

# CS 747, Autumn 2022: Lecture 6

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Autumn 2022

# Markov Decision Problems

## 1. Definitions

- ▶ Markov Decision Problem
- ▶ Policy
- ▶ Value Function

## 2. MDP planning

## 3. Policy evaluation

# Markov Decision Problems

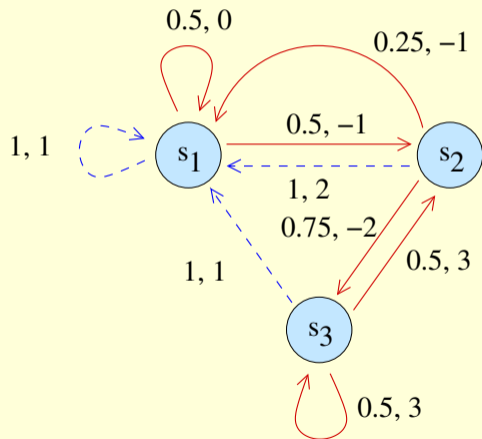
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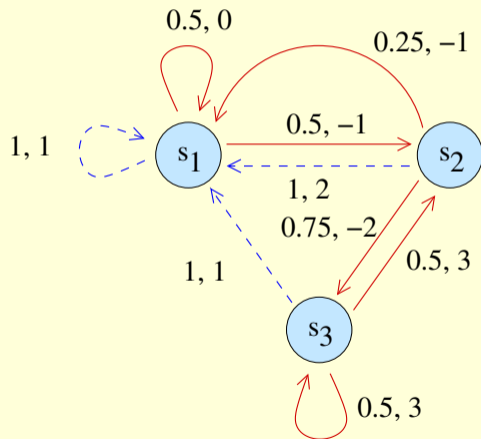
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Elements of MDP  $M = (S, A, T, R, \gamma)$ .

$S$ : a set of states.

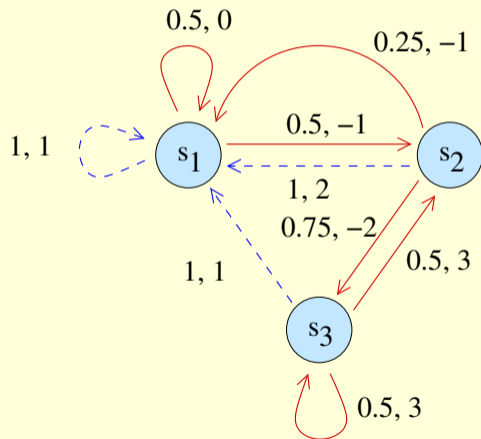


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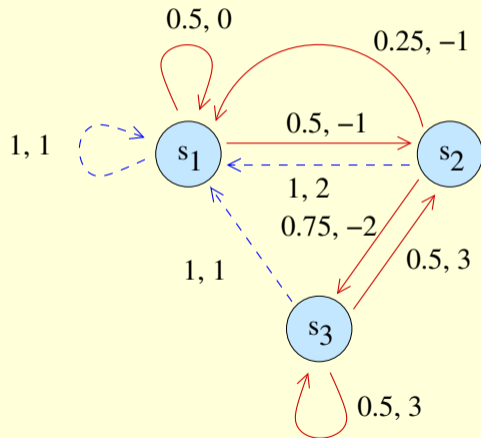
Let us assume  $\mathcal{S} = \{s_1, s_2, \dots, s_n\}$ ,  
and hence  $|\mathcal{S}| = n$ .



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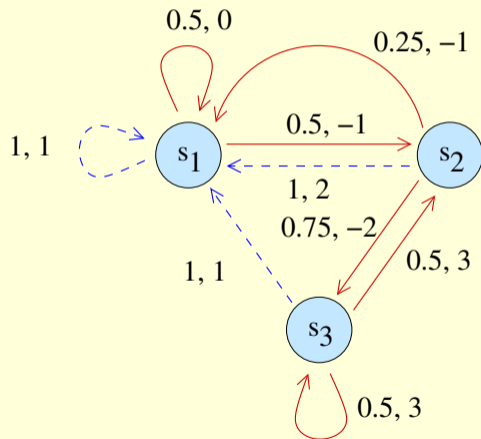
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Elements of MDP  $M = (S, A, T, R, \gamma)$ .

