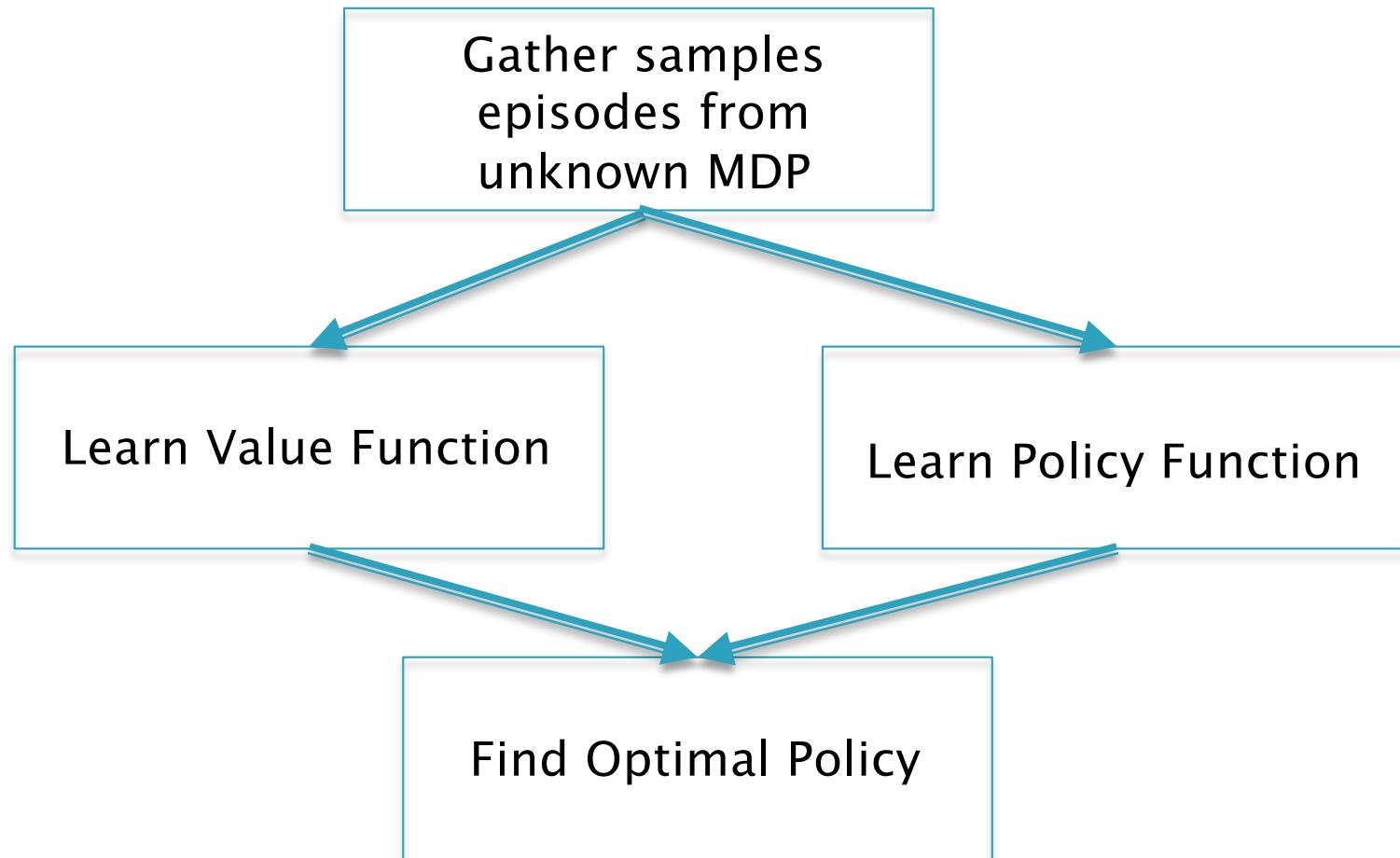


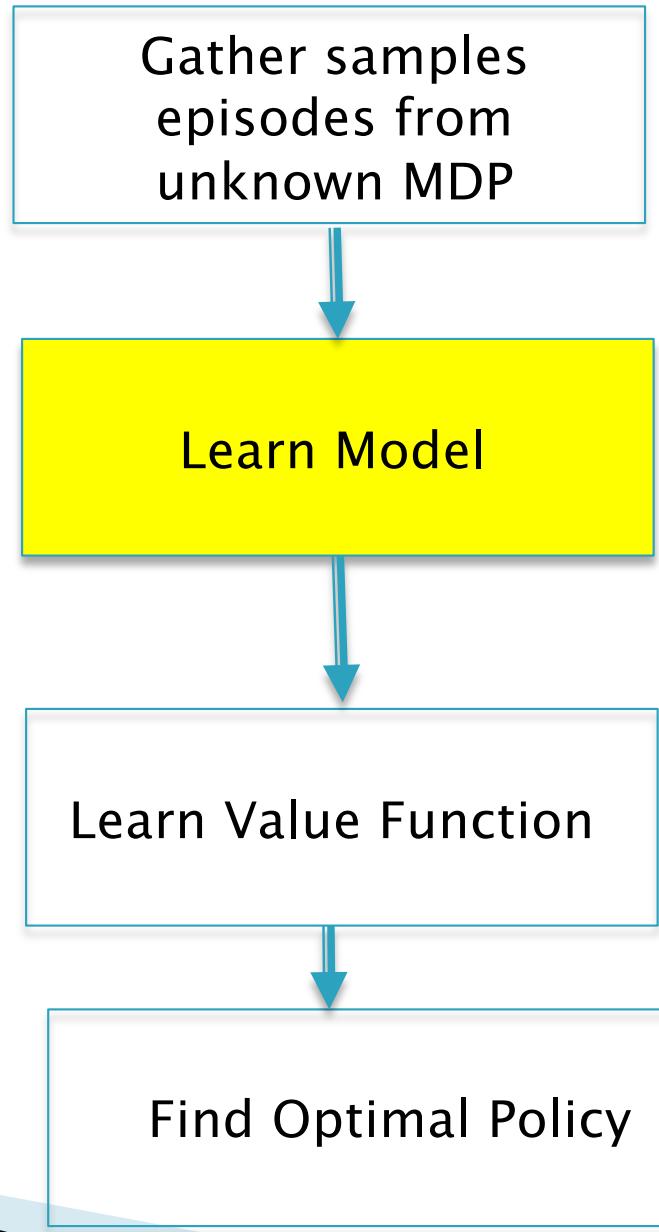
Model based Planning

Lecture 9
Subir Varma

Last Few Lectures: Model Free



This Lecture: Model Based

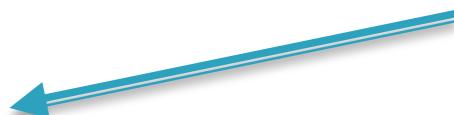


Model Based and Model Free RL

- Model-Free RL

- No model
- **Learn** value function (and/or policy) from experience

Learning



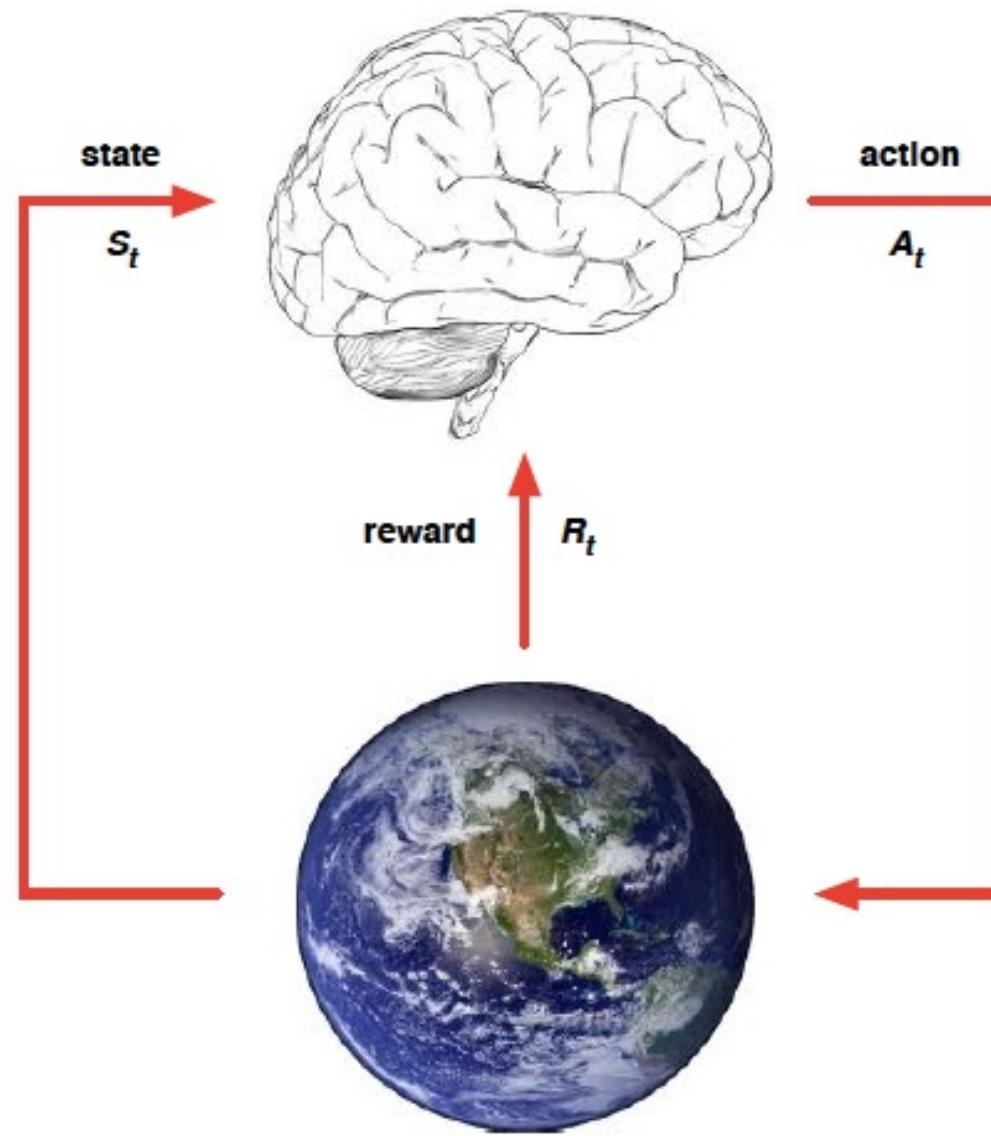
- Model-Based RL

- Learn a model from experience
- **Plan** value function (and/or policy) from model

