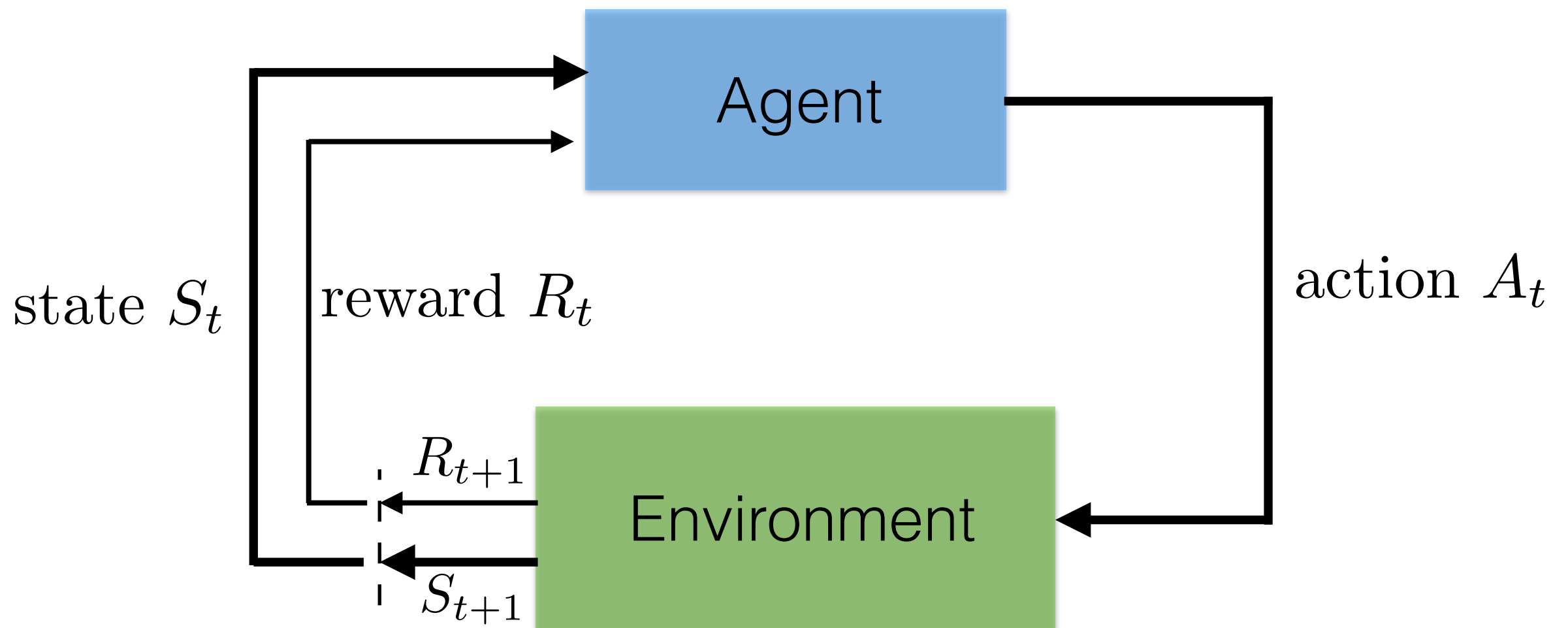


Unifying task specification for reinforcement learning

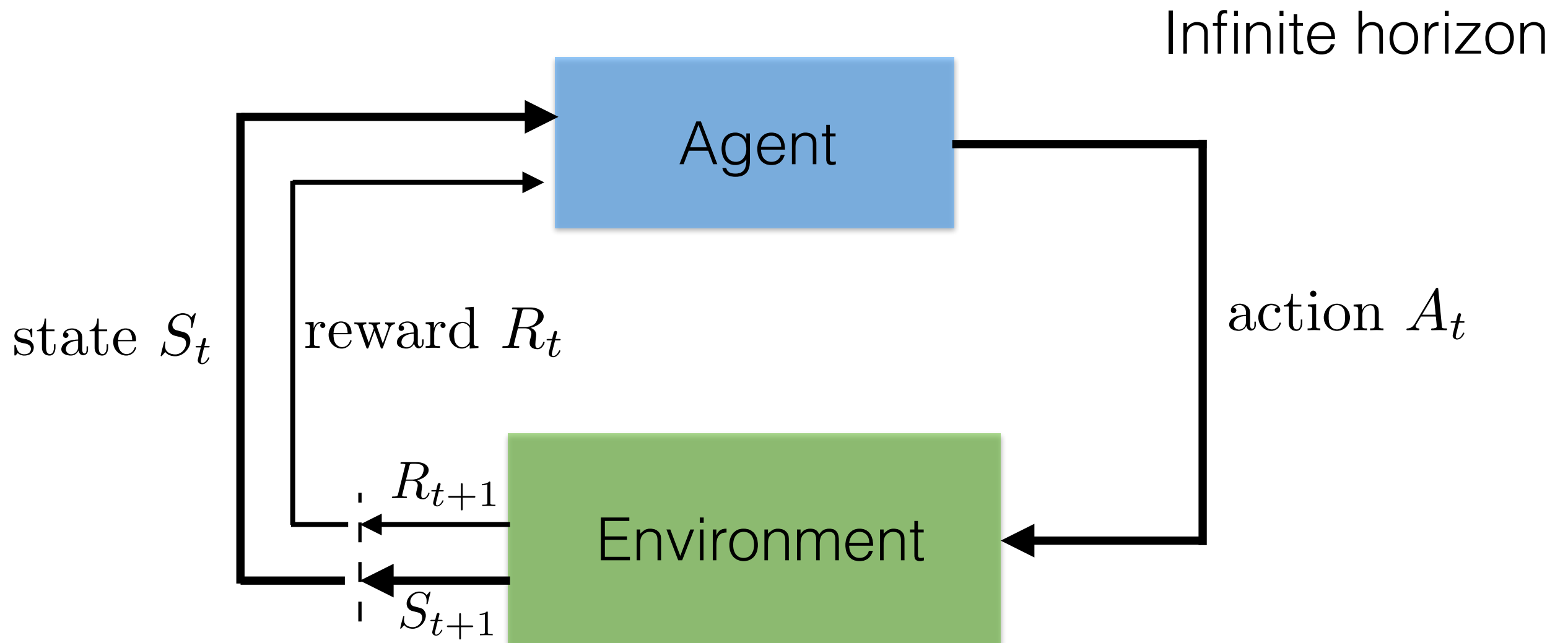
Martha White
Assistant Professor
University of Alberta