$A$ : a set of actions.

Let us assume  $A = \{a_1, a_2, \dots, a_k\}$ ,  
and hence  $|A| = k$ .

Here  $A = \{\text{RED}, \text{BLUE}\}$ .

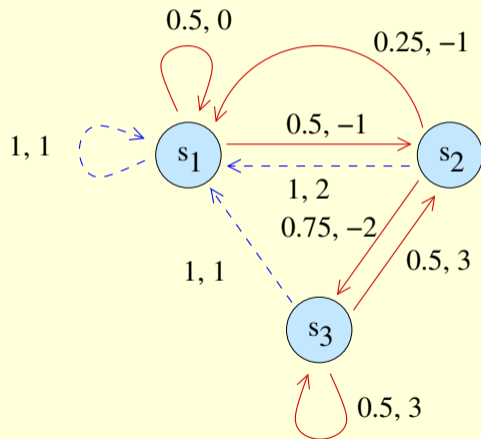




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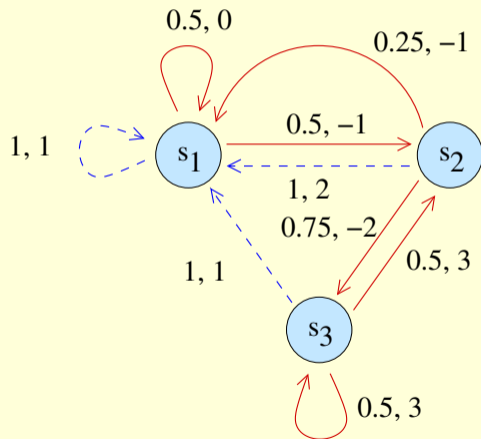


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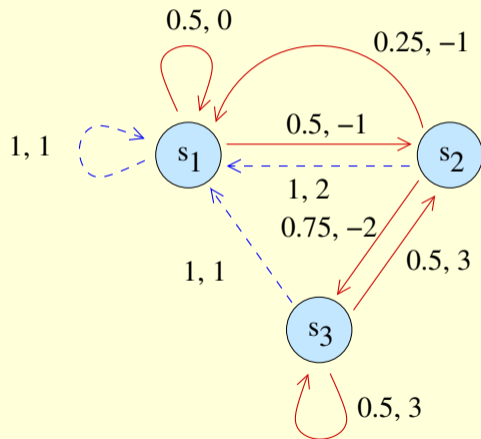
- For  $s, s' \in S, a \in A$ :  $T(s, a, s')$  is the probability of reaching  $s'$  by starting at  $s$  and taking action  $a$ .
- Thus,  $T(s, a, \cdot)$  is a probability distribution over  $S$ .



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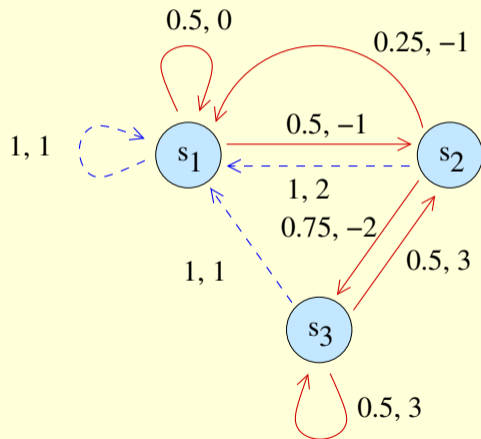