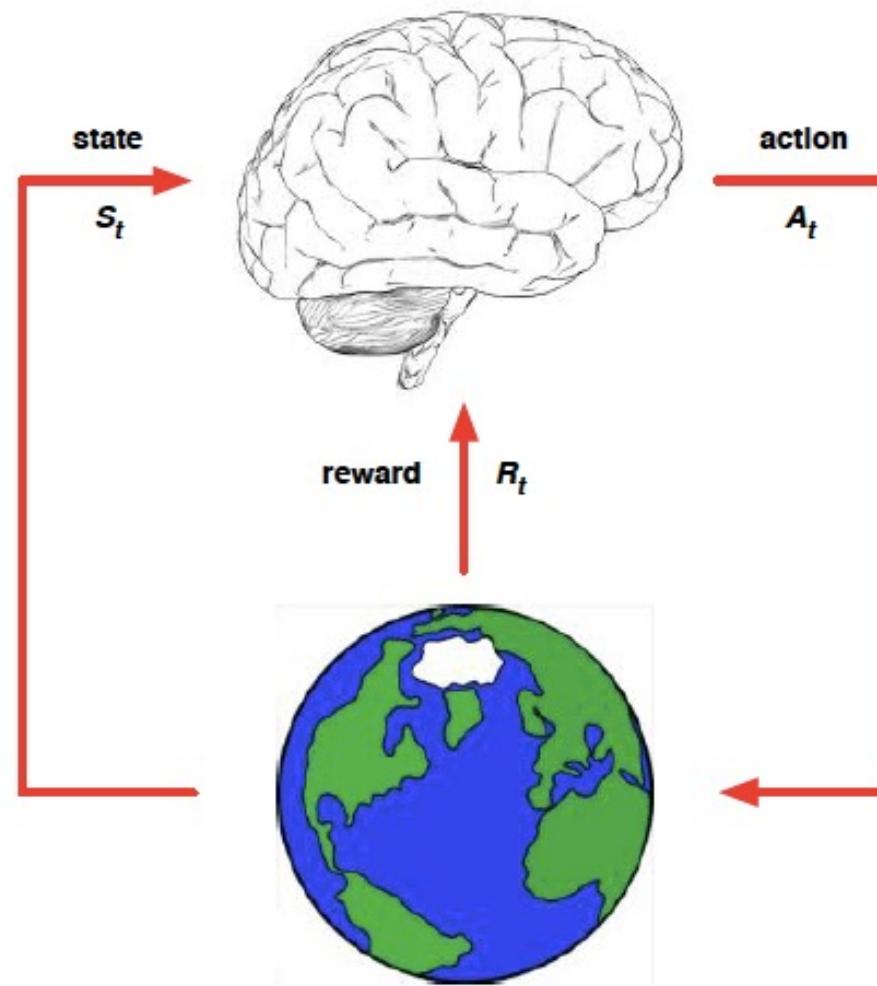
Planning



Model Free RL – Learning



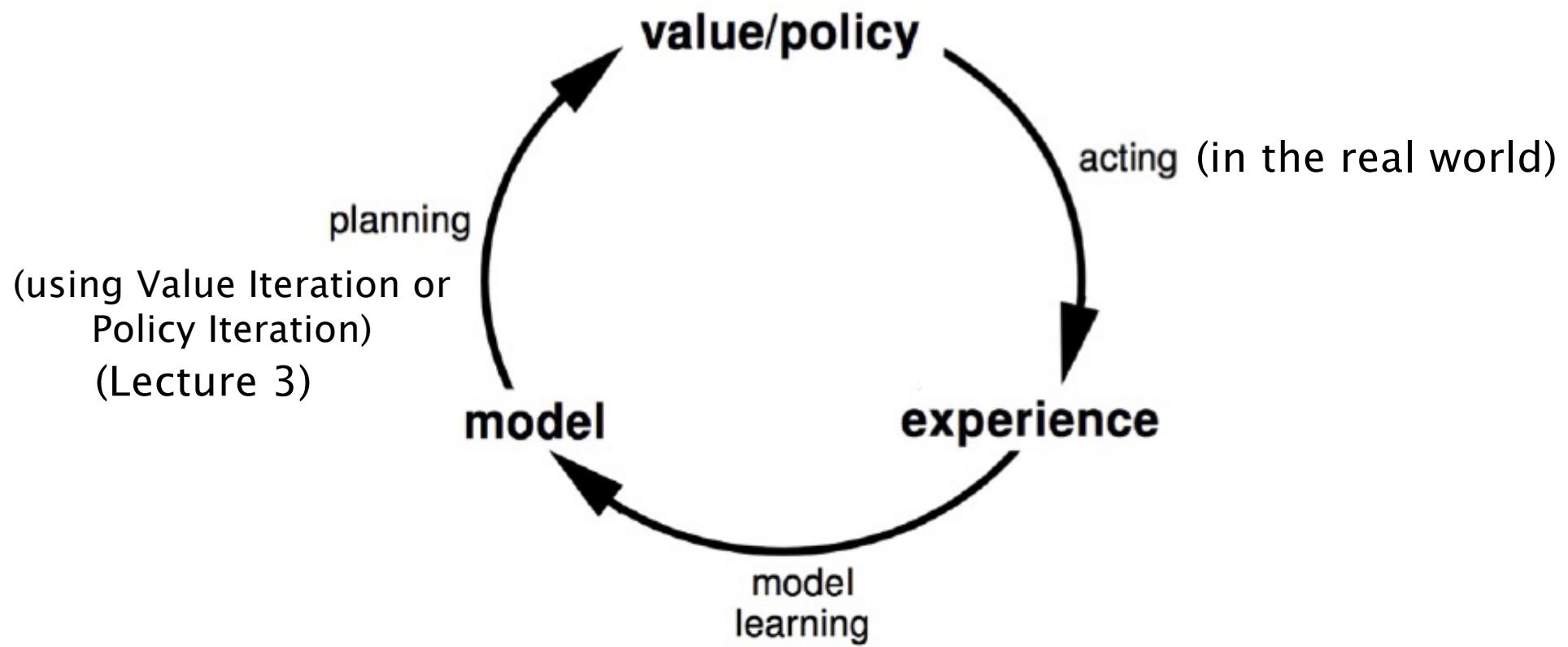
Model based RL – Planning



Model Learning



Model Based RL



Pros–Cons of Model Based RL

Advantages:

- Can efficiently learn model by supervised learning methods
- Can reason about model uncertainty

Disadvantages:

- First learn a model, then construct a value function
⇒ two sources of approximation error



What is a Model?

- A *model* \mathcal{M} is a representation of an MDP $\langle \mathcal{S}, \mathcal{A}, \mathcal{P}, \mathcal{R} \rangle$, parametrized by η
- We will assume state space \mathcal{S} and action space \mathcal{A} are known
- So a model $\mathcal{M} = \langle \mathcal{P}_\eta, \mathcal{R}_\eta \rangle$ represents state transitions $\mathcal{P}_\eta \approx \mathcal{P}$ and rewards $\mathcal{R}_\eta \approx \mathcal{R}$

$$S_{t+1} \sim \mathcal{P}_\eta(S_{t+1} \mid S_t, A_t)$$

$$R_{t+1} = \mathcal{R}_\eta(R_{t+1} \mid S_t, A_t)$$

Model Learning

- Goal: estimate model \mathcal{M}_η from experience $\{S_1, A_1, R_2, \dots, S_T\}$
- This is a supervised learning problem

$$S_1, A_1 \rightarrow R_2, S_2$$

$$S_2, A_2 \rightarrow R_3, S_3$$

⋮

$$S_{T-1}, A_{T-1} \rightarrow R_T, S_T$$

- Learning $s, a \rightarrow r$ is a *regression* problem
- Learning $s, a \rightarrow s'$ is a *density estimation* problem
- Pick loss function, e.g. mean-squared error, KL divergence, ...
- Find parameters η that minimise empirical loss

Table Lookup Model

- Model is an explicit MDP, $\hat{\mathcal{P}}, \hat{\mathcal{R}}$
- Count visits $N(s, a)$ to each state action pair

$$\hat{\mathcal{P}}_{s,s'}^a = \frac{1}{N(s, a)} \sum_{t=1}^T \mathbf{1}(S_t, A_t, S_{t+1} = s, a, s')$$

$$\hat{\mathcal{R}}_s^a = \frac{1}{N(s, a)} \sum_{t=1}^T \mathbf{1}(S_t, A_t = s, a) R_t$$

- Alternatively
 - At each time-step t , record experience tuple $\langle S_t, A_t, R_{t+1}, S_{t+1} \rangle$
 - To sample model, randomly pick tuple matching $\langle s, a, \cdot, \cdot \rangle$

AB Example

Two states A, B ; no discounting; 8 episodes of experience

A, 0, B, 0

B, 1

B, 1

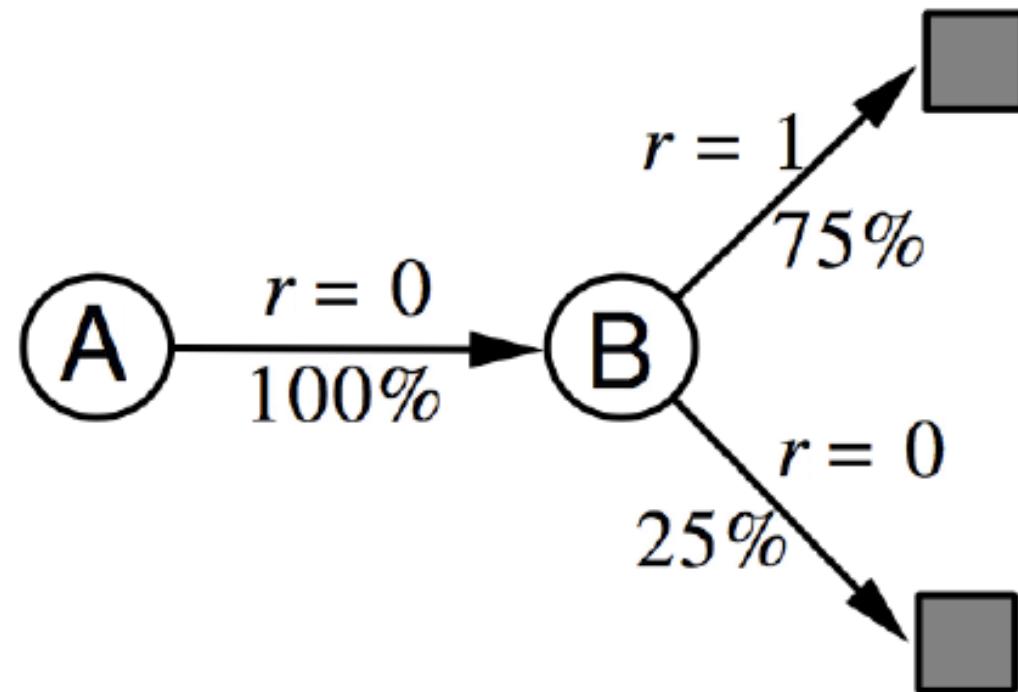
B, 1

B, 1

B, 1

B, 1

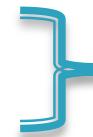
B, 0



We have constructed a **table lookup model** from the experience

Planning with a Model

- Given a model $\mathcal{M}_\eta = \langle \mathcal{P}_\eta, \mathcal{R}_\eta \rangle$
- Solve the MDP $\langle \mathcal{S}, \mathcal{A}, \mathcal{P}_\eta, \mathcal{R}_\eta \rangle$
- Using favourite planning algorithm
 - Value iteration
 - Policy iteration
 - Tree search
 - ...