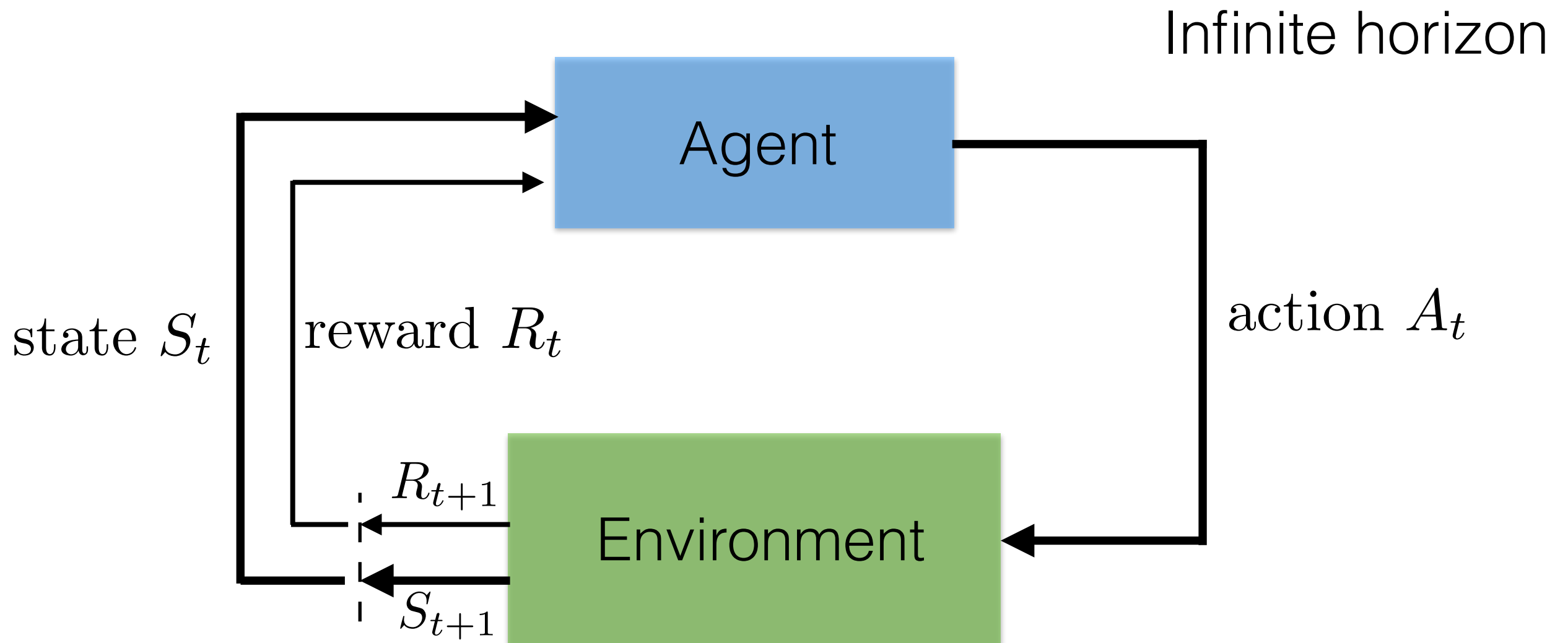
Problem setting



Problem setting



Problem setting



||

Markov decision process: $(\mathcal{S}, \mathcal{A}, \text{Pr}, \text{R}, \gamma_c)$