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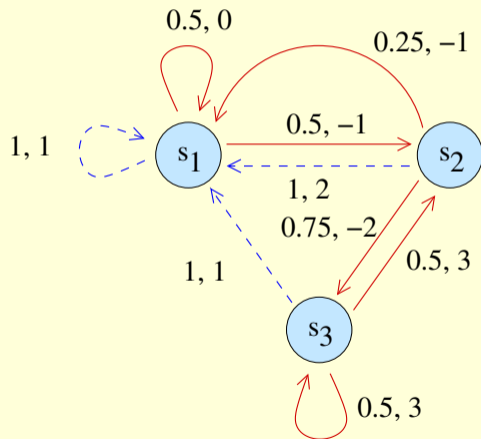
- For  $s, s' \in S, a \in A$ :  $R(s, a, s')$  is the (numeric) reward for reaching  $s'$  by starting at  $s$  and taking action  $a$ .
- Assume rewards are from  $[-R_{\max}, R_{\max}]$  for some  $R_{\max} \geq 0$ .



# Markov Decision Problems (MDPs)

Elements of MDP  $M = (S, A, T, R, \gamma)$ .

$\gamma$ , a discount factor—coming up.



# Agent-Environment Interaction

$t = 0$  Agent is born in some state  $s^0$ , takes action  $a^0$ .  
Environment generates and provides the agent  
next state  $s^1 \sim T(s^0, a^0, \cdot)$  and  
reward  $r^0 = R(s^0, a^0, s^1)$ .

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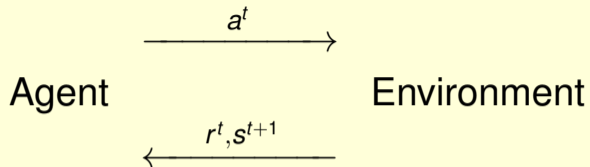
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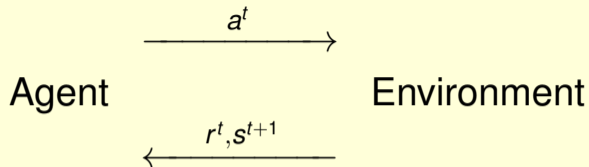
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Resulting trajectory:  $s^0, a^0, r^0, s^1, a^1, r^1, s^2, \dots$

# Describing the Agent's Behaviour

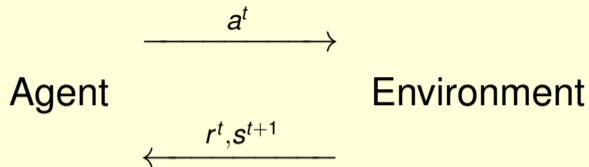


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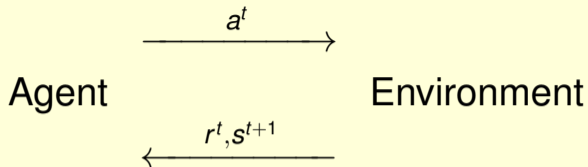


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In principle, it can decide by looking at the preceding history