Lecture 3

Today's Lecture



Sample based Planning

Instead of
Using Dynamic
Programming

- A simple but powerful approach to planning
- Use the model **only** to generate samples
- **Sample** experience from model

$$S_{t+1} \sim \mathcal{P}_\eta(S_{t+1} \mid S_t, A_t)$$

$$R_{t+1} = \mathcal{R}_\eta(R_{t+1} \mid S_t, A_t)$$

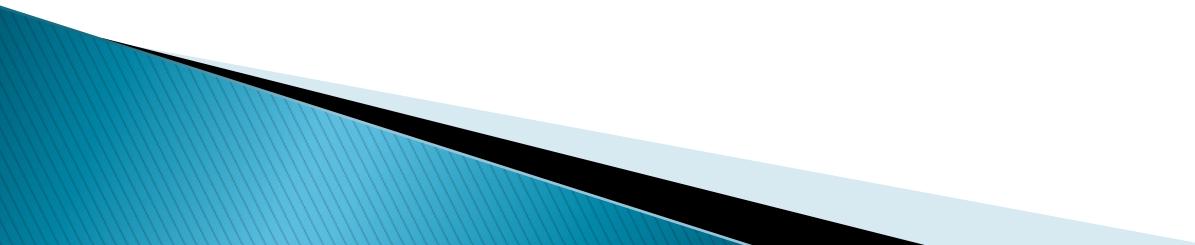
- Apply **model-free** RL to samples, e.g.:
 - Monte-Carlo control
 - Sarsa
 - Q-learning
- Sample-based planning methods are often more efficient

Tabular Q-Planning

Random-sample one-step tabular Q-planning

Loop forever:

1. Select a state, $S \in \mathcal{S}$, and an action, $A \in \mathcal{A}(S)$, at random
2. Send S, A to a sample model, and obtain
a sample next reward, R , and a sample next state, S'
3. Apply one-step tabular Q-learning to S, A, R, S' :
$$Q(S, A) \leftarrow Q(S, A) + \alpha [R + \gamma \max_a Q(S', a) - Q(S, A)]$$

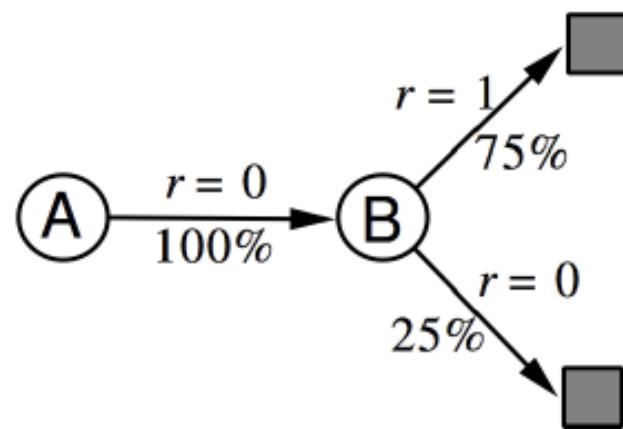


Back to AB Example

- Construct a table-lookup model from real experience
- Apply model-free RL to sampled experience

Real experience

A, 0, B, 0
B, 1
B, 1
B, 1
B, 1
B, 1
B, 1
B, 0



Sampled experience

B, 1
B, 0
B, 1
A, 0, B, 1
B, 1
A, 0, B, 1
B, 1
B, 0

e.g. Monte-Carlo learning: $V(A) = 1, V(B) = 0.75$

Why would we want to do this?

Types of Planning Algorithms

Planning can be used in two ways:

- ▶ **Background Planning**

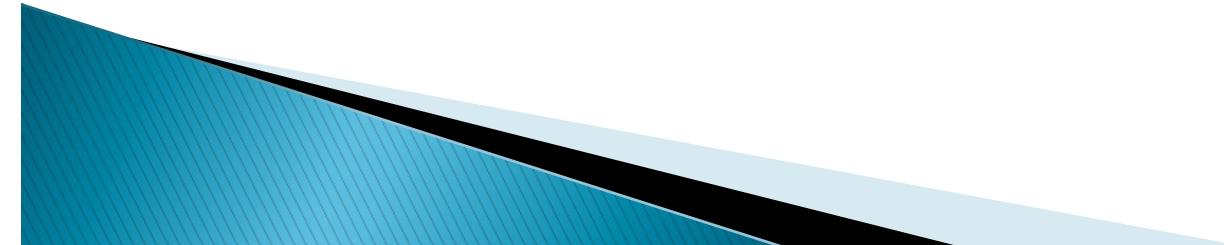
- Use Planning to gradually improve a policy or value function on the basis of simulated experience obtained from a model
- Planning is not focused on any particular state
- Best known algorithm: [Dyna](#)

- ▶ **Decision Time Planning**

- Planning focused on finding the best action for a particular state
- Algorithm run separately for each new state encountered
- Best known algorithm: [Monte Carlo Tree Search \(MCTS\)](#)



Background Planning: Dyna Algorithm



Real and Simulated Experience

We consider two sources of experience

Real experience Sampled from environment (true MDP)

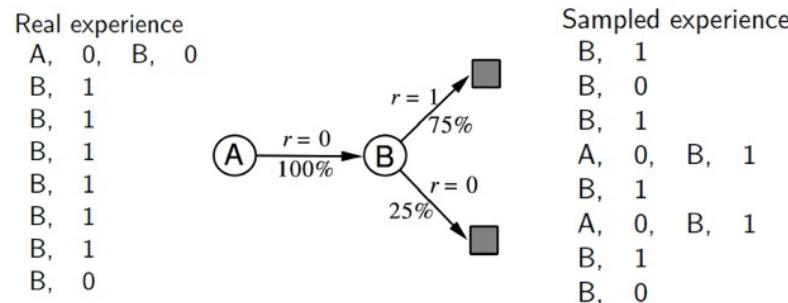
$$S' \sim \mathcal{P}_{s,s'}^a$$

$$R = \mathcal{R}_s^a$$

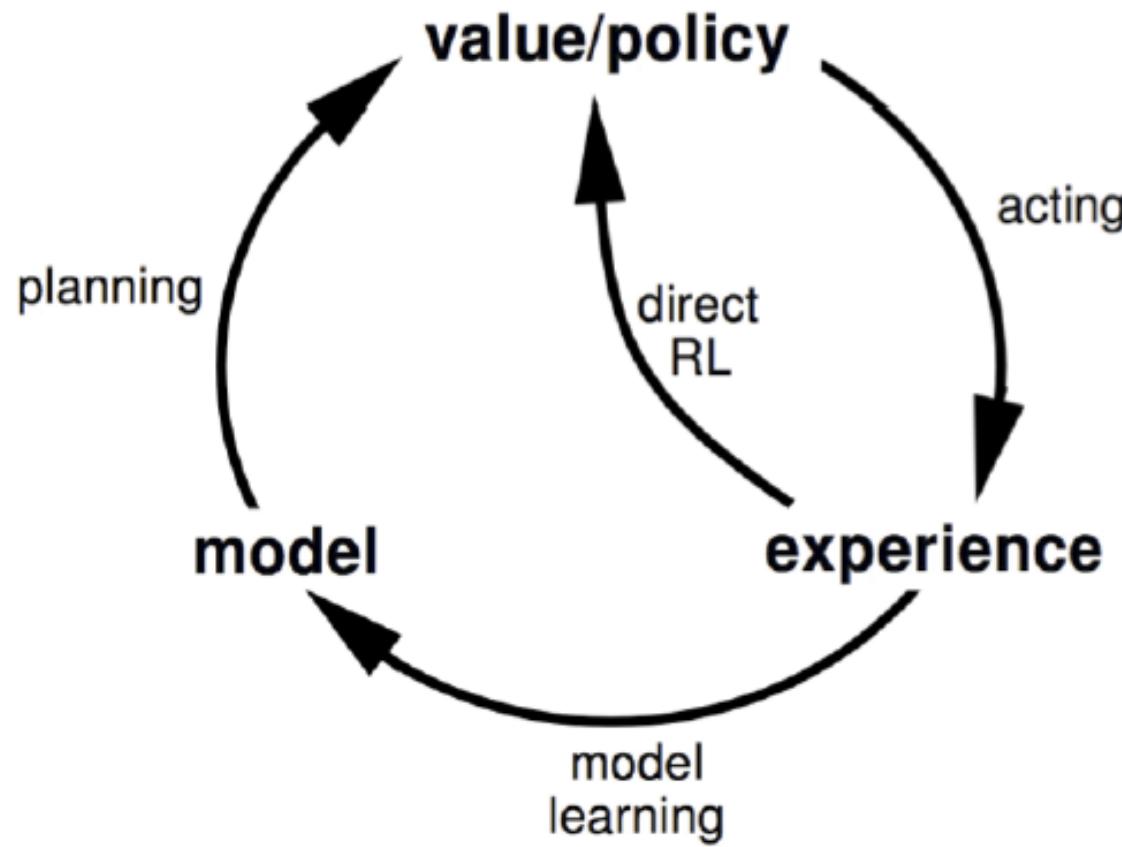
Simulated experience Sampled from model (approximate MDP)

$$S' \sim \mathcal{P}_\eta(S' | S, A)$$

$$R = \mathcal{R}_\eta(R | S, A)$$



Dyna Architecture



Dyna-Q Algorithm

Initialize $Q(s, a)$ and $Model(s, a)$ for all $s \in \mathcal{S}$ and $a \in \mathcal{A}(s)$

Do forever:

- (a) $S \leftarrow$ current (nonterminal) state
- (b) $A \leftarrow \varepsilon\text{-greedy}(S, Q)$
- (c) Execute action A ; observe resultant reward, R , and state, S'
- (d) $Q(S, A) \leftarrow Q(S, A) + \alpha[R + \gamma \max_a Q(S', a) - Q(S, A)]$
- (e) $Model(S, A) \leftarrow R, S'$ (assuming deterministic environment)

(f) Repeat n times:

