



# Algorithms

CISC 7404 - Decision Making

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University of Macau

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# Quiz results on moodle

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If you have no score, come see me

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Mean score is  $\frac{3.37}{4} \approx 84\%$

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Do not forget individual participation grade!

# Review

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## Diffusion models

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Diffusion models

<https://arxiv.org/pdf/2006.11239>

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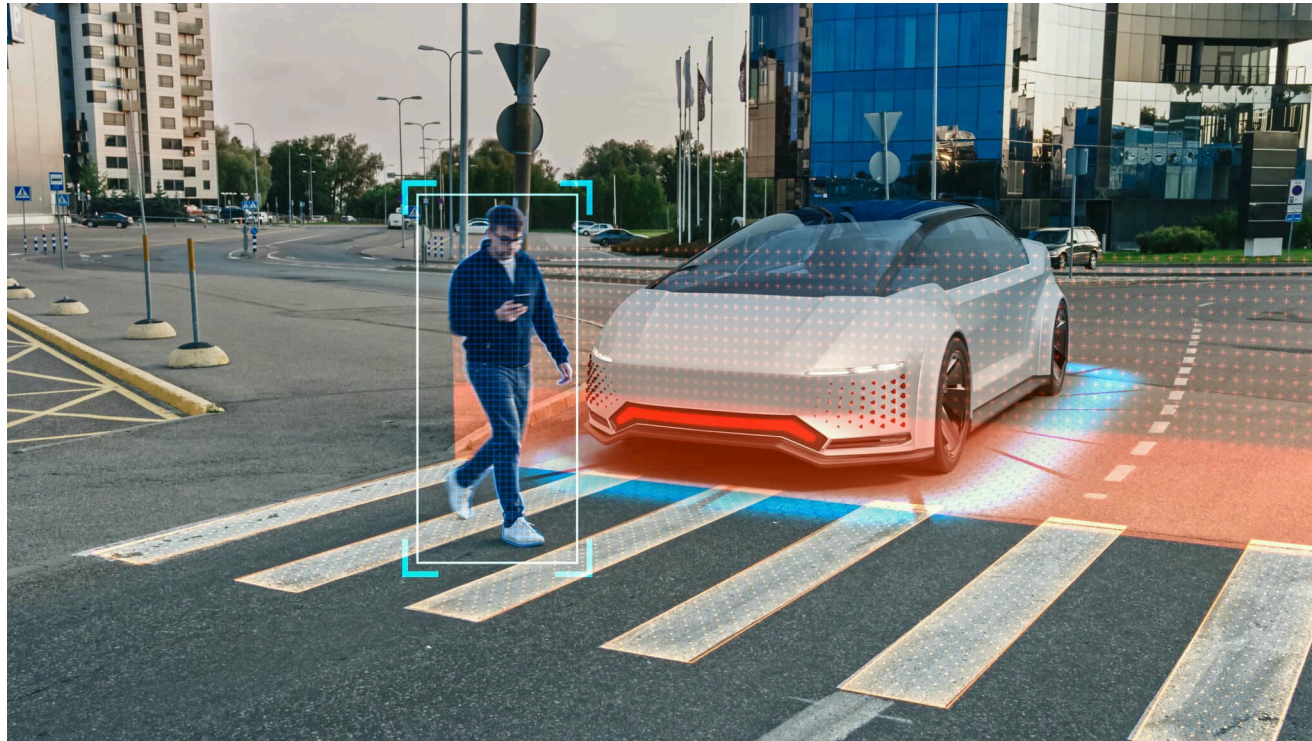
It makes decisions for the agent

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The policy is guaranteed to maximize the discounted return

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<https://www.youtube.com/watch?v=6qj3EfRTtkE>

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Critical part of Alpha-\* methods (AlphaGo, AlphaStar, AlphaZero)

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To understand what is hiding, let us examine the reward function

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Cannot know  $s_{t+1}$  with certainty, only know the distribution!



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**Question:** Ok, now what is the definition of  $R$ ?