What is this talk about?

$$\gamma_c \in [0, 1)$$

What is this talk about?

$$\gamma_c \in [0, 1) \quad \longrightarrow \quad \gamma : \mathcal{S} \times \mathcal{A} \times \mathcal{S} \rightarrow [0, 1]$$

Main take-away

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- **Transition-based discounting** is useful for *you*
 - to simplify algorithm development
 - to unify theoretical characterizations
 - to simplify implementation

Outline

- Generalization to transition-based discounting
- The theoretical and algorithmic implications
 - generalized Bellman operators
- Utility of the generalized problem formalism

Returns (continuing)

$$G_t = \sum_{i=0}^{\infty} \gamma_c^i R_{t+1+i} = R_{t+1} + \gamma_c G_{t+1}$$

$$V(s) = \mathbb{E}[G_t \mid S_t = s] \qquad \gamma_c \in [0, 1)$$

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$$s_0, a_0, r_1, s_1, a_1, r_2, s_2, a_2, r_3, s_3, a_3, \dots$$

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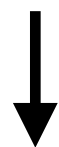
$$r_1 + \gamma_c r_2 + \gamma_c^2 r_3 + \dots$$

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$$r_2 + \gamma_c r_3 + \gamma_c^2 r_4 + \dots$$

Returns (continuing)

$$G_t = \sum_{i=0}^{\infty} \gamma_c^i R_{t+1+i} = R_{t+1} + \gamma_c G_{t+1}$$

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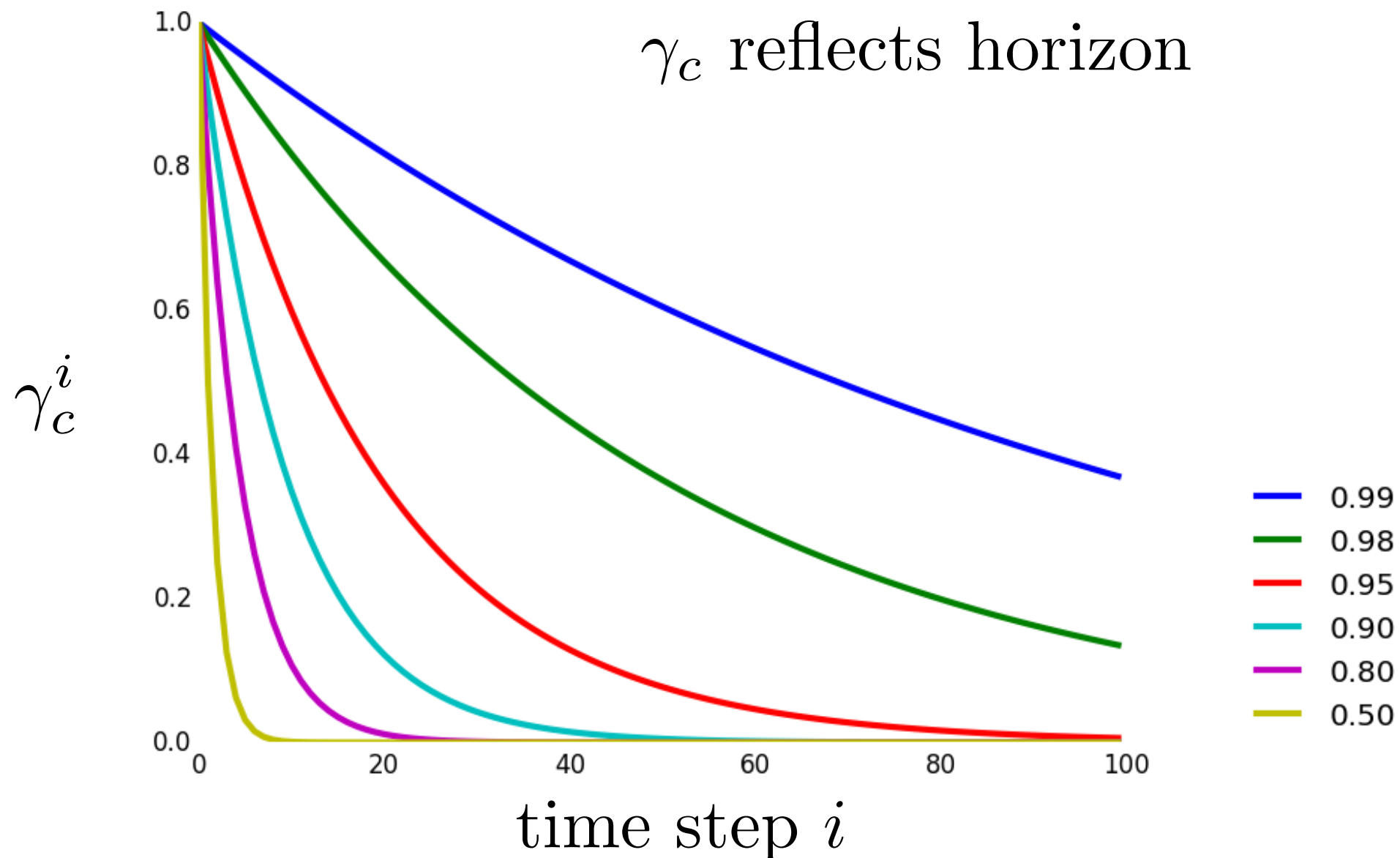