$S \leftarrow$ random previously observed state

$A \leftarrow$ random action previously taken in S

$R, S' \leftarrow Model(S, A)$

$Q(S, A) \leftarrow Q(S, A) + \alpha[R + \gamma \max_a Q(S', a) - Q(S, A)]$

Dyna-Q on a Simple Maze

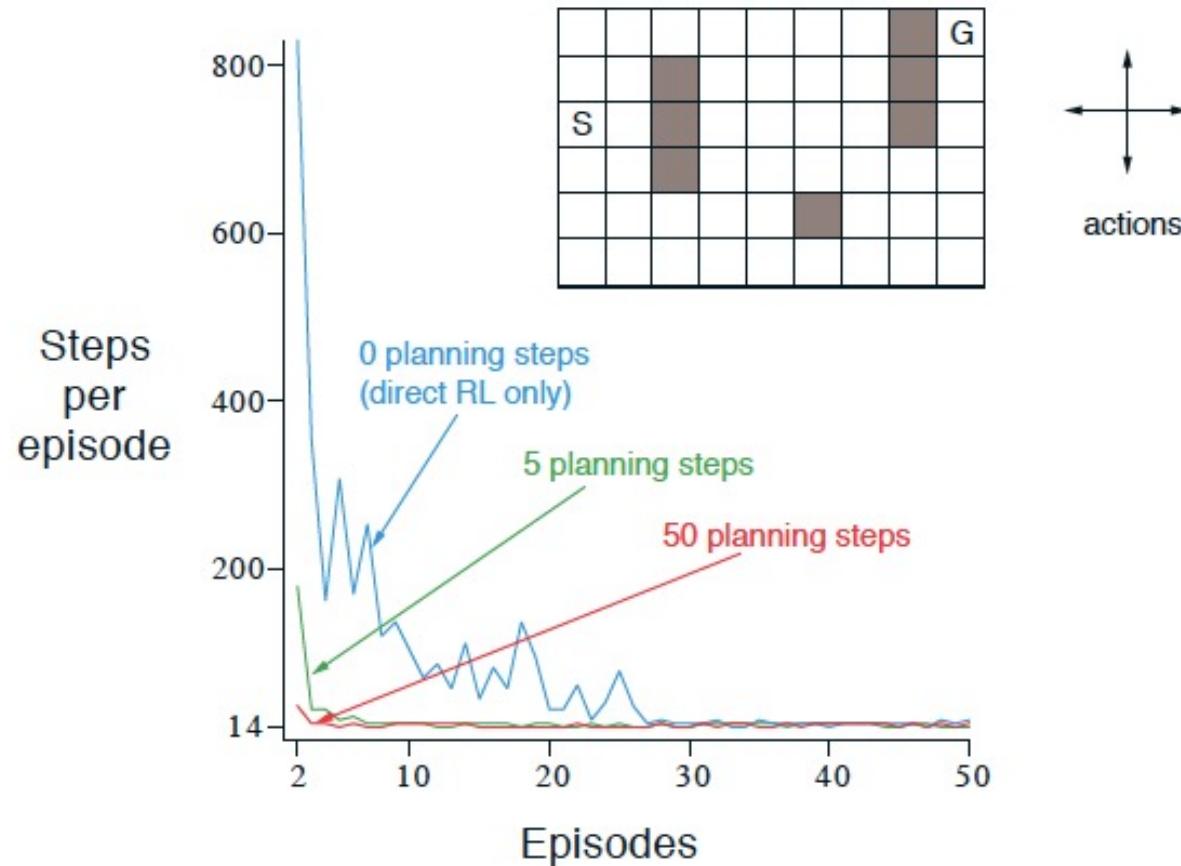
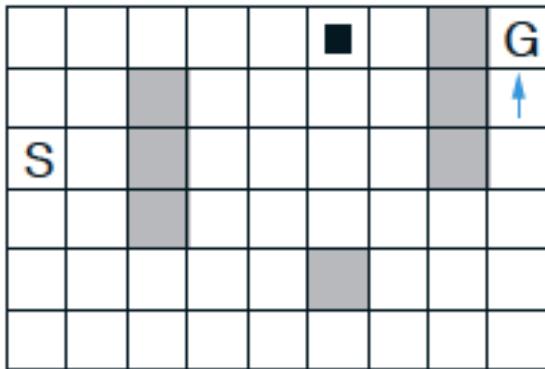


Figure 8.2: A simple maze (inset) and the average learning curves for Dyna-Q agents varying in their number of planning steps (n) per real step. The task is to travel from S to G as quickly as possible.

Dyna-Q on a Simple Maze

WITHOUT PLANNING ($n=0$)



WITH PLANNING ($n=50$)

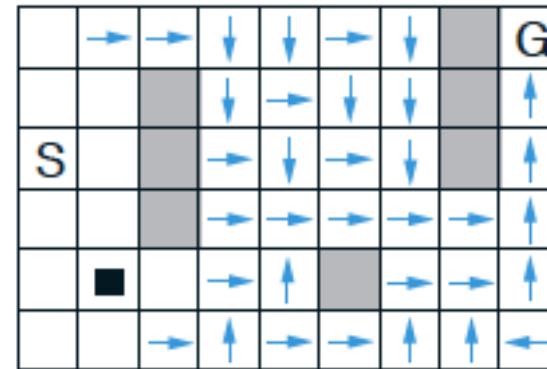


Figure 8.3: Policies found by planning and nonplanning Dyna-Q agents halfway through the second episode. The arrows indicate the greedy action in each state; if no arrow is shown for a state, then all of its action values were equal. The black square indicates the location of the agent. ■

Decision Time Planning

Monte Carlo Tree Search

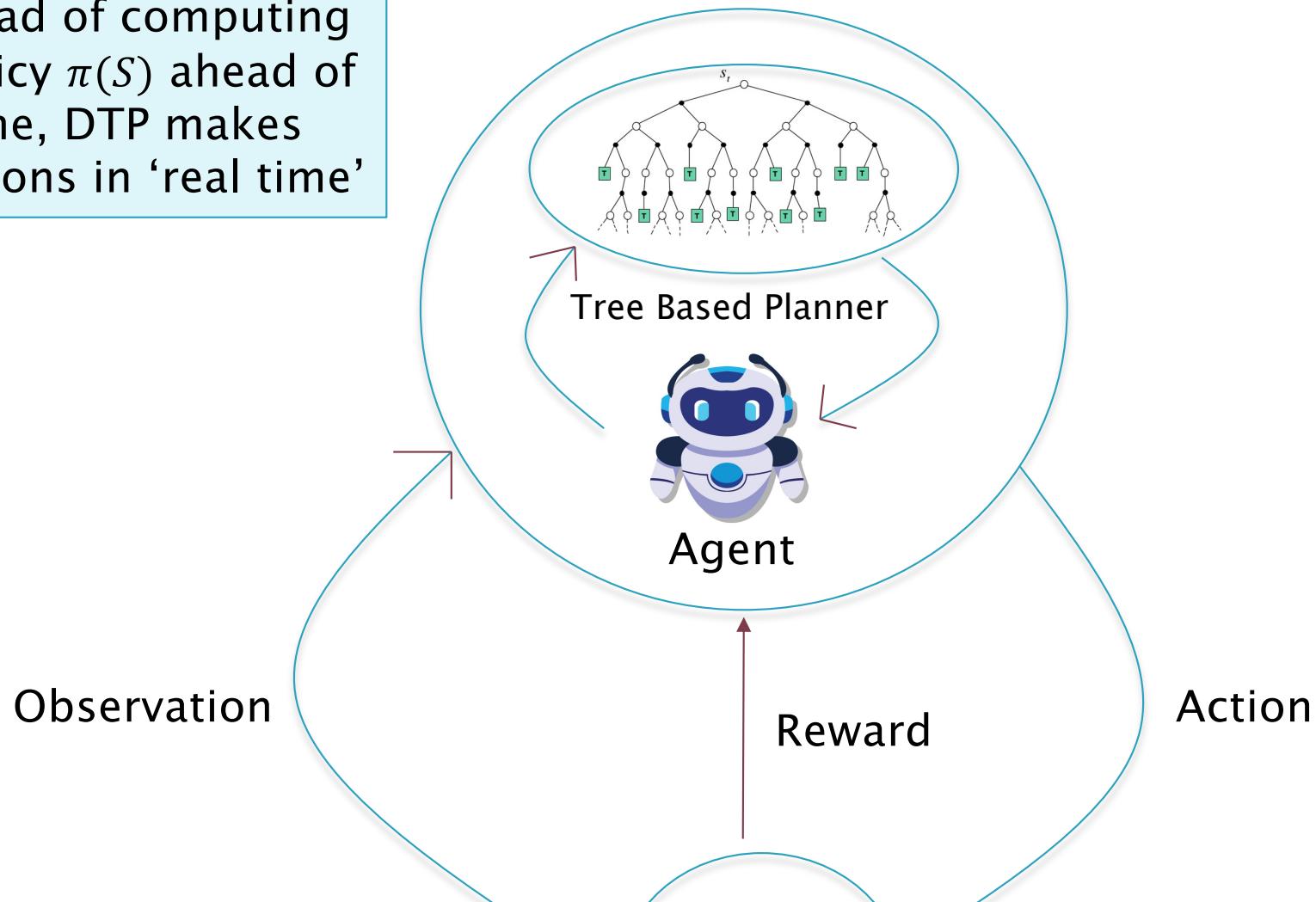


Decision Time Planning

- ▶ Decision Time Planning focuses on a particular state
- ▶ Agent finds itself in state S
 - Agent begins planning, with the objective of choosing a single best action to take
 - The Agent takes the chosen Action, the planning process stops
- ▶ Planning process re-started for each new state

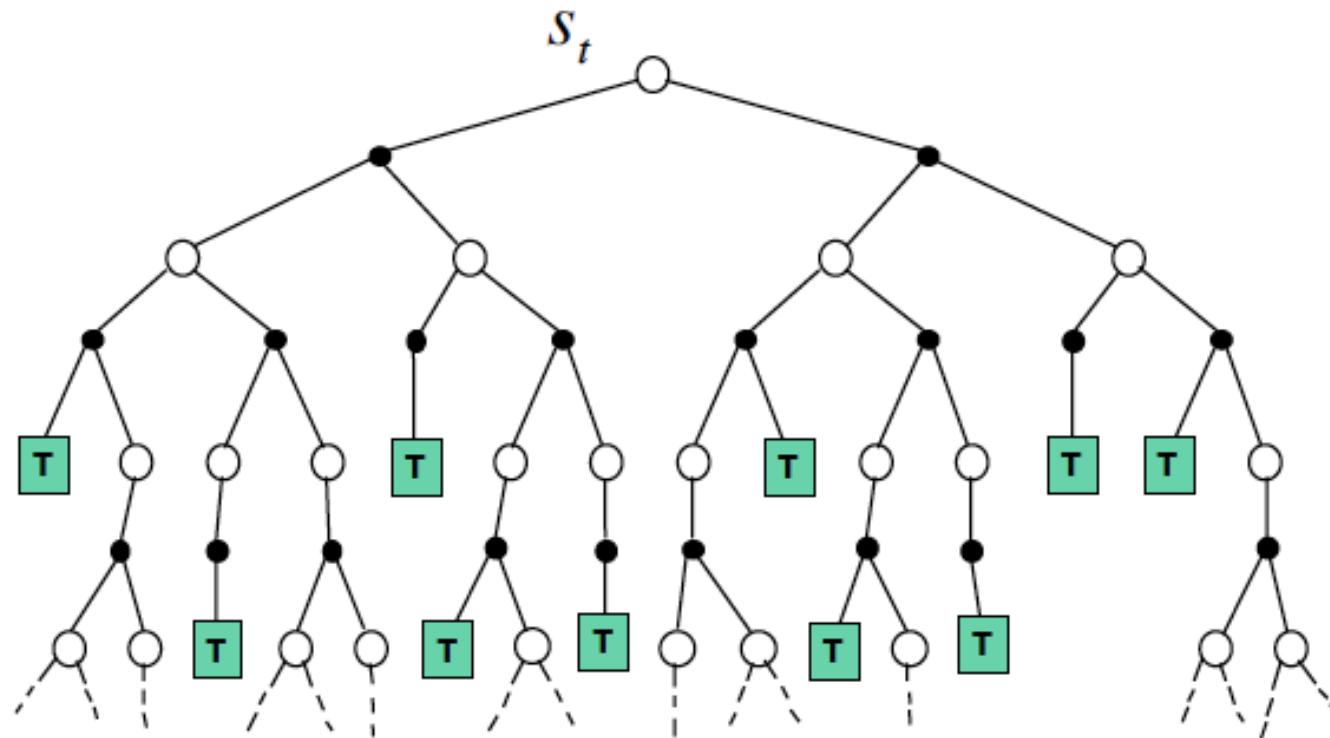


Instead of computing a policy $\pi(S)$ ahead of time, DTP makes decisions in ‘real time’



