Markov Decision Processes

Last Time

• What does "Markov" mean in "Markov Process"?

• What is a **Markov decision process**?

- What is a **Markov decision process**?
- What is a **policy**?

- What is a **Markov decision process**?
- What is a **policy**?
- How do we **evaluate** policies?

Decision Network

Chance node

Decision node

Utility node

Decision Network

MDP Dynamic Decision Network

Chance node

Decision node

Utility node

Decision Network

MDP Dynamic Decision Network

Chance node

Decision node

Utility node



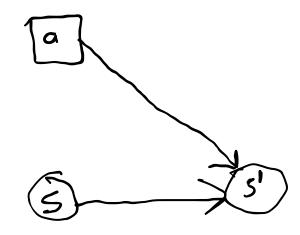
Decision Network

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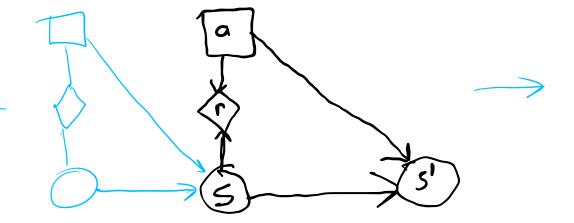
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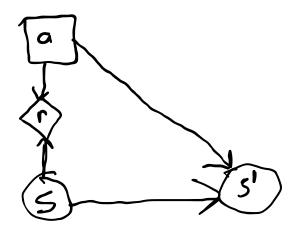
Decision Network



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MDP Dynamic Decision Network



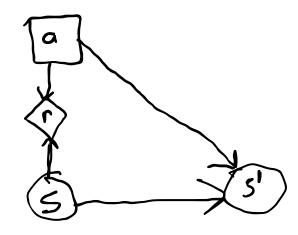
Decision Network







MDP Dynamic Decision Network



$$ext{maximize} \quad \mathrm{E}\left[\sum_{t=0}^{\infty} r_t
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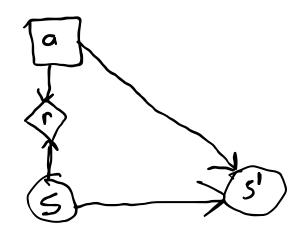
Decision Network



Decision node

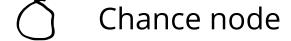


MDP Dynamic Decision Network



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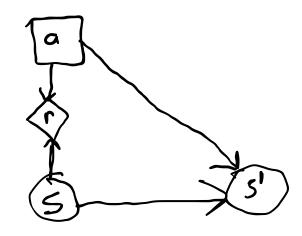
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MDP Dynamic Decision Network



1. Finite time

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3. Discounting

$$\mathrm{E}\left[\sum_{t=0}^{\infty}\gamma^{t}r_{t}
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discount $\gamma \in [0,1)$

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Infinite time, but a terminal state (no reward, no leaving) is always reached with probability 1.

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 (S, A, T, R, γ)

 (S, A, T, R, γ) (and b and/or S_T in some contexts)

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ullet S (state space) - set of all possible states

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{healthy, pre-cancer, cancer}

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 {test, wait, treat}

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 or $R(s,a,s^\prime)$

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 \bullet R (reward function) - maps each state and action to a reward

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$$s', r = G(s, a)$$

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• γ : discount factor

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R(s,a) or

R(s, a, s')

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s', r = G(s, a)

- b: initial state distribution
- $S_{\mathbf{r}}$: set of terminal states

MDP Example

Imagine it's a cold day and you're ready to go to work. You have to decide whether to bike or drive.

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Imagine it's a cold day and you're ready to go to work. You have to decide whether to bike or drive.

- If you drive, you will have to pay \$15 for parking; biking is free.
- On 1% of cold days, the ground is covered in ice and you will crash if you bike, but you can't discover this until you start riding. After your crash, you limp home with pain equivalent to losing \$100.

Policies and Simulation

Policies and Simulation

- A *policy*, denoted with $\pi(a_t \mid s_t)$, is a conditional distribution of actions given states.
- $a_t = \pi(s_t)$ is used as shorthand when a policy is deterministic.
- When a policy is combined with an MDP, it becomes a Markov stochastic process with

$$P(s'\mid s) = \sum_{a_t} T(s'\mid s, a_t) \, \pi(a_t\mid s_t)$$

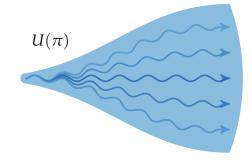
Break

Suggest a policy that you think is optimal for the icy day problem

Policy Evaluation

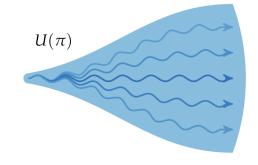
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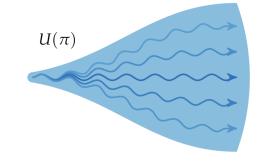
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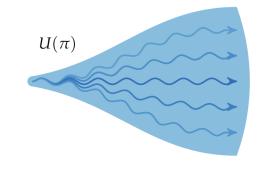
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where $\hat{u}^{(i)}$ is generated by a rollout simulation



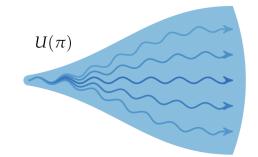
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How can we quantify the accuracy of \bar{u}_m ?

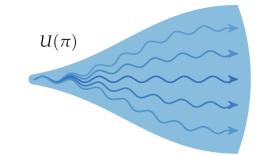
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Value Function-Based Policy Evaluation

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