$$r_3 + \gamma_c r_4 + \gamma_c^2 r_5 + \dots$$

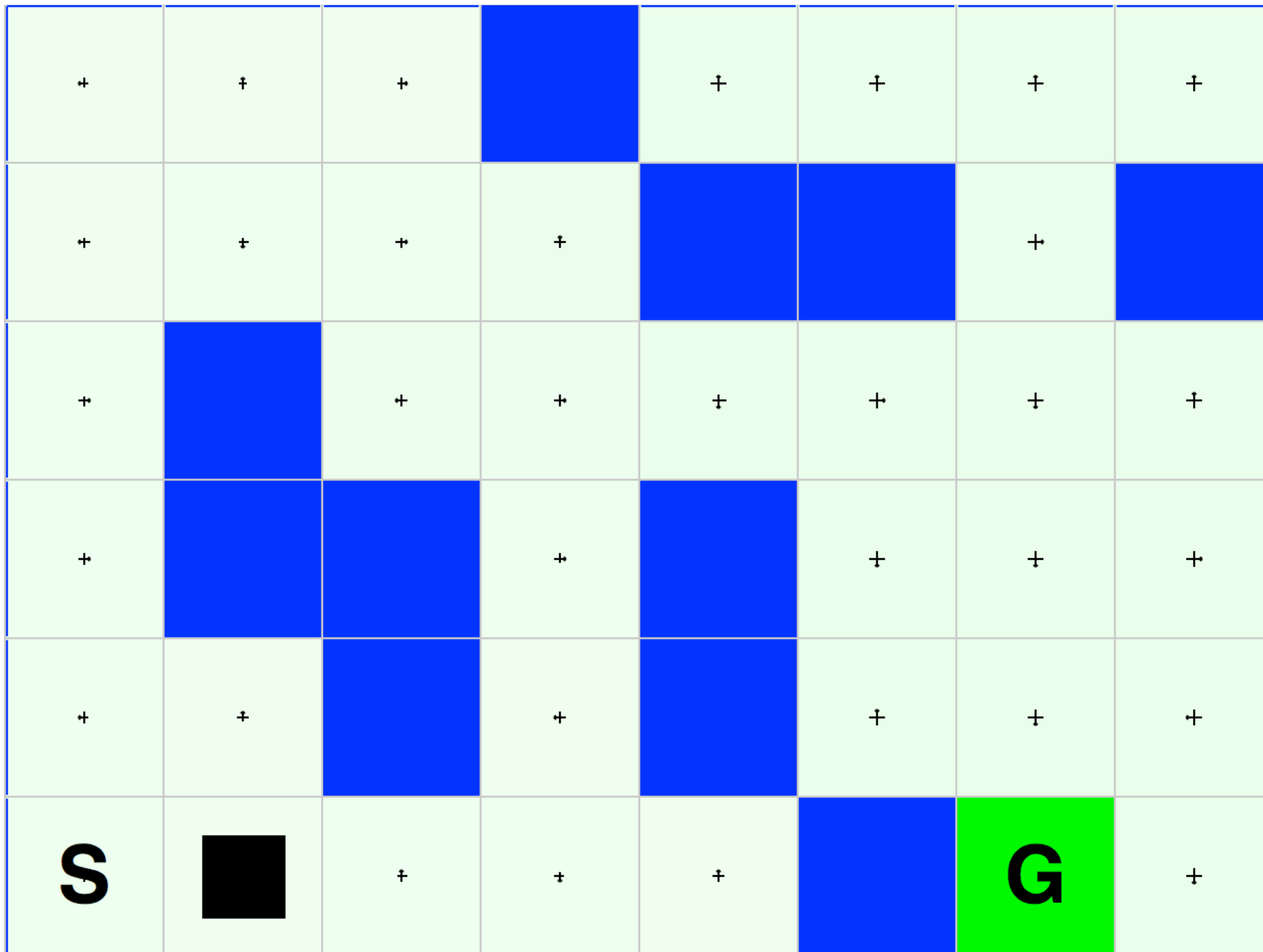
Selection of discount

$$G_t = \sum_{i=0}^{\infty} \gamma_c^i R_{t+1+i} \quad \gamma_c \in [0, 1)$$

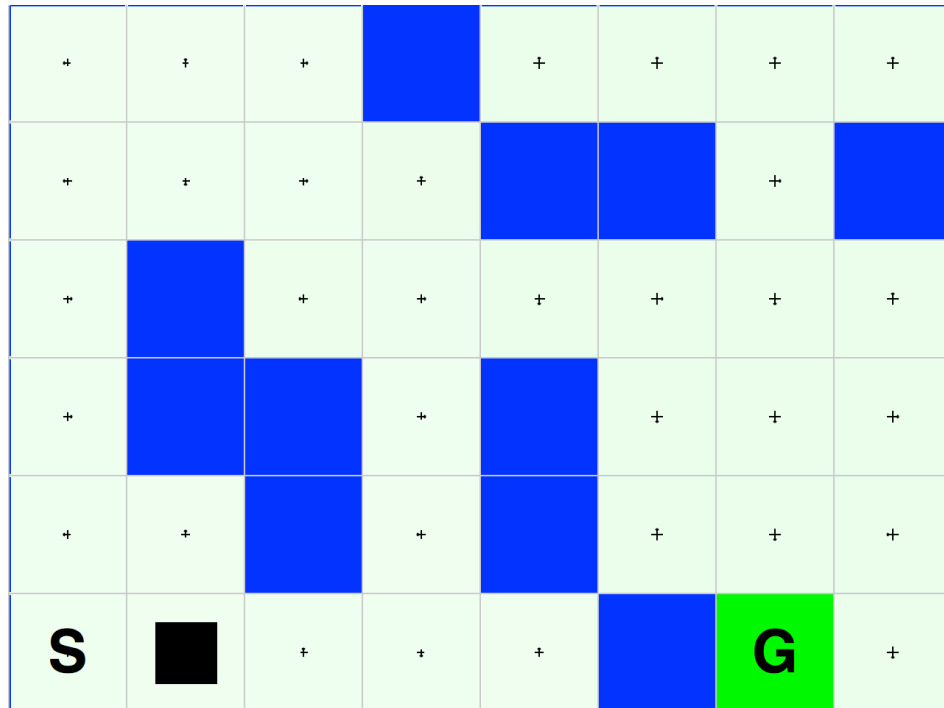