**Answer:**

$$R : S \mapsto \mathbb{R}$$

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We should write it as  $\mathcal{R} : S \mapsto \mathbb{R}$

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**Answer:** It maps random processes to something we can maximize

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Random variable conditioned on  $s_t, a_t$

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**Question:** Have we seen something similar before?

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**Answer:** Bandits!



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Let us turn this equation into a policy

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This policy is **optimal** with respect to the expected reward

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It will always act to maximize the expected reward

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This will create the best ad creator possible!

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We have one more thing to do



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**Question:** Do we know the second term?

**Answer:** It is more tricky



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For  $\mathcal{R}(s_2)$ , the reward relies on  $\text{Tr}(s_2 \mid s_1, a_1)$  and  $\text{Tr}(s_1 \mid s_0, a_0)$

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For  $\mathcal{R}(s_1)$  relies on the distribution  $\text{Tr}(s_1 \mid s_0, a_0)$

For  $\mathcal{R}(s_2)$ , the reward relies on  $\text{Tr}(s_2 \mid s_1, a_1)$  and  $\text{Tr}(s_1 \mid s_0, a_0)$

For  $\mathcal{R}(s_{n+1})$  we need an expression for  $\text{Pr}(s_{n+1} \mid s_0, a_0, a_1, \dots)$

# Trajectory Optimization

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This predicts the future states of an MDP

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# Trajectory Optimization

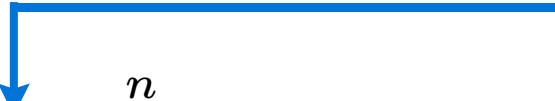
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*s<sub>n+1</sub> Distribution*



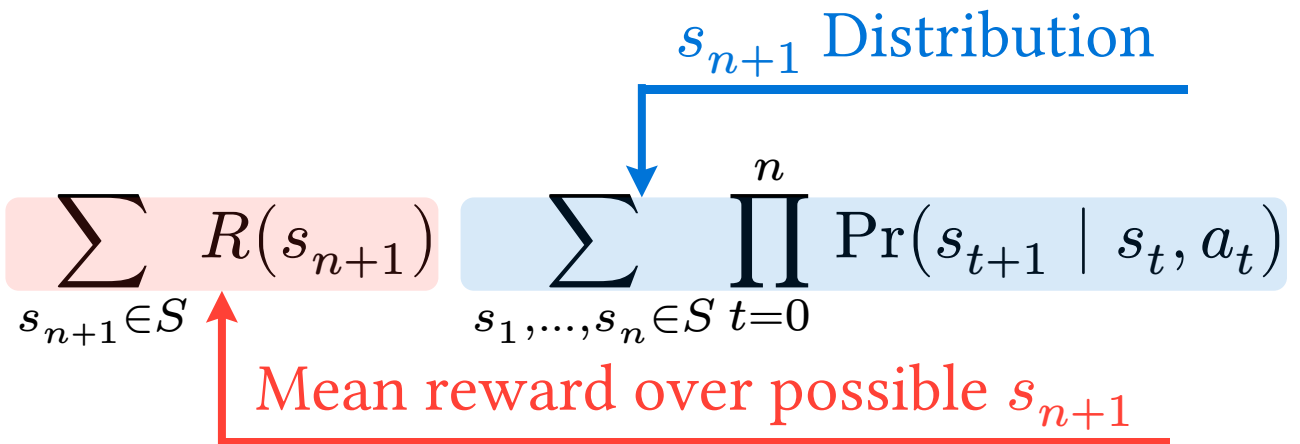
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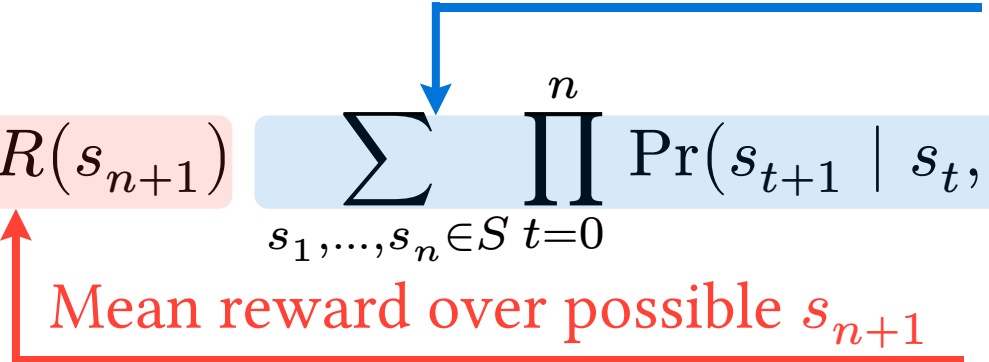
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**Question:** Anyone know what we call it?