Forward Search

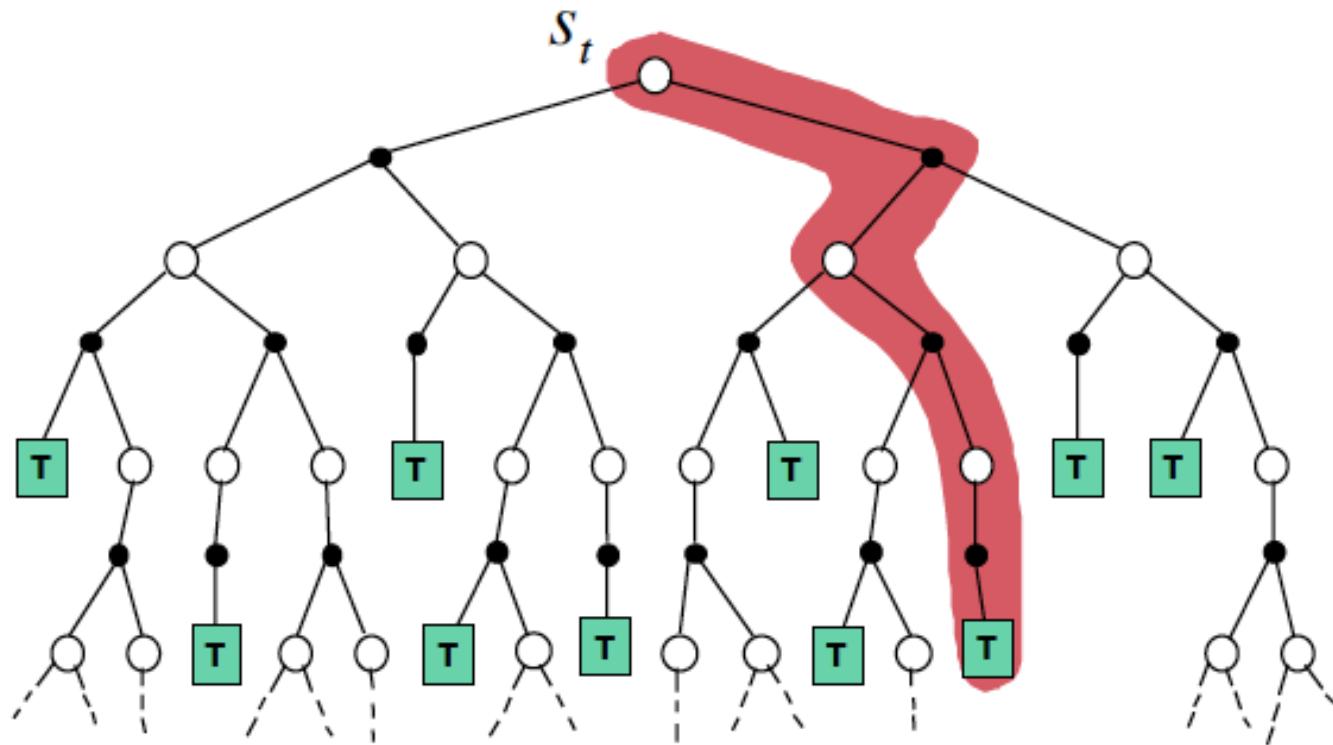
- Forward search algorithms select the best action by lookahead
- They build a search tree with the current state s_t at the root
- Using a model of the MDP to look ahead



- No need to solve whole MDP, just sub-MDP starting from now

Simulation Based Search

- Forward search paradigm using sample-based planning
- Simulate episodes of experience from **now** with the model
- Apply **model-free** RL to simulated episodes



Simulation Based Search (cont)

- Simulate episodes of experience from now with the model

$$\{s_t^k, A_t^k, R_{t+1}^k, \dots, S_T^k\}_{k=1}^K \sim \mathcal{M}_\nu$$

- Apply model-free RL to simulated episodes
 - Monte-Carlo control → Monte-Carlo search
 - Sarsa → TD search

We also want to make the process of finding the best action as efficient as possible, since we may have limited time to make a decision

Simple Monte Carlo Search

- Given a model \mathcal{M}_ν , and a **simulation policy** π
- For each action $a \in \mathcal{A}$
 - Simulate K episodes from current (real) state s_t

Also called
Rollout Policy

$$\{s_t, a, R_{t+1}^k, S_{t+1}^k, A_{t+1}^k, \dots, S_T^k\}_{k=1}^K \sim \mathcal{M}_\nu, \pi$$

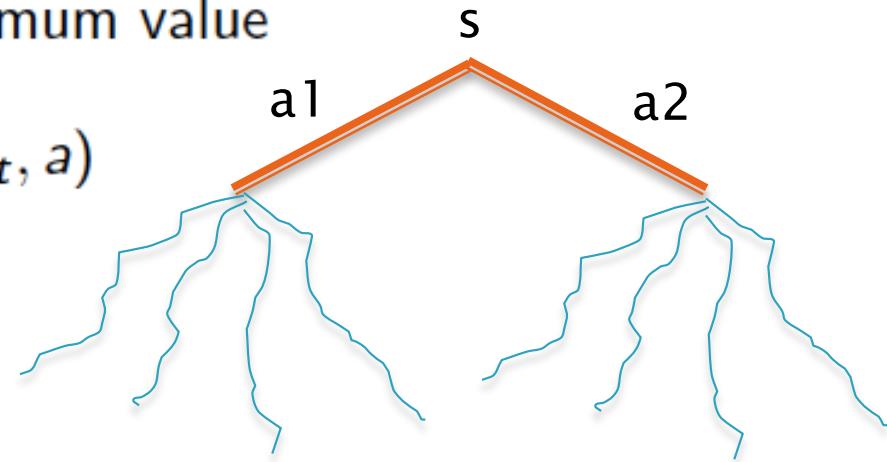
- Evaluate actions by mean return (**Monte-Carlo evaluation**)

Only the root
is evaluated

$$Q(s_t, a) = \frac{1}{K} \sum_{k=1}^K G_t \xrightarrow{P} q_\pi(s_t, a)$$

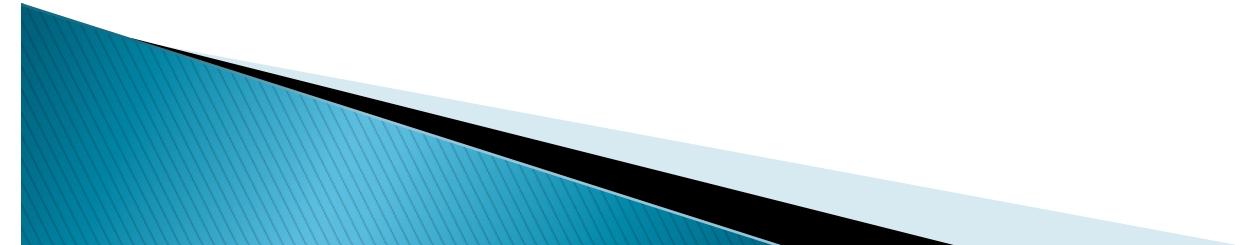
- Select current (real) action with maximum value

$$a_t = \operatorname{argmax}_{a \in \mathcal{A}} Q(s_t, a)$$

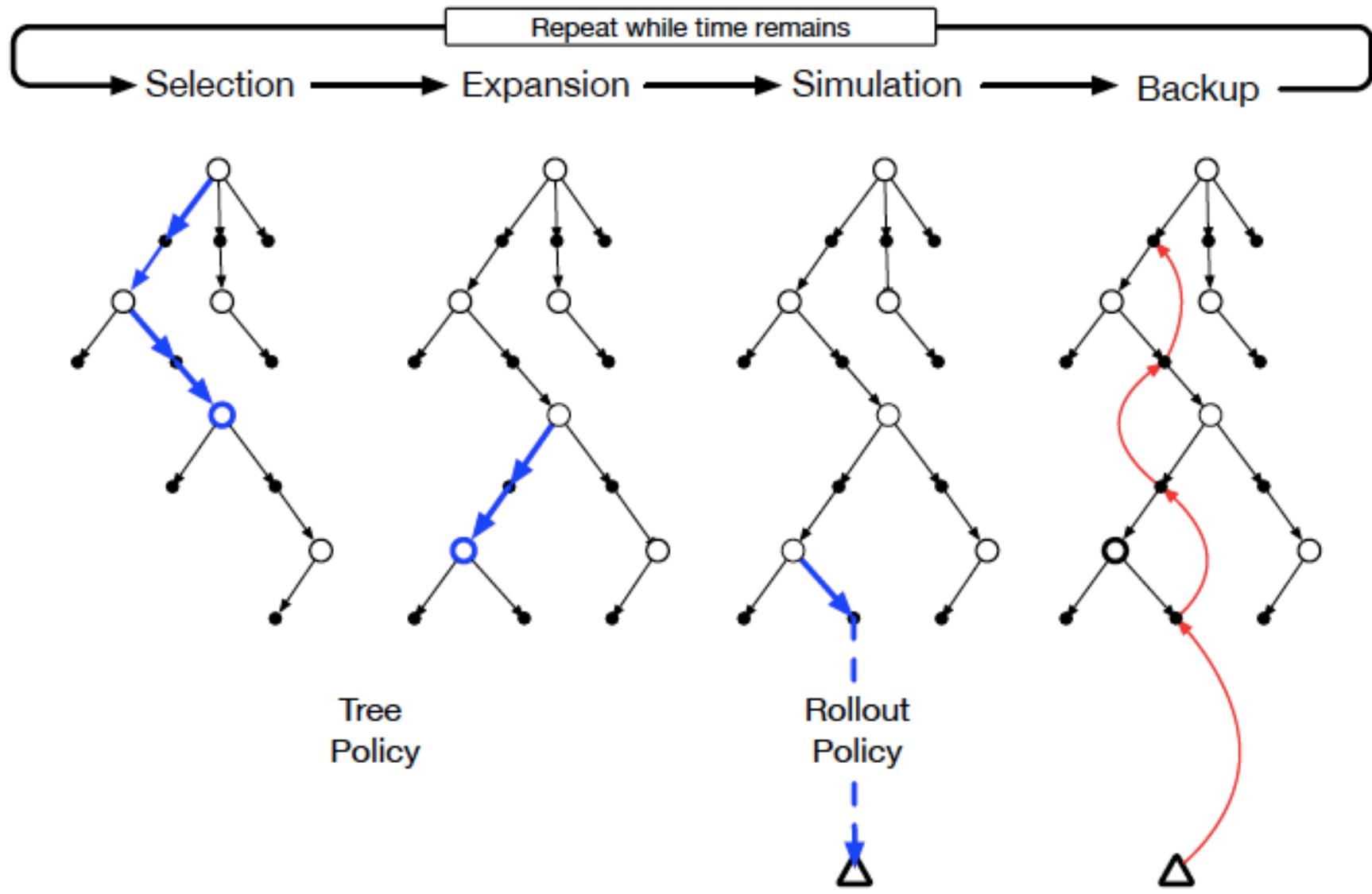


Monte Carlo Tree Search

- ▶ Can we do better?
- ▶ Main Idea: Evaluate more than just the Root State (but still not all the states)



Monte Carlo Tree Search (MCTS)



MCTS

- ▶ Selection
 - Two types of nodes:
 1. Those with child nodes whose Q values have been evaluated: For these nodes selection is done using algorithms such as epsilon greedy, UCB etc
 2. Those which have at least one un-evaluated child node
For these nodes, choose one of the un-evaluated Actions and expand using the Rollout policy.
- ▶ Expansion
 - Proceed down the tree using the Selection rule, until you come across a node that has at least one un-evaluated Action. Choose one of the un-evaluated Actions and expand using the Rollout Policy.
- ▶ Simulation
 - This is the Rollout process. Proceed down the tree using the Rollout Policy until you hit the terminal state.
- ▶ Backup
 - Use the Backup Formula to compute the Q values for all the (S,A) pairs along the path
$$Q(S, A) \leftarrow Q(S, A) + \alpha(G - Q(S, A))$$

Advantages of MC Tree Search

- Highly selective best-first search
- Evaluates states *dynamically* (unlike e.g. DP)
- Uses sampling to break curse of dimensionality
- Works for “black-box” models (only requires samples)
- Computationally efficient, anytime, parallelisable

Can potentially re-use the Q values for the next run of the tree search

Playing GO with MCTS and Deep Reinforcement Learning





Mastering the Game of Go without Human Knowledge

David Silver*, Julian Schrittwieser*, Karen Simonyan*, Ioannis Antonoglou, Aja Huang, Arthur Guez, Thomas Hubert, Lucas Baker, Matthew Lai, Adrián Bolton, Yutian Chen, Timothy Lillicrap, Fan Hui, Laurent Sifre, George van den Driessche, Thore Graepel, Demis Hassabis.