γ_c reflects horizon



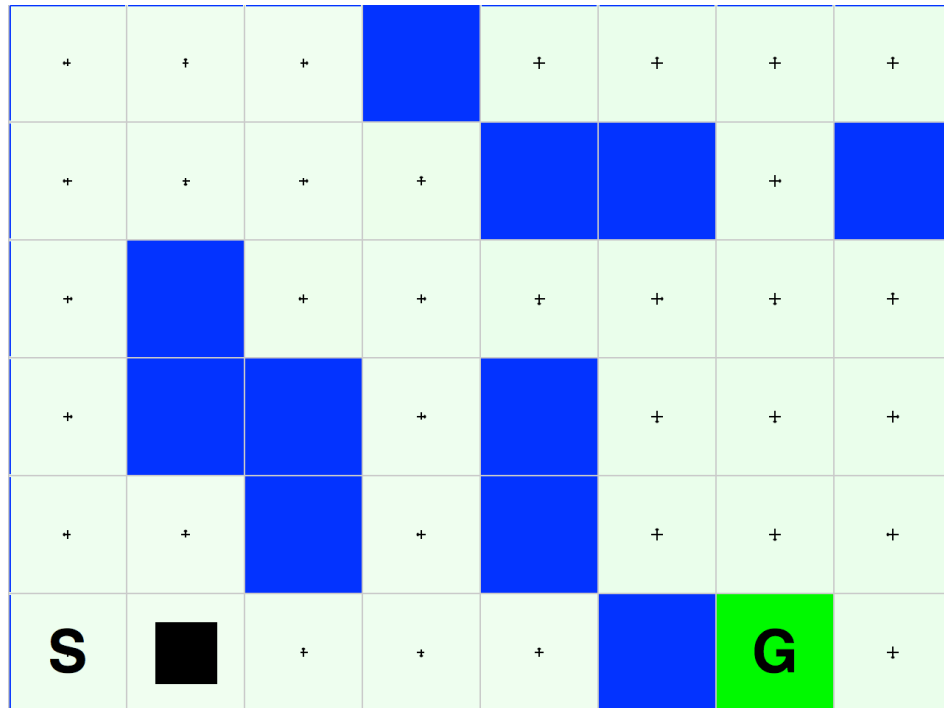
Returns (episodic)



Returns (episodic)



Returns (episodic)



$s_0 = (7, 3), a_0 = \text{Sth}, r_1 = -1, s_1 = (7, 2), a_1 = \text{Sth}, r_2 = -1, s_2 = (7, 1)$