**Answer:** Model Predictive Control (MPC) or Receding Horizon Control

# Trajectory Optimization

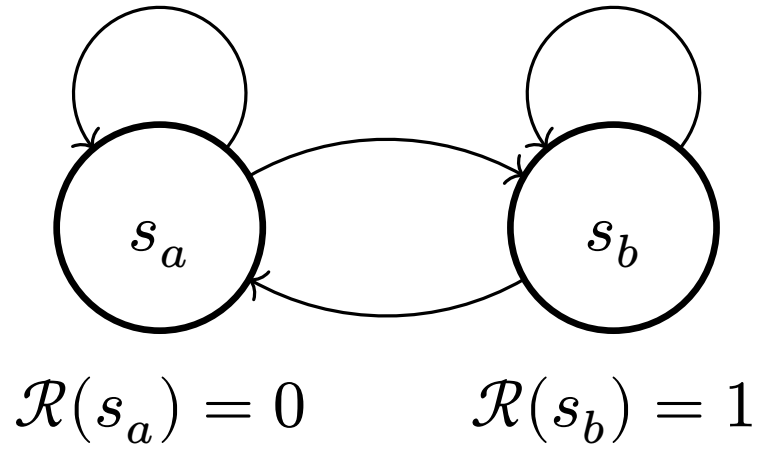
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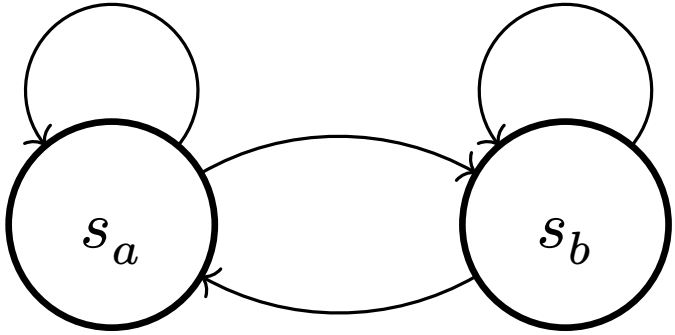
Let us do a visual example to help you understand