DeepMind, 5 New Street Square, London EC4A 3TW.

*These authors contributed equally to this work.

A long-standing goal of artificial intelligence is an algorithm that learns, *tabula rasa*, superhuman proficiency in challenging domains. Recently, *AlphaGo* became the first program to defeat a world champion in the game of Go. The tree search in *AlphaGo* evaluated positions and selected moves using deep neural networks. These neural networks were trained by supervised learning from human expert moves, and by reinforcement learning from self-play. Here, we introduce an algorithm based solely on reinforcement learning, without human data, guidance, or domain knowledge beyond game rules. *AlphaGo* becomes its own teacher: a neural network is trained to predict *AlphaGo*'s own move selections and also the winner of *AlphaGo*'s games. This neural network improves the strength of tree search, resulting in higher quality move selection and stronger self-play in the next iteration. Starting *tabula rasa*, our new program *AlphaGo Zero* achieved superhuman performance, winning 100–0 against the previously published, champion-defeating *AlphaGo*.

Much progress towards artificial intelligence has been made using supervised learning systems that are trained to replicate the decisions of human experts^{1–4}. However, expert data is often expensive, unreliable, or simply unavailable. Even when reliable data is available it may impose a ceiling on the performance of systems trained in this manner⁵. In contrast, reinforcement learning systems are trained from their own experience, in principle allowing them to exceed human capabilities, and to operate in domains where human expertise is lacking. Recently, there has been rapid progress towards this goal, using deep neural networks trained by reinforcement learning. These systems have outperformed humans in computer games such as Atari^{6,7} and 3D virtual environments^{8–10}. However, the most challenging domains in terms of human intellect – such as the

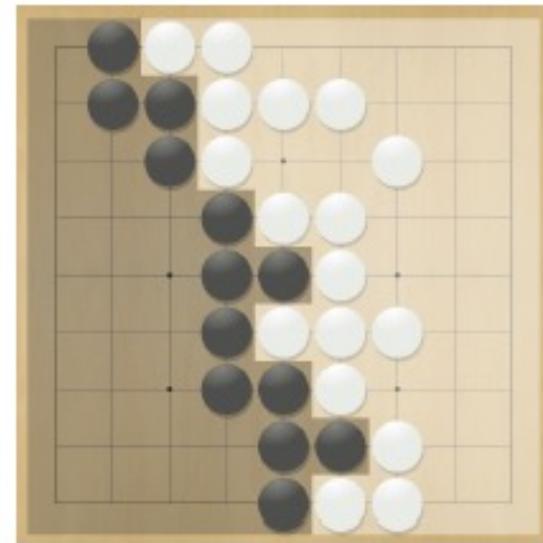
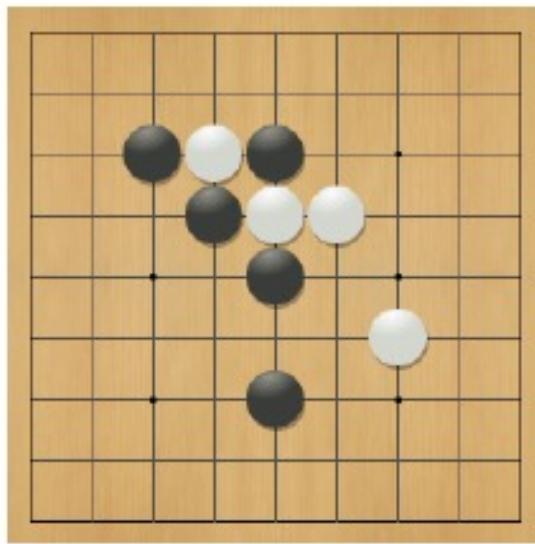
Game of Go

- The ancient oriental game of Go is 2500 years old
- Considered to be the hardest classic board game
- Considered a grand challenge task for AI
(John McCarthy)
- Traditional game-tree search has failed in Go



Rules of Go

- Usually played on 19x19, also 13x13 or 9x9 board
- Simple rules, complex strategy
- Black and white place down stones alternately
- Surrounded stones are captured and removed
- The player with more territory wins the game



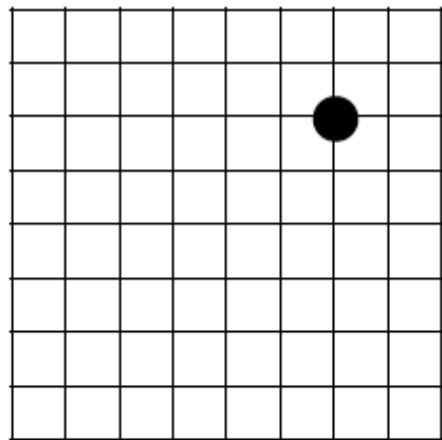
Challenged in Playing Go

- Very large search tree
 - Breadth ≈ 250 , depth ≈ 150
 - Unlike chess
- No amazing heuristics
 - Human intuition hard to replicate
- Great candidate for applying MCTS
 - Vanilla MCTS not good enough



The Game of GO

$d = 1$

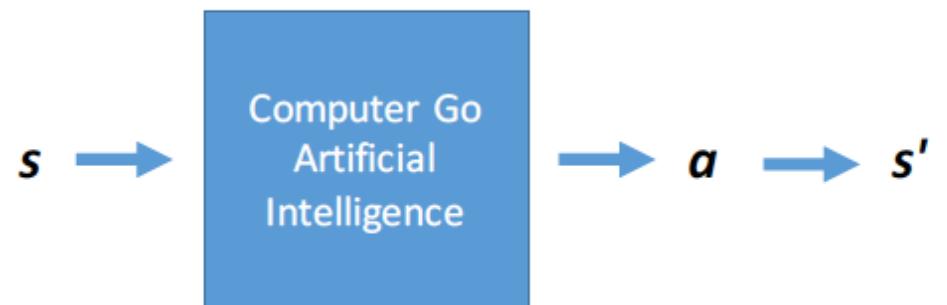
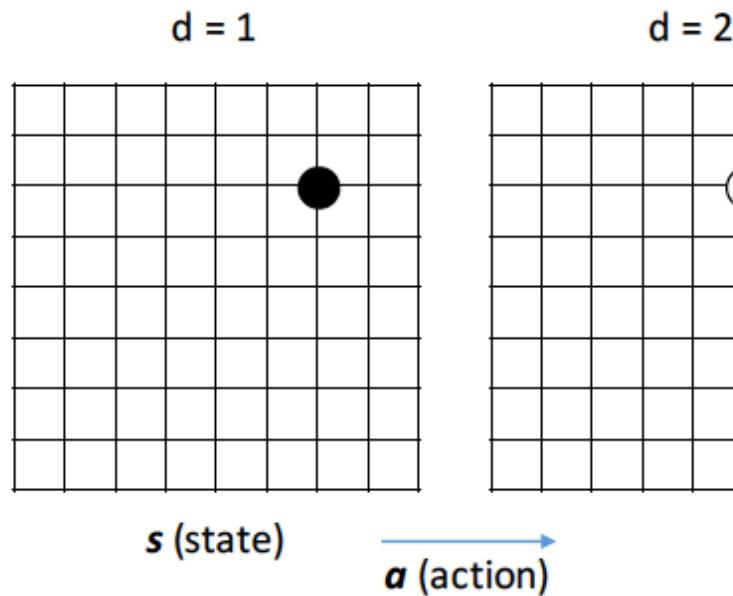


s (state)

$$= \left(\begin{array}{cccccccc} 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \end{array} \right)$$

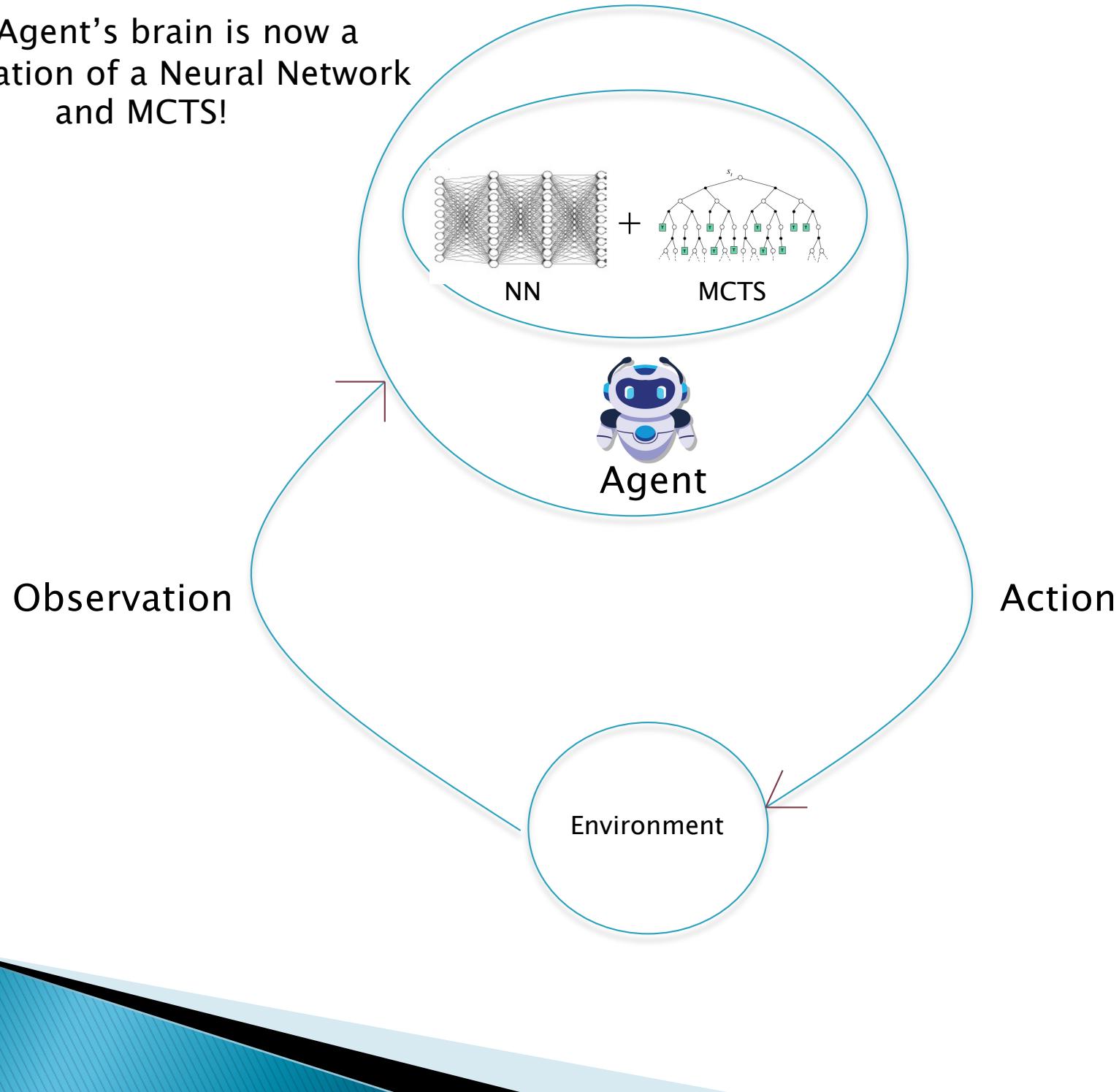
(e.g. we can represent the board into a matrix-like form)