$r_1 + r_2$



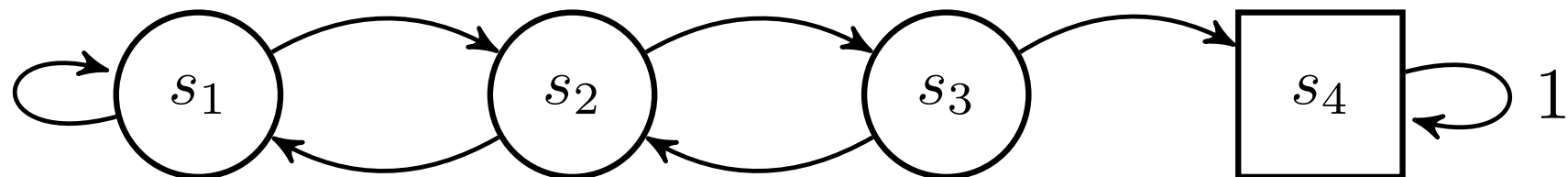
r_2



Null

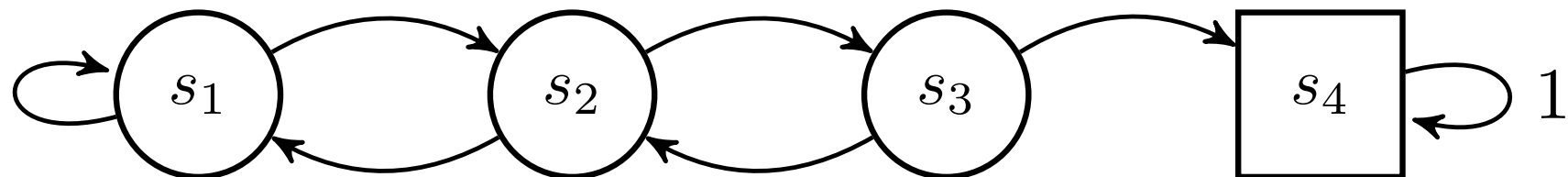
How do we unify the two?

- Algorithms and theory treat the two cases separately
- Absorbing state not a complete solution



How do we unify the two?

- Algorithms and theory treat the two cases separately
- Absorbing state not a complete solution



- Recent generalizations to state-based discount almost the complete solution

Unification using transition-based discounting

- Discount generalized to a function on (s,a,s')

$$\gamma : \mathcal{S} \times \mathcal{A} \times \mathcal{S} \rightarrow [0, 1]$$

- Can smoothly encode continuing or episodic
 - ...and specify a whole new set of returns

Generalized return

$$\gamma : \mathcal{S} \times \mathcal{A} \times \mathcal{S} \rightarrow [0, 1]$$

$$G_t = \sum_{i=0}^{\infty} \left(\prod_{j=0}^{i-1} \gamma(S_{t+j}, A_{t+j}, S_{t+j+1}) \right) R_{t+1+i}$$

$$= R_{t+1} + \gamma_{t+1} G_{t+1} \qquad \gamma_{t+1} = \gamma(S_t, A_t, S_{t+1})$$

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If $\gamma(s, a, s') = \gamma_c$

$$\prod_{j=0}^{i-1} \gamma(S_{t+j}, A_{t+j}, S_{t+j+1}) = \gamma_c^{i-1}$$

Encoding episodic tasks

- $\gamma(s,a,s') = 0$ for a terminal transition
- s' is the start state for the next episode
- Return is truncated at termination by the product of discounts, with $\gamma(s,a,s') = 0$