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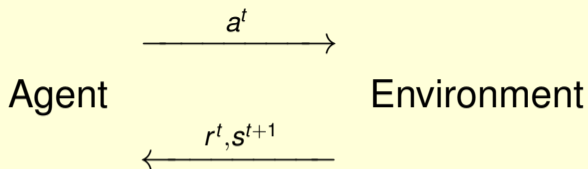
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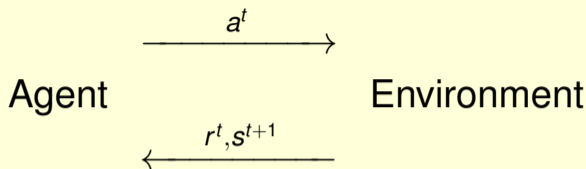
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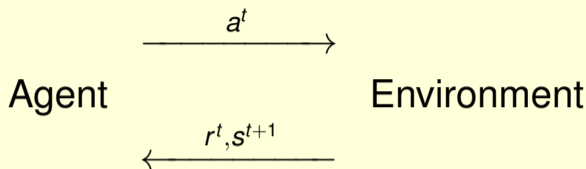
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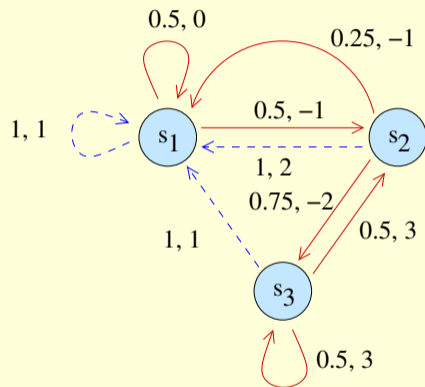
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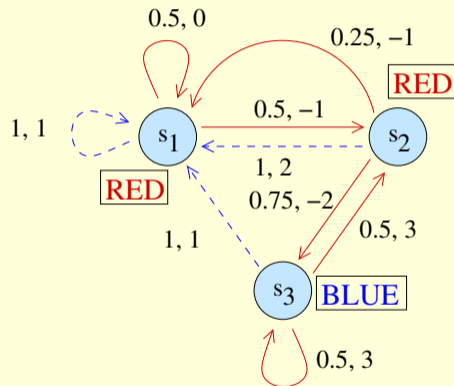
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Observe that  $\pi$  is Markovian, deterministic, and stationary.  
We will justify this choice in due course!



# Illustration: Policy



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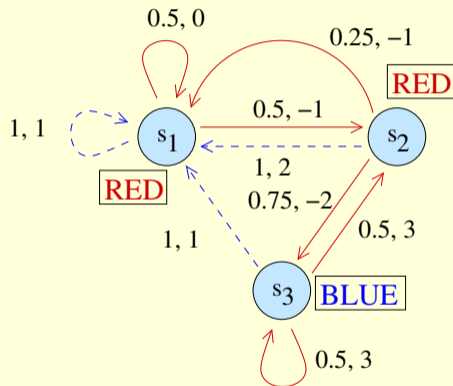


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# Illustration: Policy

- Illustrated policy  $\pi$  such that

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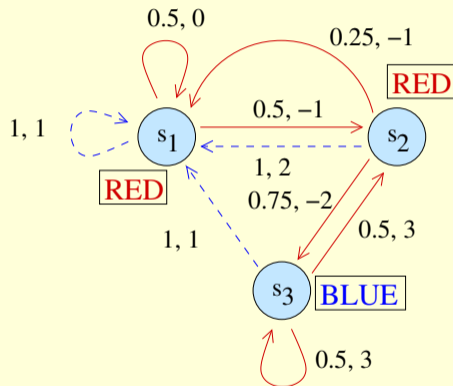
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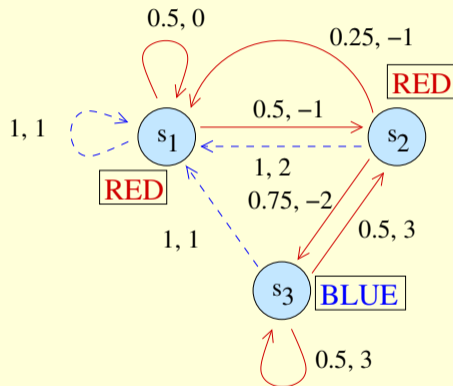
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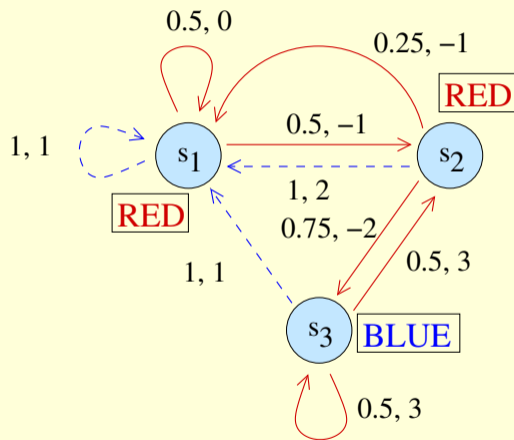
What happens by “following”  $\pi$ , starting at  $s_1$ ?

