CSE 250A. Principles of Al

Probabilistic Reasoning and Decision-Making

Lecture 19 – Value iteration and temporal differences

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Fall 2021

Outline

- Review and demos
- 2 Convergence of value iteration
- 3 Model-free reinforcement learning
 - Stochastic approximation theory
 - Temporal difference prediction

Planning in MDPs

Given an MDP = $\{S, A, P(s'|s, a), R(s)\}$ and discount factor γ , how to compute an optimal policy $\pi^*(s)$ or value function $V^*(s)$?

Policy iteration

Initialize policy at random. Iterate until convergence:

$$\pi_0 \xrightarrow{\text{evaluate}} V^{\pi_0}(s) \xrightarrow{\text{improve}} \pi_1 \xrightarrow{\text{evaluate}} \cdots$$

Value iteration

Initialize $V_0(s) = 0$ for all states $s \in S$. Iterate until convergence:

$$V_{k+1}(s) = R(s) + \gamma \max_{a} \sum_{s'} P(s'|s,a) V_k(s')$$

Value iteration demos

 $\mathcal{A} = \{\leftarrow, \uparrow, \rightarrow, \downarrow\}$

$$R(s) = \begin{cases} -1 & \text{if } s \text{ has a dragon} \\ +1 & \text{if } s \text{ is an exit} \\ 0 & \text{otherwise} \end{cases}$$



demo	discount factor	drift
1	0.95	none
2	0.95	low
3	0.95	high
4	0.85	low

Outline

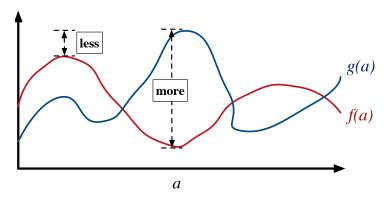
Review and demos

• Convergence of value iteration

$$\lim_{k\to\infty}V_k(s) = V^*(s)$$

Model-free reinforcement learning

Useful lemma



Lemma: for all functions f and g, we have:

$$\left|\max_{a} f(a) - \max_{a} g(a)\right| \leq \max_{a} \left|f(a) - g(a)\right|$$

Proof of lemma

- **1** As shorthand, let $a^* = \operatorname{argmax}_a f(a)$.
- It follows that:

$$\max_{a} f(a) - \max_{a} g(a) = f(a^*) - \max_{a} g(a)$$

$$\leq f(a^*) - g(a^*)$$

$$\leq \max_{a} \left[f(a) - g(a) \right]$$

$$\leq \max_{a} \left| f(a) - g(a) \right|.$$

By symmetry:

$$\max_{a} g(a) - \max_{a} f(a) \leq \max_{a} |g(a) - f(a)|.$$

Together these inequalities establish the lemma:

$$\left|\max_{a} f(a) - \max_{a} g(a)\right| \leq \max_{a} \left|f(a) - g(a)\right|.$$

Value iteration

Algorithm

Initialize: $V_0(s) = 0$ for all $s \in S$.

Iterate: $V_{k+1}(s) = R(s) + \gamma \max_{\mathbf{a}} \sum_{s'} P(s'|s, \mathbf{a}) V_k(s')$.

Theorem

Value iteration converges asymptotically: i.e., for all $s \in \mathcal{S}$,

$$\lim_{k\to\infty}V_k(s) o V^*(s).$$

Also, the error at the $k^{\rm th}$ iteration is bounded by

$$\max_{s} |V_k(s) - V^*(s)| \leq \gamma^k \left(\frac{\max_{s} |R(s)|}{1 - \gamma} \right).$$

Convergence of value iteration

Proof sketch

Define the error at the k^{th} iteration by

$$\Delta_k = \max_s |V_k(s) - V^*(s)|.$$

Use the Bellman optimality equation (and lemma) to show

$$\Delta_{k+1} \leq \gamma \Delta_k$$
.

Note that γ < 1, which establishes convergence.

Proof

$$\Delta_{k+1} = \max_{s} \left| V_{k+1}(s) - V^*(s) \right|$$

$$= \max_{s} \left| \left[R(s) + \gamma \max_{a} \sum_{s'} P(s'|s, a) V_{k}(s') \right] - \left[R(s) + \gamma \max_{a} \sum_{s'} P(s'|s, a) V^*(s') \right] \right|$$

$$= \gamma \max_{s} \left| \max_{a} \sum_{s'} P(s'|s, a) V_{k}(s') - \max_{a} \sum_{s'} P(s'|s, a) V^*(s') \right|$$

$$= f(a)$$

Now apply the lemma ...

