (Policy evaluation) Iterative Policy Evaluation

$$v^{l+1} = \mathcal{R}_{\pi^k} + \mathcal{P}_{\pi^k} v^l, \quad l \in \overline{0, L-1}.$$

Define $q^L(s, a)$ by $v^L(s)$

- (Policy improvement) Greedy Policy Improvement

$$\pi^{k+1}(a|s) = \begin{cases} 1, & \text{if } a \in \operatorname{argmax}_{a' \in \mathcal{A}} q^L(s, a') \\ 0, & \text{otherwise} \end{cases}$$

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Let π^0 and $L, K \in \mathbb{N}$.

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Theorem

$\pi^k \rightarrow \pi_*$, $k \rightarrow \infty$. Convergence rate $O(mn^2)$

Bellman Optimality Equations

Bellman Optimality Equations for v_*

$$v_*(s) = \max_{a \in \mathcal{A}} \left(\mathcal{R}(s, a) + \gamma \sum_{s' \in \mathcal{S}} \mathcal{P}(s'|s, a) v_*(s') \right)$$

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v_* and q_*

$$v_*(s) = \max_{a \in \mathcal{A}} q_*(s, a), \quad q_*(s, a) = \mathcal{R}(s, a) + \gamma \sum_{s' \in \mathcal{S}} \mathcal{P}(s'|s, a) v_*(s')$$

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π_* and q_*

$$\pi_*(a|s) = \begin{cases} 1, & \text{если } a \in \operatorname{argmax}_{a' \in \mathcal{A}} q_*(s, a') \\ 0, & \text{иначе} \end{cases}$$

Value Iteration

Let $v^0(s)$, $s \in \mathcal{S}$ and $K \in \mathbb{N}$.

For each $k \in \overline{0, K}$, do

$$v^{k+1}(s) = \max_{a \in \mathcal{A}} \left(\mathcal{R}(s, a) + \gamma \sum_{s'} \mathcal{P}(s'|s, a) v^k(s') \right), \quad s \in \mathcal{S}$$

Theorem

$v^k \rightarrow v_*$, $k \rightarrow \infty$. Convergence rate $O(mn^2)$

- Definitions of v_π , q_π , v_* , q_* , π_* will be used for the general MDP (when \mathcal{S} and \mathcal{A} are infinite, and \mathcal{P} and \mathcal{R} are unknown)
- Bellman Expectation Equation for v_π and q_π , and Bellman Optimality Equation for v_* and q_* as well as Policy Improvement Theorem and Optimal Policy Existence Theorem hold in the case of MDP in which \mathcal{S} and \mathcal{A} are finite, but \mathcal{P} and \mathcal{R} can be unknown.
- Policy Iteration and Value Iteration algorithms are only for the case of MDP in which \mathcal{S} and \mathcal{A} are finite, and \mathcal{P} and \mathcal{R} are known.

QUESTIONS?