- $s_1, \text{RED}, s_1, \text{RED}, s_2, \text{RED}, s_3, \text{BLUE}, s_1, \dots$
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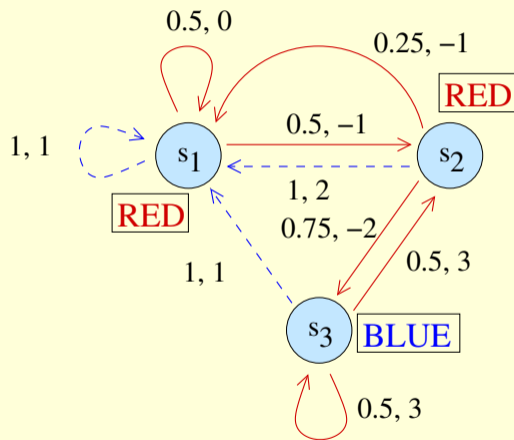
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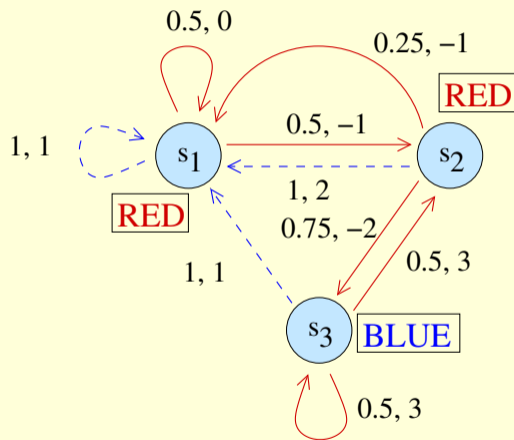
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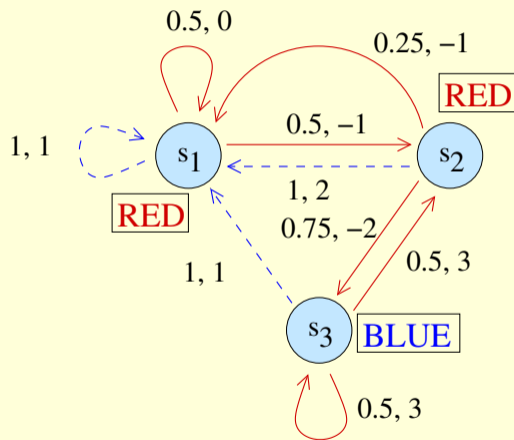
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# Illustration: Policy

- Let  $\Pi$  denote the set of all policies.
- What is  $|\Pi|$ ?  $k^n$ .
- Which  $\pi \in \Pi$  is a “good” policy?



## State Values for Policy $\pi$

- For  $s \in S$ ,  $V^\pi(s) \stackrel{\text{def}}{=} \mathbb{E}_\pi [r^0 + r^1 + r^2 + r^3 + \dots | s^0 = s]$ ,

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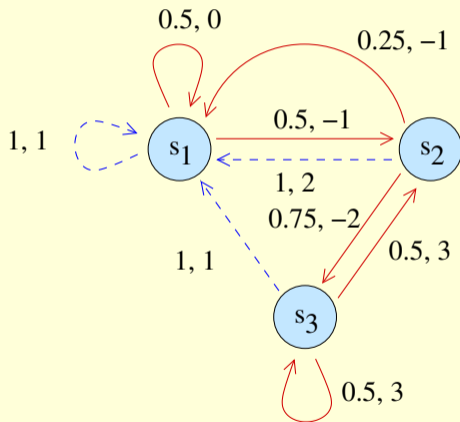
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Larger  $\gamma$ , farther the “lookahead”.