$$G_t = R_{t+1} + \gamma_{t+1} G_{t+1}$$

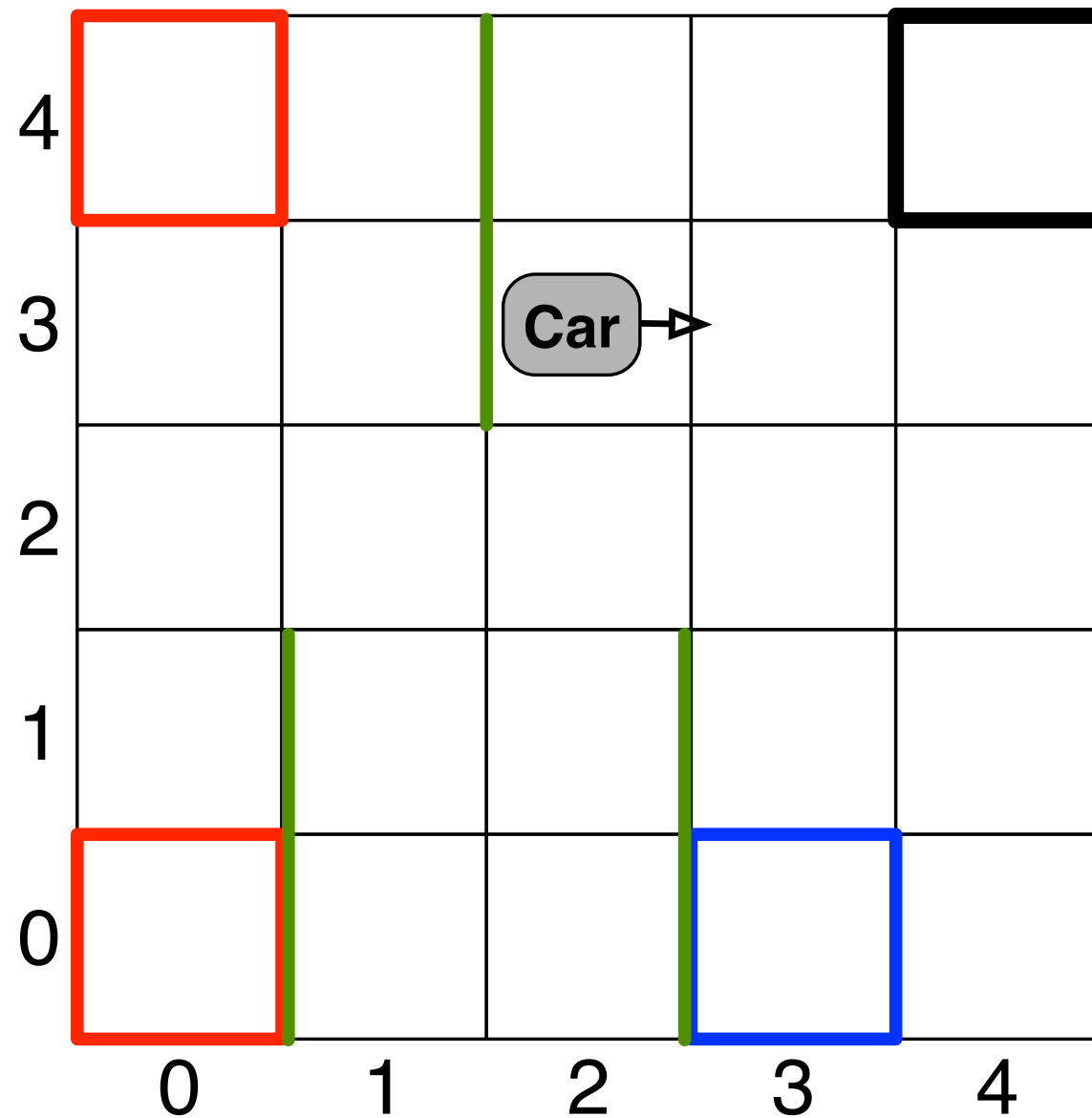
Example: taxi domain

Actions:

N, E, S, W,
Pickup,
Drop-off

States:

(x, y,
passenger
location)



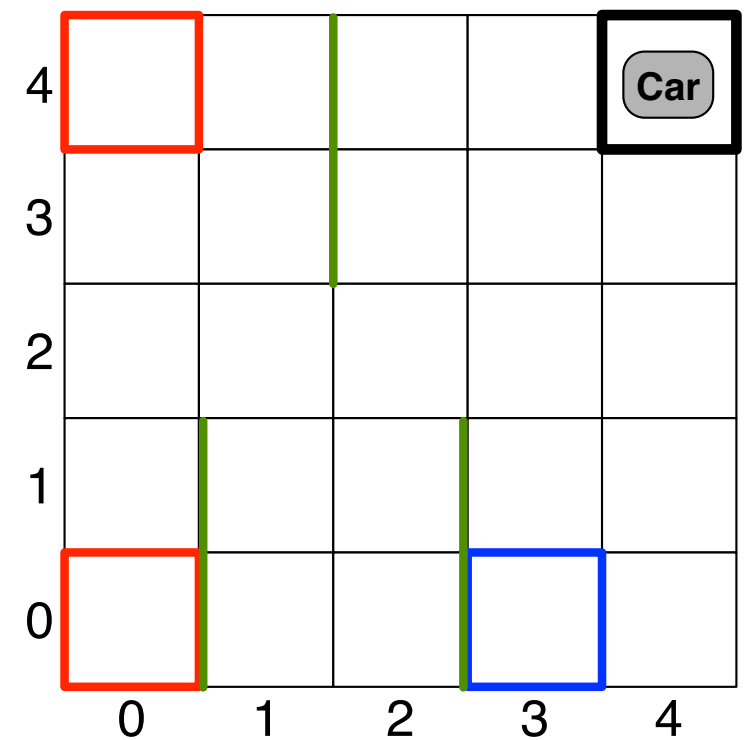
Passenger in
black square

State: (2, 1, 3)