# Trajectory Optimization



# Trajectory Optimization

$$S = \{s_a, s_b\} \quad A = \{a_a, a_b\}$$

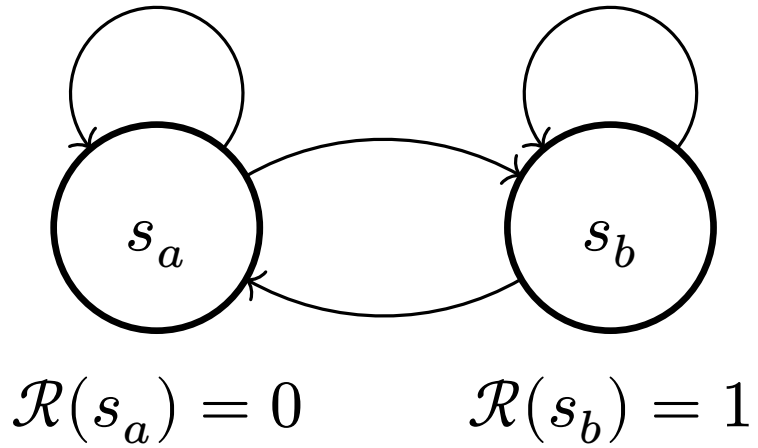


$$\mathcal{R}(s_a) = 0$$

$$\mathcal{R}(s_b) = 1$$



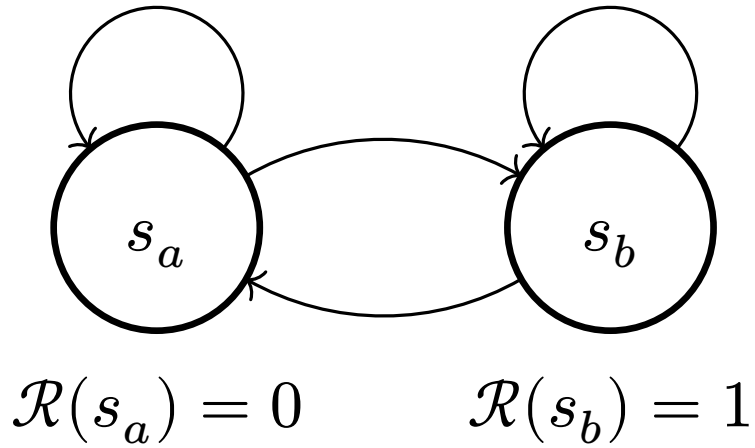
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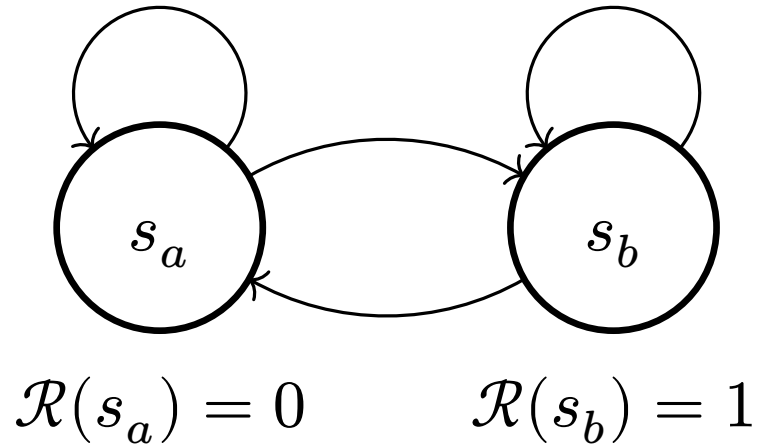