Computer Aided GO



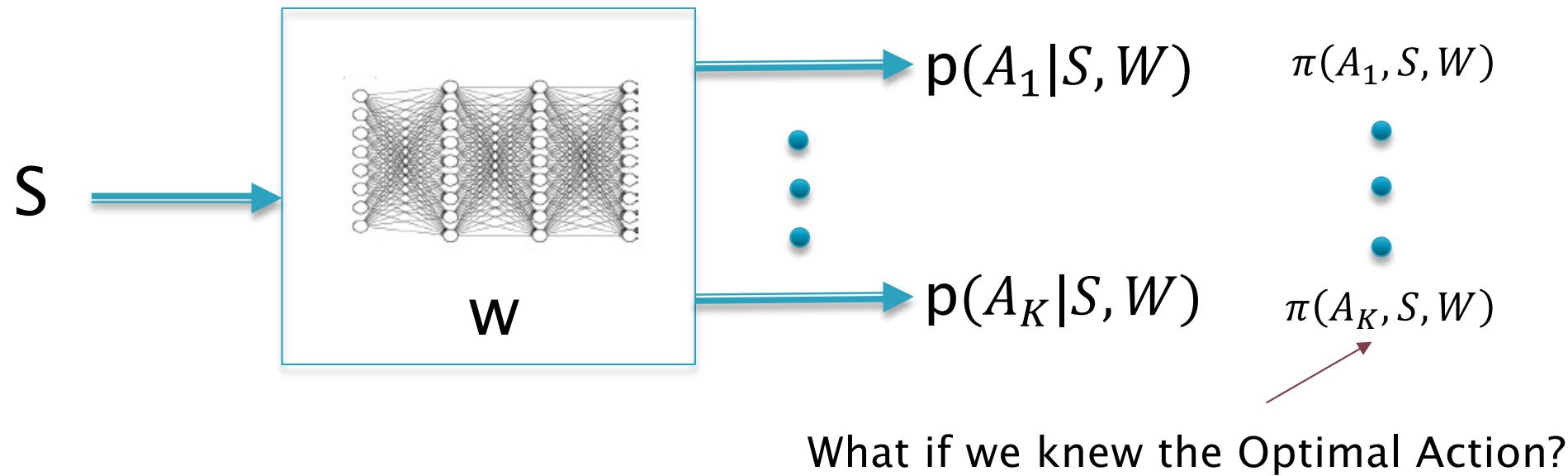
Given s , pick the best a

The Agent's brain is now a combination of a Neural Network and MCTS!



How Does AlphaGo Zero fit within the RL Framework?

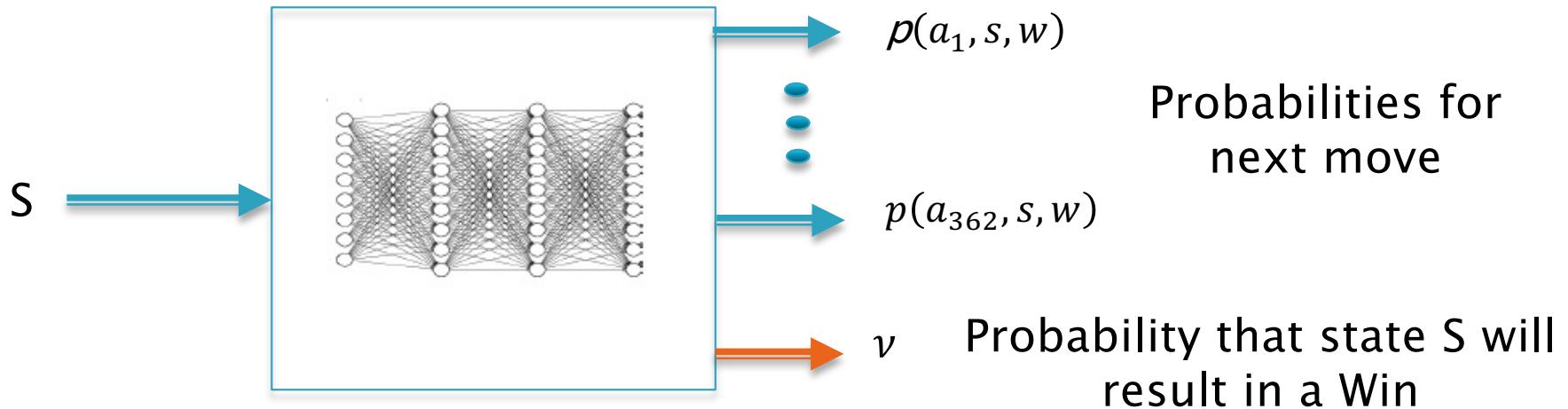
- ▶ Recall the Policy Gradient Algorithm
- ▶ We were not able to train the Neural Network using plain Logistic Regression since we didn't know the optimal Action for state S



Then we can simply use the Logistic Regression Reward Function L to optimize the Neural Network!

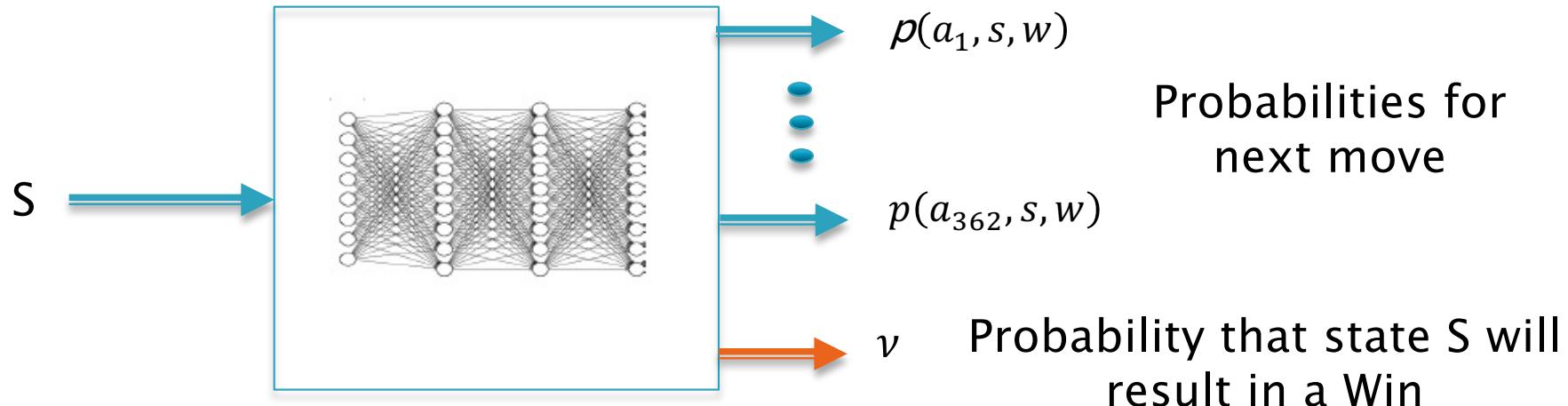
$$L(W) = \sum_{k=1}^K \pi_k \log p_k$$

AlphaGo Zero Neural Network



- ‘Two-Headed’ Neural Network with two outputs:
 - Output 1: The Move (Action) Probabilities for State S ,
 - Output 2: The Value Function for State S , which is the probability of winning the game starting from State S

AlphaGo Zero State



- Input S : $19 \times 19 \times 17$ Image Stack consisting of 17 binary feature planes.
 - First 8 Feature Planes are raw representations of the board position for Player 1 + 7 previous board positions
 - Next 8 Feature planes similarly code the positions for Player 2
 - The final Feature Plane has a constant value indicating the color of the current play

AlphaGo Zero Algorithm

1. For a given state S , use the Neural Network to do MCTS using the Move probabilities $p(S)$ and Value $v(S)$.
2. Use the results of MCTS to find better Move Probabilities $\pi(S)$ for state S
3. Proceed in this manner until the game ends, resulting in a win ($z = +1$) or a loss ($z = -1$)
4. Use $(\pi(S), z)$ values as a training label for the Neural Network, and run Gradient Descent on the network using the Loss Function I given by

5.

$$l = (z - v)^2 - \pi^T \log p + c \|\theta\|^2$$

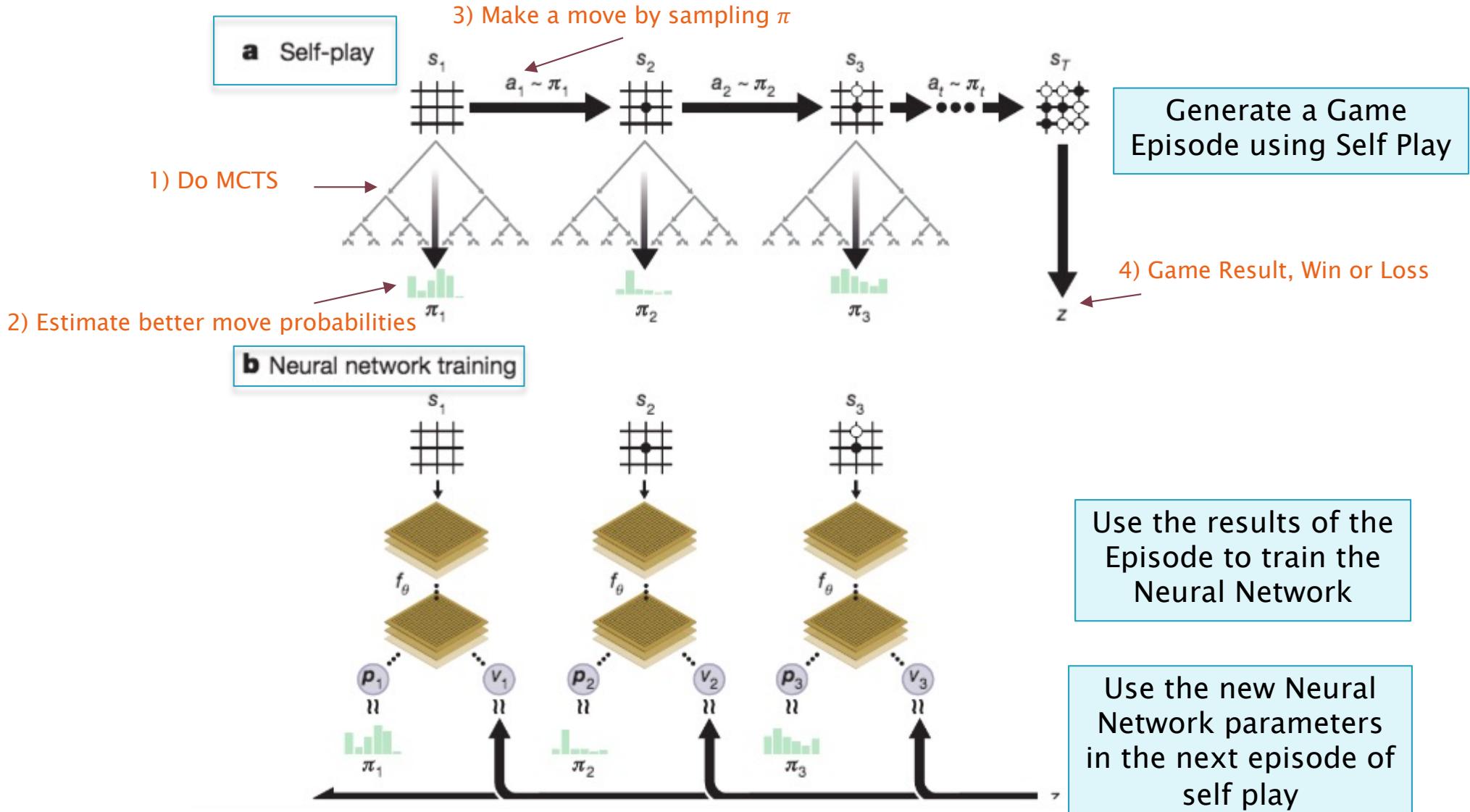
Regularization Term to prevent Overfitting