Proof (con't)

From the lemma:

$$|\max_{a} f(a) - \max_{a} g(a)| \leq \max_{a} |f(a) - g(a)|.$$

It follows that:

$$\Delta_{k+1} = \gamma \max_{s} \left| \max_{a} \sum_{s'} P(s'|s, a) V_k(s') - \max_{a} \sum_{s'} P(s'|s, a) V^*(s') \right|$$

$$\leq \gamma \max_{s} \max_{a} \left| \sum_{s'} P(s'|s, a) V_k(s') - \sum_{s'} P(s'|s, a) V^*(s') \right|$$

$$= \gamma \max_{s} \max_{a} \left| \sum_{s'} P(s'|s, a) \left[V_k(s') - V^*(s') \right] \right|$$

Proof (con't)

$$\begin{array}{lll} \Delta_{k+1} & \leq & \gamma \max_{s} \max_{a} \left| \sum_{s'} P(s'|s,a) \left[V_{k}(s') - V^{*}(s') \right] \right| \\ \\ & \leq & \gamma \max_{s} \max_{a} \left| \max_{s'} \left[V_{k}(s') - V^{*}(s') \right] \right| \\ \\ & \leq & \gamma \max_{s} \max_{a} \max_{s'} \left| V_{k}(s') - V^{*}(s') \right| \\ \\ & = & \gamma \Delta_{k} \qquad \boxed{\text{with } \gamma < 1} \end{array}$$

Since $\Delta_{k+1} \leq \gamma \Delta_k$, by induction we have $\Delta_k \leq \gamma^k \Delta_0$.

Thus if Δ_0 is bounded, we have $\lim_{k\to\infty} \Delta_k \to 0$.

Proof (con't)

Assume the rewards are bounded. Then:

$$\begin{array}{rcl} \Delta_0 &=& \displaystyle \max_s |V_0(s) - V^*(s)|, \\ \\ &=& \displaystyle \max_s |V^*(s)|, \\ \\ &\leq& \displaystyle \max_s |R(s)| \left(1 + \gamma + \gamma^2 + \cdots\right), \\ \\ &=& \displaystyle \max_s |R(s)| \left(\frac{1}{1 - \gamma}\right). \end{array}$$

Thus we have shown:

$$\Delta_k \leq \left(\frac{\gamma^k}{1-\gamma}\right) \max_{s} |R(s)|,$$

suggesting (intuitively) that smaller γ leads to faster convergence.

Outline

Review and demos

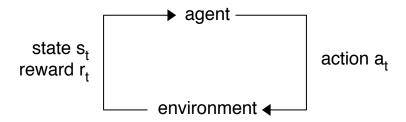
Convergence of value iteration

Model-free reinforcement learning

Stochastic approximation theory

Temporal difference prediction

Reinforcement learning



Consider the model $\{S, A, P(s'|s, a), R(s)\}$ defined by an MDP.

If we know the model, we can plan using policy or value iteration.

But what if we don't know P(s'|s, a) and R(s)?

Can we learn an optimal policy directly from experience?

Model-based approach

• Estimate model from experience

Explore world and estimate $\hat{P}(s'|s,a) \approx P(s'|s,a)$ from samples. Compute $\hat{\pi}^*(s)$ or $\hat{V}^*(s)$ from $\hat{P}(s'|s,a)$.

Benefits

A model P(s'|s, a) is useful for task transfer — to retain knowledge when R(s) or γ change but P(s'|s, a) stays the same.

Costs

$$P(s'|s,a)$$
 has $O(n^2)$ elements when $|S|=n$.
But $\pi^*(s)$, $V^*(s)$, and $Q^*(s,a)$ have only $O(n)$ elements.

Is it really necessary to estimate a model?

Model-free approach

Haiku

It is possible to optimize policies without a model.



• But for this we need new tools:

Stochastic approximation theory Temporal difference (TD) learning

Stochastic approximation theory

How to estimate the mean of a random variable X from IID samples?

$$X_1, X_2, X_3, X_4, X_5, X_6, X_7, X_8, X_9 \dots$$

Sample average

$$\mu_T = \frac{1}{T}(x_1 + x_2 + x_3 + \dots + x_T)$$

This estimate converges to the mean by the law of large numbers:

$$\mu_T \to \mathrm{E}[X]$$
 as $T \to \infty$.

This is the most obvious estimate, but not the only one ...

Stochastic approximation theory (con't)

How to estimate the mean of a random variable X from IID samples?

$$X_1, X_2, X_3, X_4, X_5, X_6, X_7, X_8, X_9, \dots$$

Incremental update

Initialize: $\mu_0 = 0$

Update: $\mu_t = (1 - \alpha_t) \mu_{t-1} + \alpha_t x_t$ for $\alpha_t \in (0, 1)$

The update is a convex sum of the old estimate and latest sample. It can also be written as:

$$\mu_t = \mu_{t-1} + \alpha_t(x_t - \mu_{t-1})$$

The corrective term $x_t - \mu_{t-1}$ is known as a **temporal difference**. This is the simplest example of a temporal difference (TD) update.