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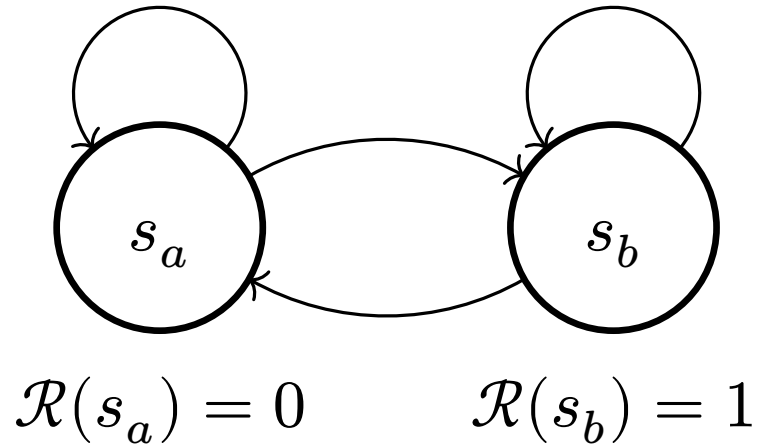
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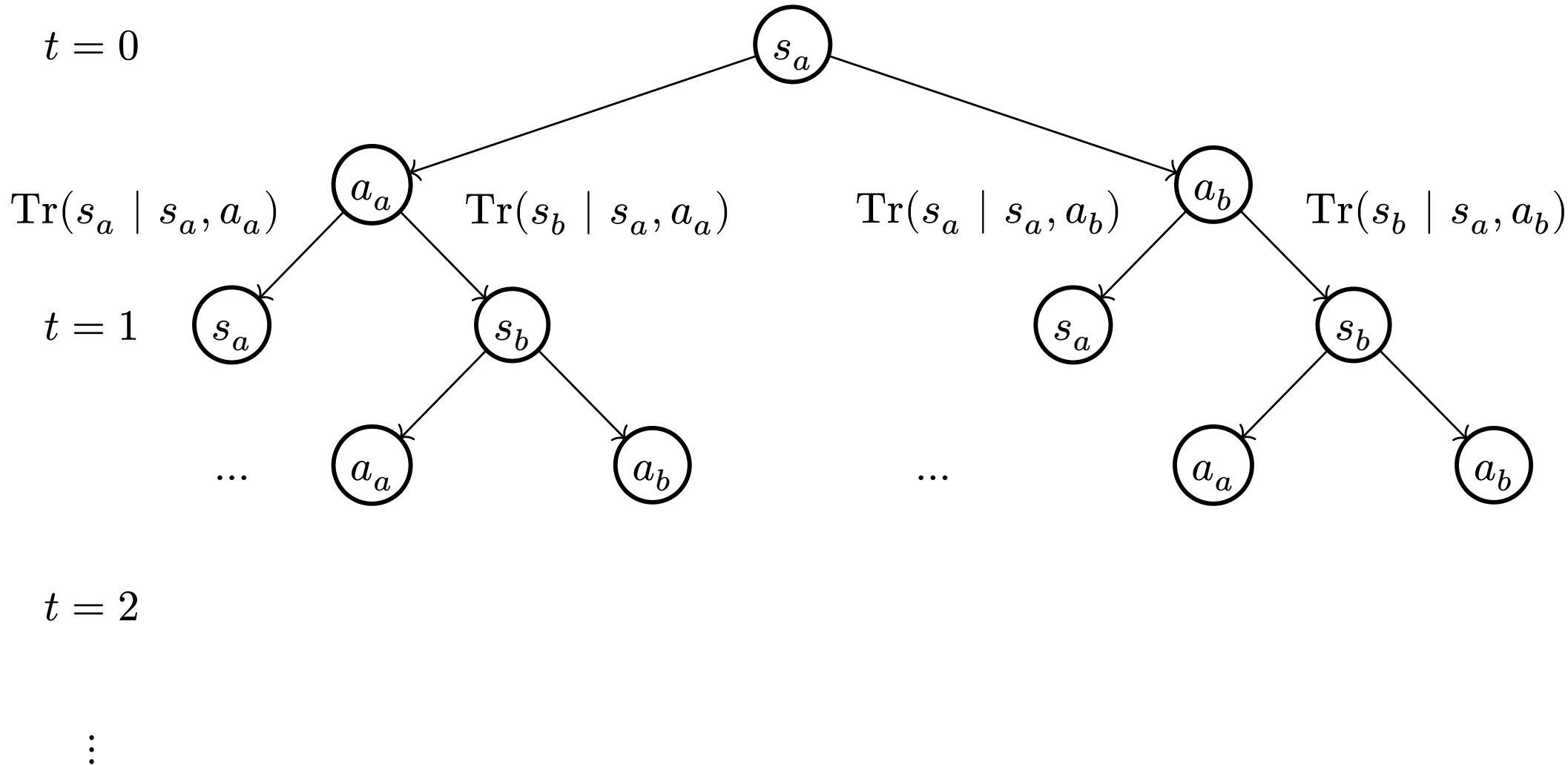
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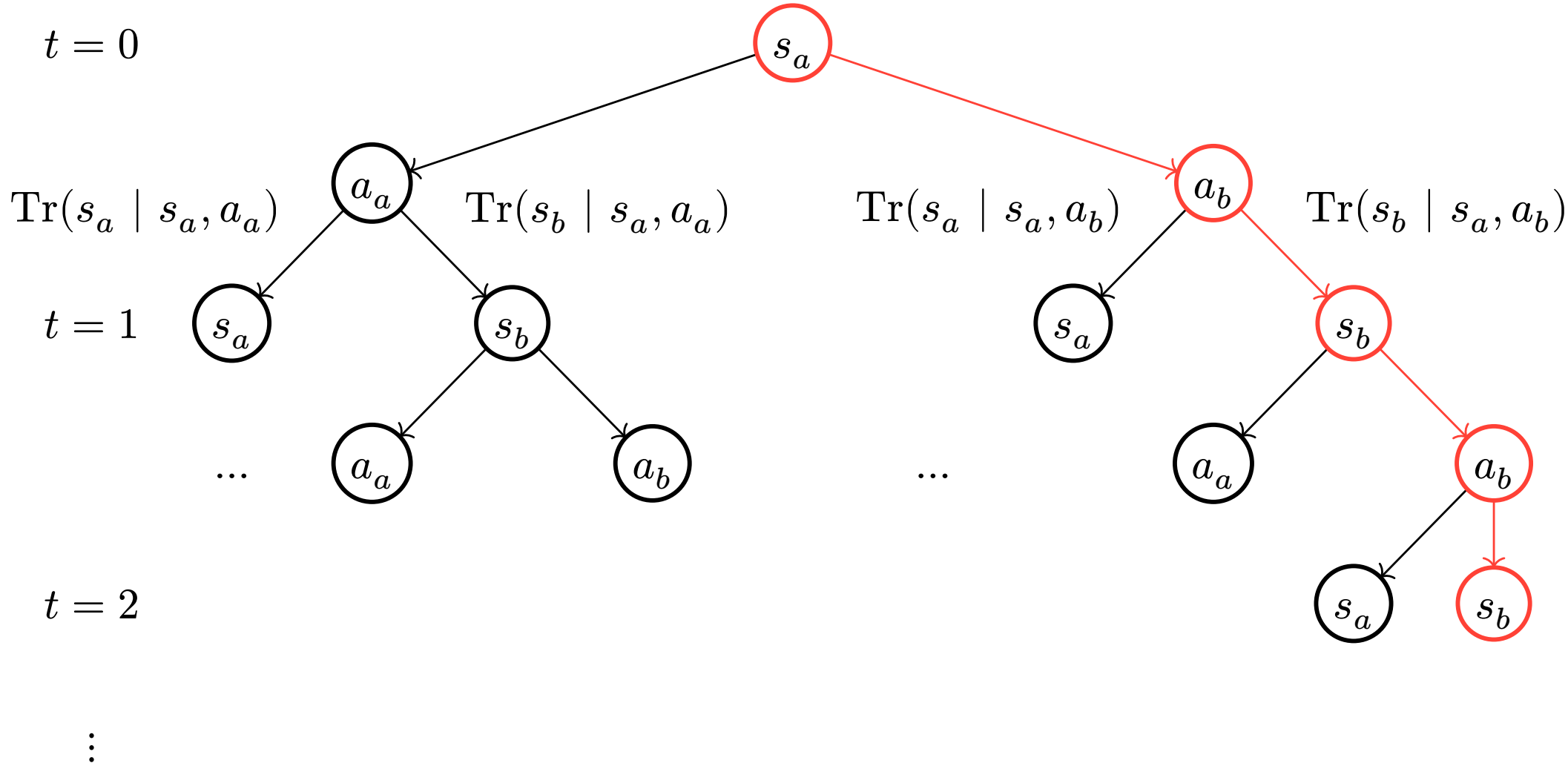
Each level of the tree enumerates possible outcomes

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We have some tricks to make this tractable

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$$\arg \max_{a_0, a_1, \dots \in A} \mathbb{E}[\mathcal{G}(\boldsymbol{\tau}) \mid s_0, a_0, a_1, \dots] = \arg \max_{a_0, a_1, \dots} \sum_{t=0}^{\infty} \gamma^t \mathbb{E}[\mathcal{R}(s_{t+1}) \mid s_0, a_0, \dots, a_t]$$

**Trick 1:** Introduce a **horizon**  $n$

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Now we can limit computation to  $O(|S| \cdot |A|)^n$



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**Question:** Drawback?

**Answer:** We no longer consider the infinite future, our agent may get greedy and be trapped

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**Trick 2:** Only simulate  $j$  actions and  $k$  states

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**Answer:** Optimal action may not be sampled, results in less-optimal trajectory

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I plan to release assignment 1 next lecture