Mean Square Error

Cross Entropy Loss between Label π and Network Output p

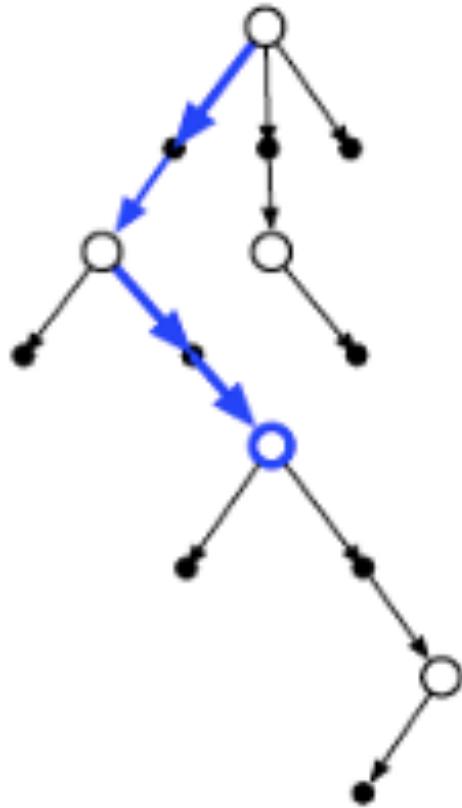
(See Lecture 8 p. 53)

AlphaGo Zero Algorithm



$$(p, v) = f_\theta(s) \text{ and } l = (z - v)^2 - \pi^T \log p + c\|\theta\|^2$$

AlphaGo Zero MCTS

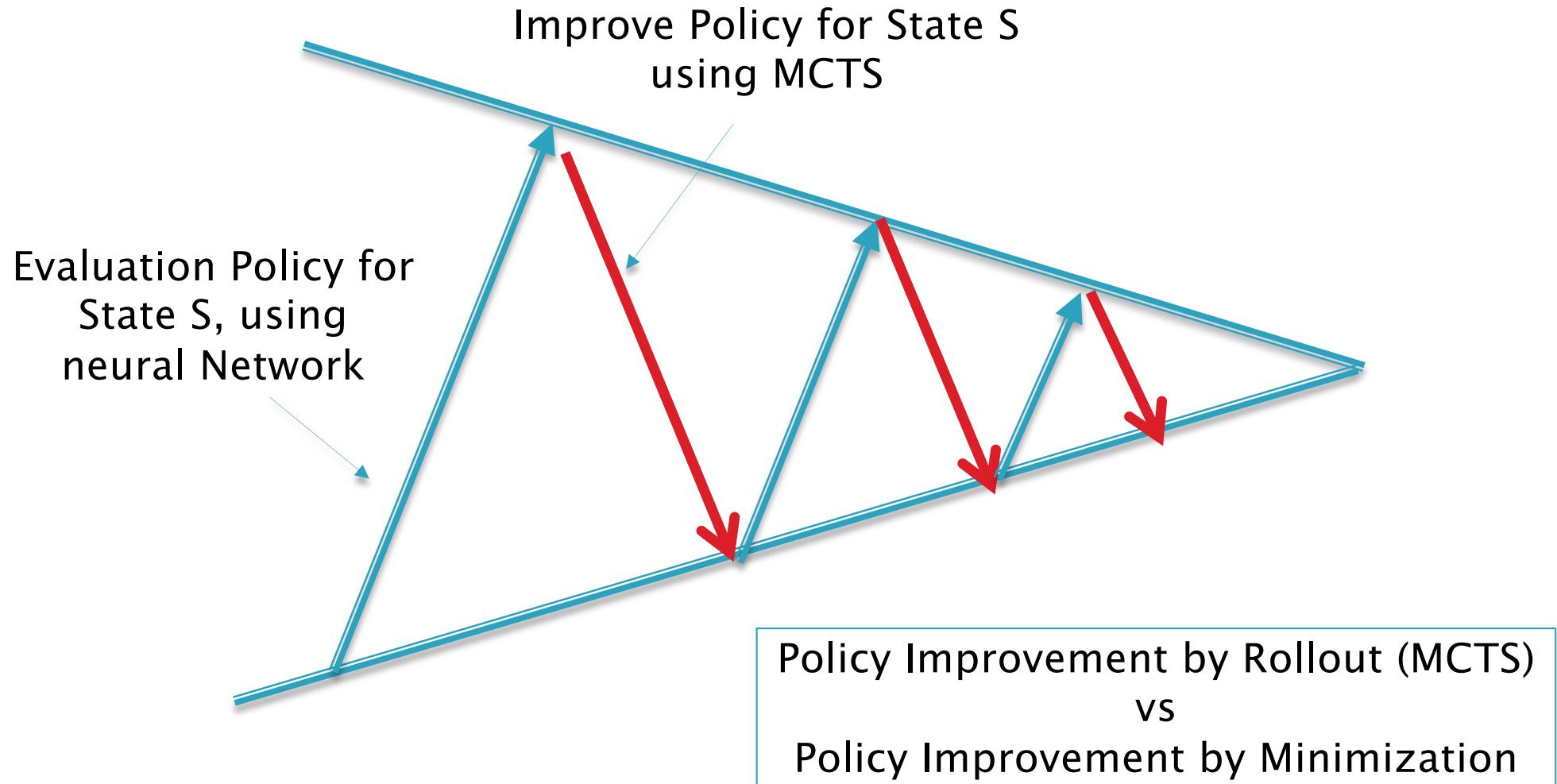


1. Each edge (s,a) in the tree stores a Prior Probability $P(s,a)$, a Visit Count $N(s,a)$ and an Action Value $Q(s,a)$
2. Traverse the tree by selecting the edge with maximum value of $Q(s,a) + U(s,a)$, where
$$U(s,a) \propto \frac{P(s,a)}{1 + N(s,a)}$$
Until a Leaf Node s' is encountered
3. This leaf node is evaluated using the Neural Network to compute both $(P(s',a), V(s'))$
4. Each edge traversed in the tree is updated to increment its visit count $N(s,a)$ and Action Value $Q(s,a)$ using

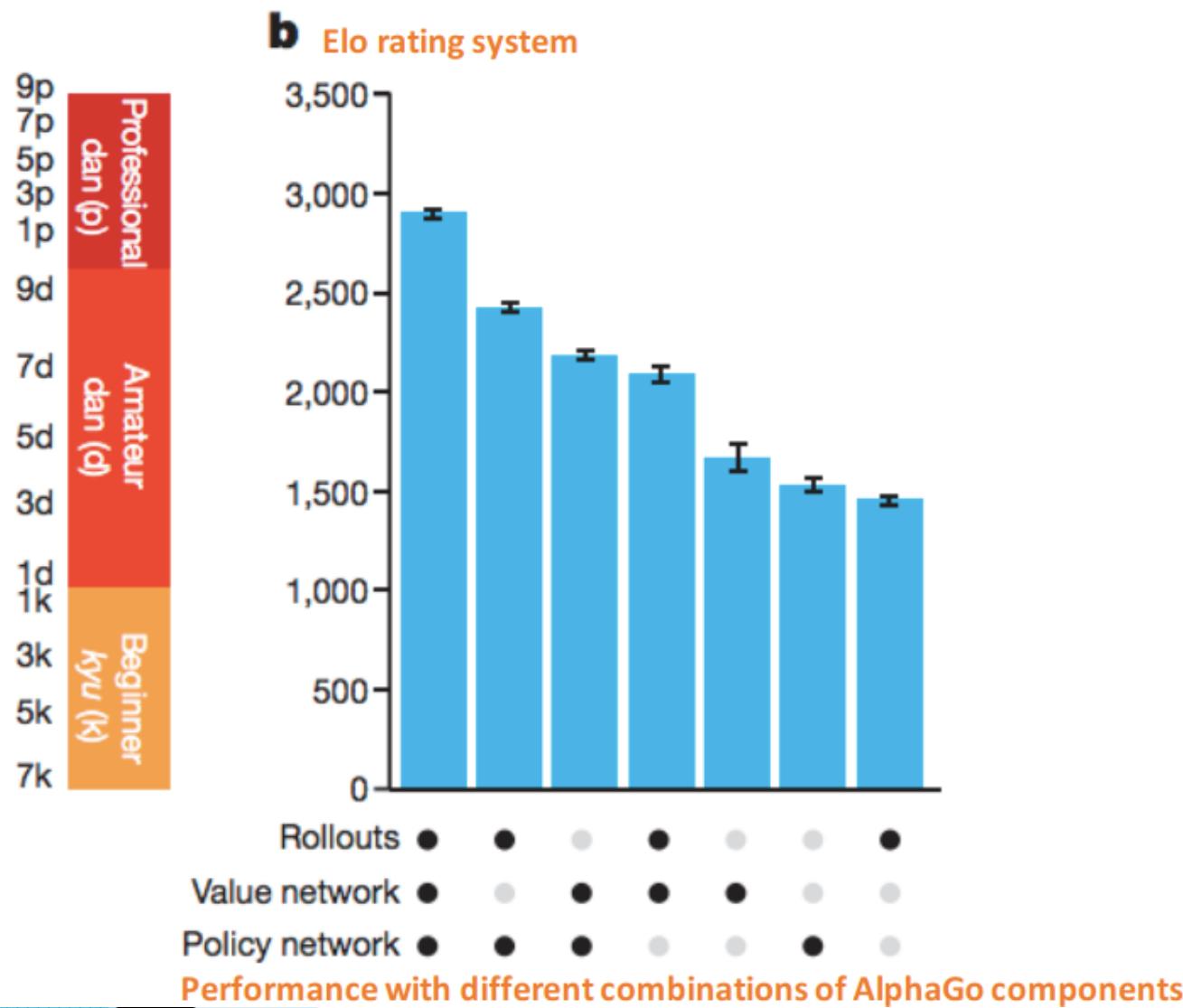
$$Q(s,a) = \frac{1}{N(s,a)} \sum_{s' | (s,a) \rightarrow s'} V(s')$$

5. Once the search is complete, move probabilities π are returned, proportional to $N^{1/\tau}$ where N is the Visit Count of each move from the Root State and τ is a temperature parameter

Alpha Go Zero



Results



Further Reading

- ▶ Model Learning and Background Planning: Chapter 8, Sections 8.1–8.2
- ▶ Decision Time Planning and Monte Carlo Tree Search: Chapter 8, Sections 8.8–8.11
- ▶ Playing Go: Chapter 16, Section 16.6