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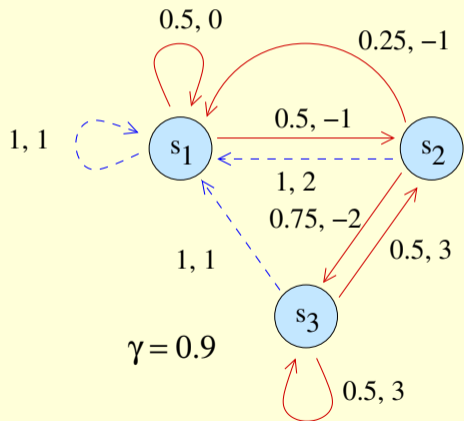
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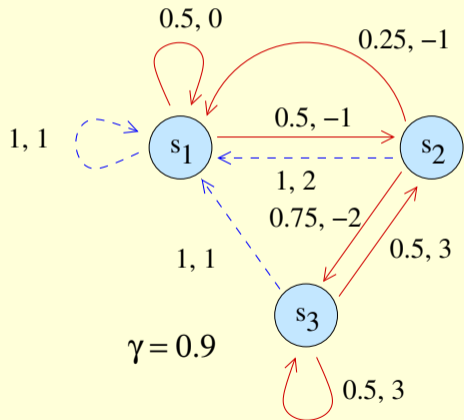
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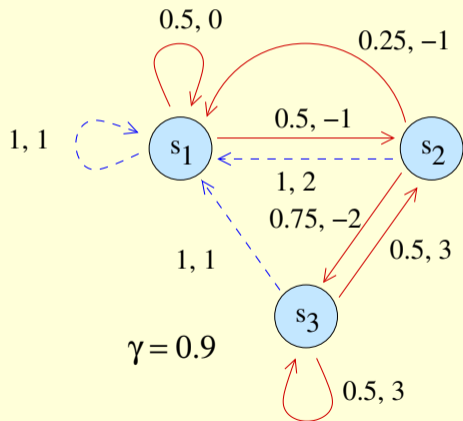
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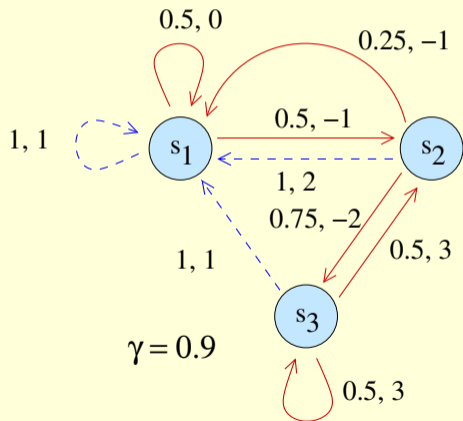
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“Larger is better”.



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# Optimal Policies

- Here are value functions from our example MDP.

$\pi$	$V^\pi(s_1)$	$V^\pi(s_2)$	$V^\pi(s_3)$
RRR	4.45	6.55	10.82
RRB	-5.61	-5.75	-4.05
RBR	2.76	4.48	9.12
RBB	2.76	4.48	3.48
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Which policy would you prefer?

Every MDP is guaranteed to have an optimal policy  $\pi^*$  s.t.

$$\forall \pi \in \Pi, \forall s \in \mathcal{S} : V^{\pi^*}(s) \geq V^\pi(s).$$

# MDP Planning

**MDP Planning problem:** Given  $M = (S, A, T, R, \gamma)$ , find a policy  $\pi^*$  from the set of all policies  $\Pi$  such that  $\forall s \in S, \forall \pi \in \Pi: V^{\pi^*}(s) \geq V^\pi(s)$ .

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- Every MDP is guaranteed to have a deterministic, Markovian, stationary optimal policy.
- An MDP can have more than one optimal policy.
- However, the value function of every optimal policy is the same, unique “optimal value function”  $V^*$ .

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# Structure of State Values

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# Bellman Equations

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- **Policy evaluation**: step of computing  $V^\pi$  for a given policy  $\pi$ .

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- This approach needs  $\text{poly}(n, k) \cdot k^n$  arithmetic operations. We hope to be more efficient (wait for next week).