Reinforcement Learning and Optimal Control

ASU, CSE 691, Winter 2020

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Lecture 8

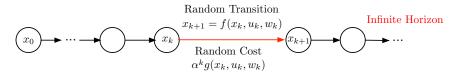
Outline



- Transition Probability Notation Main Results
- 3 SSP Problems: Elaboration



Stochastic DP Problems - Infinite Horizon



Infinite number of stages, and stationary system and cost

- System $x_{k+1} = f(x_k, u_k, w_k)$ with state, control, and random disturbance.
- Policies $\pi = \{\mu_0, \mu_1, \ldots\}$ with $\mu_k(x) \in U(x)$ for all x and k.
- Special scalar α with 0 < $\alpha \le 1$. If $\alpha < 1$ the problem is called discounted.
- Cost of stage k: $\alpha^k g(x_k, \mu_k(x_k), w_k)$.
- Cost of a policy $\pi = \{\mu_0, \mu_1, \ldots\}$

$$J_{\pi}(x_0) = \lim_{N \to \infty} E_{w_k} \left\{ \sum_{k=0}^{N-1} \alpha^k g(x_k, \mu_k(x_k), w_k) \right\}$$

- Optimal cost function $J^*(x_0) = \min_{\pi} J_{\pi}(x_0)$.
- If $\alpha = 1$ we assume a special cost-free termination state *t*. The objective is to reach *t* at minimum expected cost. The problem is called stochastic shortest path (SSP) problem.

Going from Finite to Infinite Horizon (Just Intuition - Proofs Needed)

Value iteration (VI) convergence: Fix horizon N, let terminal cost be 0

• Let $V_{N-k}(x)$ be the optimal cost starting at x with k stages to go, so

$$V_{N-k}(x) = \min_{u \in U(x)} E_w \left\{ \alpha^{N-k} g(x, u, w) + V_{N-k+1}(f(x, u, w)) \right\}$$
(Finite Horizon DP)

- Reverse the time index: Define $J_k(x) = V_{N-k}(x)/\alpha^{N-k}$ and divide with α^{N-k} : $J_k(x) = \min_{u \in U(x)} E_w \Big\{ g(x, u, w) + \alpha J_{k-1}(f(x, u, w)) \Big\}$ (VI)
- $J_N(x)$ is equal to $V_0(x)$, which is the *N*-stages optimal cost starting from x
- Hence, intuitively, J_N converges to J^* : $J^*(x) = \lim_{N \to \infty} J_N(x)$, for all states x (proof needed)

The following Bellman equation holds: Take the limit in Eq. (VI)

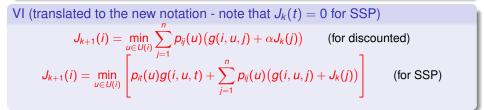
$$J^*(x) = \min_{u \in U(x)} E_w \Big\{ g(x, u, w) + \alpha J^*(f(x, u, w)) \Big\}, \quad \text{for all states } x \quad (\text{proof needed})$$

Optimality condition: Let $\mu(x)$ attain the min in the Bellman equation for all x

The policy $\{\mu, \mu, \ldots\}$ is optimal (??). (This type of policy is called stationary.)

Transition Probability Notation for Finite-Spaces Problems

- States: *i* = 1, ..., *n*. Successor states: *j*. (For SSP there is also the extra termination state *t*.)
- Probability of *i* → *j* transition under control *u*: *p_{ij}(u)* (plays the role of the system equation)
- Cost of $i \rightarrow j$ transition under control u: g(i, u, j)



Bellman equation (translated to the new notation - note that
$$J^*(t) = 0$$
 for SSP)

$$J^*(i) = \min_{u \in U(i)} \sum_{j=1}^n p_{ij}(u) (g(i, u, j) + \alpha J^*(j)) \quad \text{(for discounted)}$$

$$J^*(i) = \min_{u \in U(i)} \left[p_{it}(u)g(i, u, t) + \sum_{j=1}^n p_{ij}(u)(g(i, u, j) + J^*(j)) \right] \quad \text{(for SSP)}$$
Better

Convergence of VI

Given any initial conditions $J_0(1), \ldots, J_0(n)$, the sequence $\{J_k(i)\}$ generated by VI

$$J_{k+1}(i) = \min_{u \in U(i)} \sum_{j=1}^{n} p_{ij}(u) (g(i, u, j) + \alpha J_k(j)), \qquad i = 1, \dots, n,$$

converges to $J^*(i)$ for each *i*.