Temporal differences

Update rule:

$$\mu_t = \mu_{t-1} + \alpha_t (x_t - \mu_{t-1})$$

Note how the corrective term is small on average when $\mu_{t-1} \approx \mathrm{E}[X]$

• **Theorem:** $\mu_t \to \mathrm{E}[X]$ as $t \to \infty$ with probability 1 if

(i)
$$\sum_{t=1}^{\infty} \alpha_t = \infty \quad (diverges)$$

and (ii)
$$\sum_{t=1}^{\infty} \alpha_t^2 < \infty$$
 (converges)

- Intuition:
 - (i) α_t decays sufficiently slowly to incorporate many examples
 - (ii) α_t decays sufficiently fast to converge in the limit

Model-free policy evaluation

How to estimate $V^{\pi}(s)$ directly from experience w/o knowing P(s'|s,a)?

• Explore state space via policy π

Bellman equation (BE)

$$V^{\pi}(s) = R(s) + \gamma \sum_{s'} P(s'|s, \pi(s)) V^{\pi}(s')$$

Temporal difference prediction

Initialize:
$$V_0(s) = 0$$
 for all $s \in S$

Update: $V_{t+1}(s_t) = \underbrace{V_t(s_t)}_{\text{previous}} + \underbrace{\alpha_v(s_t)}_{\text{step}} \left[\underbrace{R(s_t) + \gamma V_t(s_{t+1})}_{\text{sample from right side of BE}} - V_t(s_t)\right]$

TD prediction

Incremental, model-free update

The state value function $V^{\pi}(s)$ is iteratively re-estimated from the most recent experience at each time step:

$$egin{array}{lll} ext{action} & & & \pi(s_t) & & & & & & \\ ext{state} & & s_t & & \longrightarrow & s_{t+1} & & & & & \\ ext{reward} & & & & r_t & & & r_{t+1} & & & & & \end{array}$$

$$V_{t+1}(s_t) = V_t(s_t) + \alpha_v(s_t) \left[R(s_t) + \gamma V_t(s_{t+1}) - V_t(s_t) \right]$$

Asymptotic convergence

Under suitable conditions, the TD update converges in the limit:

$$V_t(s)
ightarrow V^\pi(s)$$
 as $t
ightarrow \infty$ for all $s \in \mathcal{S}$

Theorem

Assume that each state $s \in \mathcal{S}$ is visited infinitely often by policy π .

Allow the step size $\alpha_v(s)$ in each state $s \in \mathcal{S}$ to depend on the number of previous visits v to the state.

Assume the step sizes satisfy:

$$\sum_{\nu=1}^{\infty} \alpha_{\nu}(s) = \infty \quad \text{and} \quad \sum_{\nu=1}^{\infty} \alpha_{\nu}^{2}(s) < \infty.$$

Then the TD update

$$V_{t+1}(s_t) = V_t(s_t) + \alpha_v(s_t) \left[R(s_t) + \gamma V_t(s_{t+1}) - V_t(s_t) \right]$$

converges with probability one:

$$V_t(s) o V^\pi(s)$$
 as $t o \infty$.

Theory versus practice

Theory

For rigorous guarantees of convergence, agents should use step sizes that satisfy

$$\sum_{\nu=1}^{\infty} \alpha_{\nu}(s) = \infty \quad \text{and} \quad \sum_{\nu=1}^{\infty} \alpha_{\nu}^{2}(s) < \infty.$$

Practice

Many implementations choose small but constant step sizes.

Remember — the MDP may only be an **approximation** to a world that is not completely stationary!

In this situation, small constant step sizes are justified.

Next lecture

Wrap-up of reinforcement learning

Q-learning

Exploration-exploitation tradeoff

MDPs in large state spaces

Partially observed MDPs

2 What you've learned in 250A, and what comes next ...

Final exam update

Basic information:

- It will be a take-home, open-book exam.
- It is designed to take 3-6 hours.
- Okay to check (but not do) work in Python, R, Matlab, Mathematica, etc.
- No collaboration is allowed.
- Questions will be broken down into simpler parts (like HW).
- Roughly speaking: 50% straightforward, 30% familiar, 20% stimulating.
- Solutions will be collected via Gradescope.
- For MS students in CSE: the final is the comprehensive exam.

Confirmed:

- Sun Dec 5 @ noon to Mon Dec 6 @ noon (PST)
- 10 questions with parts of varying difficulty
- 100 total points