Bellman's equation

The optimal cost function $J^* = (J^*(1), \dots, J^*(n))$ satisfies the equation

$$J^*(i) = \min_{u \in U(i)} \sum_{j=1}^n p_{ij}(u) \big(g(i, u, j) + \alpha J^*(j)\big), \qquad i = 1, \ldots, n,$$

and is the unique solution of this equation.

Optimality condition

A stationary policy μ is optimal if and only if for every state *i*, $\mu(i)$ attains the minimum in the Bellman equation.

Finite-Spaces SSP Problems - Statement of Main Results

Assumption (Termination Inevitable Under all Policies)

There exists m > 0 such that regardless of the policy used and the initial state, there is positive probability that *t* will be reached within *m* stages; i.e., for all π

$$\max_{i=1,...,n} P\{x_m \neq t \mid x_0 = i, \pi\} < 1.$$

VI Convergence: $J_k \rightarrow J^*$ for all initial conditions J_0 , where

$$J_{k+1}(i) = \min_{u \in U(i)} \left[p_{it}(u)g(i, u, t) + \sum_{j=1}^{n} p_{ij}(u)(g(i, u, j) + J_k(j)) \right], \qquad i = 1, \dots, n$$

Bellman's equation: J^* satisfies

$$J^{*}(i) = \min_{u \in U(i)} \left[p_{it}(u)g(i, u, t) + \sum_{j=1}^{n} p_{ij}(u) (g(i, u, j) + J^{*}(j)) \right], \qquad i = 1, \ldots, n,$$

and is the unique solution of this equation.

Optimality condition: μ is optimal if and only if for every *i*, $\mu(i)$ attains the minimum in the Bellman equation.

A Spiders-and-Fly SSP Example (or Search-and-Rescue)

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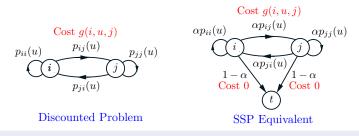
15 spiders move along 4 directions (\leq 1 unit) w. perfect observation; fly moves randomly

- Objective is to catch the fly in minimum time.
- Is the "termination inevitable" assumption satisfied?
- There is a way to fix that (see next slide).
- One-step lookahead and rollout are impossible: $\approx 5^{15}$ Q-factors.
- Note for the future: We can reformulate one-step lookahead so that spiders move one-at-a-time. This will trade off state space and control space complexity.

Bertsekas

Reinforcement Learning

SSP Analysis and Extensions (An Overview)



- A discounted problem can be converted to an SSP problem, since the stage *k* expected cost is identical in both problems, under the same policy.
- Proof line: Start with SSP analysis, get discounted analysis as special case.
- Key proof argument: The tail portion (k to ∞) of the infinite horizon cost diminishes to 0, as k → ∞, at a geometric progression rate (so the finite horizon costs converge to the infinite horizon cost).

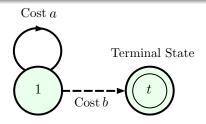
A more general assumption for SSP results: Nonterminating policies are "bad"

- Every stationary policy under which termination is not inevitable from some initial states is "bad," in the sense that it has ∞ cost for some initial states.
- There exists at least one stationary policy under which termination is inevitable.

A Word of Caution: SSP Problems can be Tricky

Without the assumption "nonterminating policies are bad"

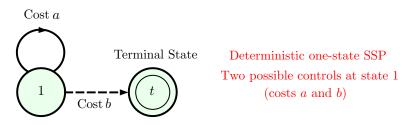
- Bellman equation may have any number of solutions: one, infinitely many, or none.
- Bellman equation may have one or more solutions, but J^* may not be a solution.
- VI may converge to J* from some initial conditions but not from others.



Deterministic one-state SSP Two possible controls at state 1 (costs a and b)

Challenge questions: Consider the cases a > 0, a = 0, and a < 0

- What is *J**(1)?
- What is the solution set of Bellman's equation $J(1) = \min [b, a + J(1)]$?
- What is the limit of the VI algorithm $J_{k+1}(1) = \min[b, a + J_k(1)]$?



Bellman Eq: $J(1) = \min[b, a + J(1)]$; VI: $J_{k+1}(1) = \min[b, a + J_k(1)]$

- If a > 0 (positive cycle): J*(1) = b is the unique solution, and VI converges to J*(1). Here the "nonterminating policies are bad" assumption is satisfied.
- If *a* = 0 (zero cycle):
 - $J^*(1) = \min[0, b].$
 - The solution set of the Bellman equation is $= (-\infty, b]$.
 - The VI algorithm, $J_{k+1}(1) = \min[b, J_k(1)]$, converges (in one step) to *b* starting from $J_0(1) \ge b$, and does not move from a starting value $J_0(1) \le b$.
- If a < 0 (negative cycle): B-Eq has no solution, and VI diverges to $J^*(1) = -\infty$.

Results Involving Q-Factors - Discounted Problems

VI for Q-factors (finite horizon optimal Q-factors converge to infinite horizon Q-factors)

$$\mathcal{Q}_{k+1}(i,u) = \sum_{j=1}^{n} \mathcal{p}_{ij}(u) \left(g(i,u,j) + lpha \min_{v \in U(j)} \mathcal{Q}_{k}(j,v)
ight)$$

converges to $Q^*(i, u)$ for each (i, u).

Bellman's equation for Q-factors

$$Q^*(i, u) = \sum_{j=1}^n p_{ij}(u) \left(g(i, u, j) + \alpha \min_{v \in U(j)} Q^*(j, v)\right)$$

 Q^* is the unique solution of this equation, and we have

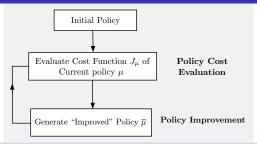
$$J^*(i) = \min_{u \in U(i)} Q^*(i, u)$$

(1)

Optimality condition

A stationary policy μ is optimal if and only if $\mu(i)$ attains the minimum in Eq. (1) for every state *i*.

Policy Iteration (PI) Algorithm (Perpetual Rollout): From Base Policy to Rollout Policy and Repeat



Given the current (base) policy μ^k , a PI consists of two phases:

• Policy evaluation computes $J_{\mu k}(i)$, i = 1, ..., n, as the solution of the (linear) Bellman equation system (or by some form of simulation)

$$J_{\mu^{k}}(i) = \sum_{j=1}^{n} p_{ij}(\mu^{k}(i)) \left(g(i, \mu^{k}(i), j) + \alpha J_{\mu^{k}}(j) \right), \quad i = 1, \dots, n$$

• Policy improvement then computes a new (the rollout) policy μ^{k+1} as

$$\mu^{k+1}(i) \in \arg\min_{u \in U(i)} \sum_{j=1}^{n} p_{ij}(u) (g(i, u, j) + \alpha J_{\mu^k}(j)), \quad i = 1, \dots, n$$

Fundamental Policy Improvement Property - Intuition: Acting Optimally for One Step and then Using μ^k Should Improve on μ^k

PI finite-step convergence: PI generates an improving sequence of policies, i.e., $J_{\mu^{k+1}}(i) \leq J_{\mu^k}(i)$ for all *i* and *k*, and terminates with an optimal policy.

Proof: We will show that $J_{\tilde{\mu}} \leq J_{\mu}$, where $\tilde{\mu}$ is obtained from μ by PI

Denote by *J_N* the cost function of a policy that applies μ̃ for the first *N* stages and applies μ thereafter.

• We have the Bellman equation
$$J_{\mu}(i) = \sum_{j=1}^{n} p_{ij}(\mu(i)) \left(g(i,\mu(i),j) + \alpha J_{\mu}(j)\right)$$
, so

$$J_1(i) = \sum_{j=1}^n p_{ij}(\tilde{\mu}(i)) \left(g(i, \tilde{\mu}(i), j) + \alpha J_{\mu}(j) \right) \le J_{\mu}(i) \qquad \text{(by policy improvement eq.)}$$

• From the definition of J_2 and J_1 , monotonicity, and the preceding relation, we have $J_2(i) = \sum_{j=1}^n p_{ij}(\tilde{\mu}(i)) \left(g(i, \tilde{\mu}(i), j) + \alpha J_1(j) \right) \leq \sum_{j=1}^n p_{ij}(\tilde{\mu}(i)) \left(g(i, \tilde{\mu}(i), j) + \alpha J_\mu(j) \right) = J_1(i)$

so $J_2(i) \leq J_1(i) \leq J_\mu(i)$ for all *i*.

Continuing similarly, we obtain J_{N+1}(i) ≤ J_N(i) ≤ J_μ(i) for all i and N. Since J_N → J_μ (VI for μ̃ converges), it follows that J_μ ≤ J_μ.

Base Policy Rollout Policy

We want to minimize the time to catch both flies

- Base policy (each spider follows the shortest path): Time is 85
- Rollout (all spiders move at once, 625 Q-factors/move choices): Time is 34
- We can reduce the number of Q-factors using multiagent/one-spider at-a-time rollout (will return to this later)

We will cover:

- Infinite horizon policy iteration: extensions and approximations
- Rollout and parametric approximation methods
- We will likely need more that one lecture

PLEASE READ AS MUCH OF Chapter 4 AS YOU CAN

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