Location can
be (0,1,2,3)
or 4 for in taxi

Example: taxi domain

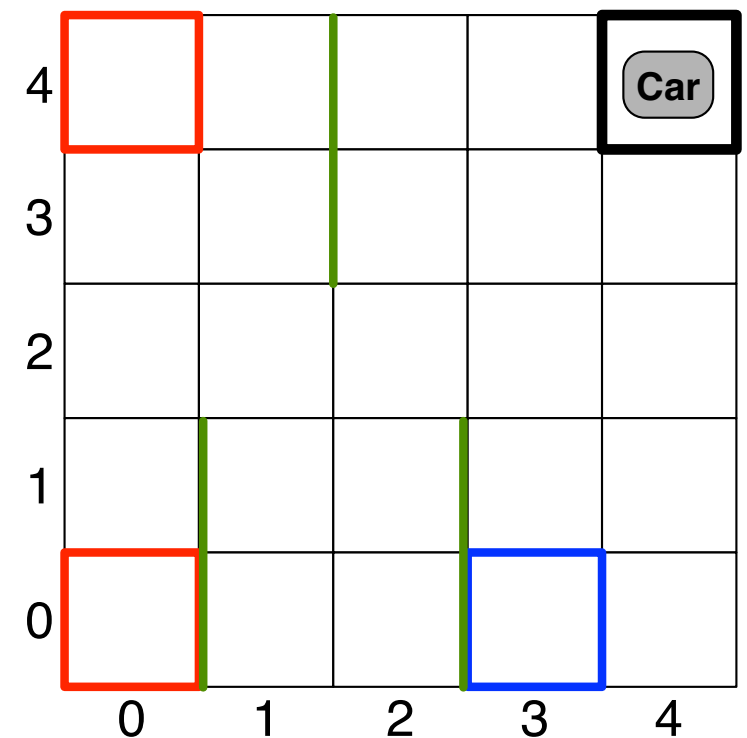
$$G_t = R_{t+1} + \gamma_{t+1} G_{t+1}$$



Example: taxi domain

- What are the transition probabilities at (4,4,3)?

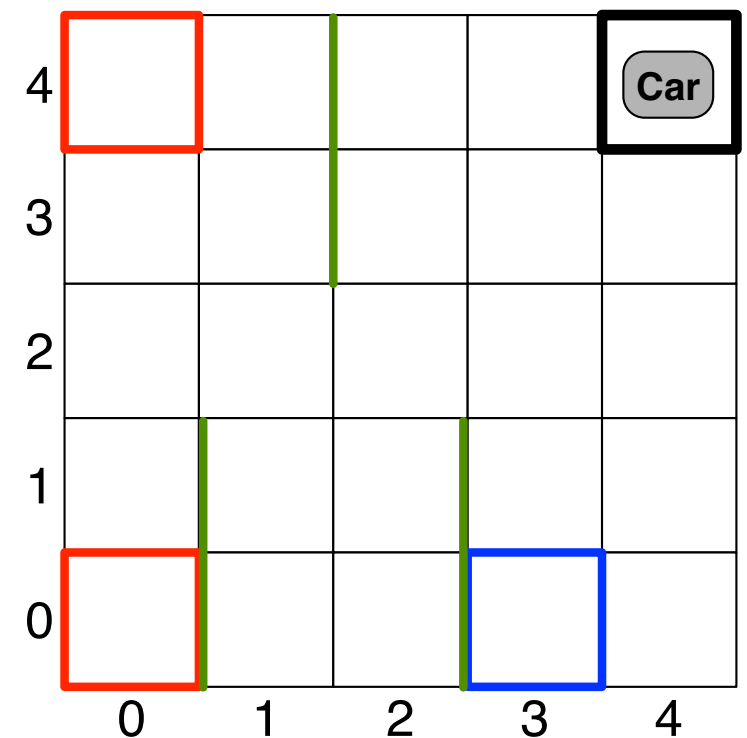
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- $P((4,4,3), \text{Pick-up}, (4,4,4)) = 1.0$

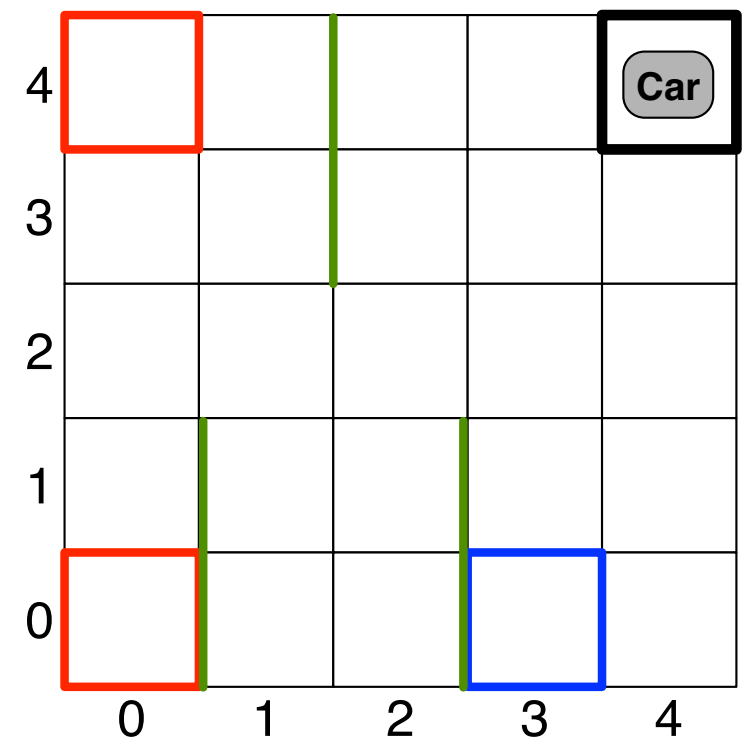
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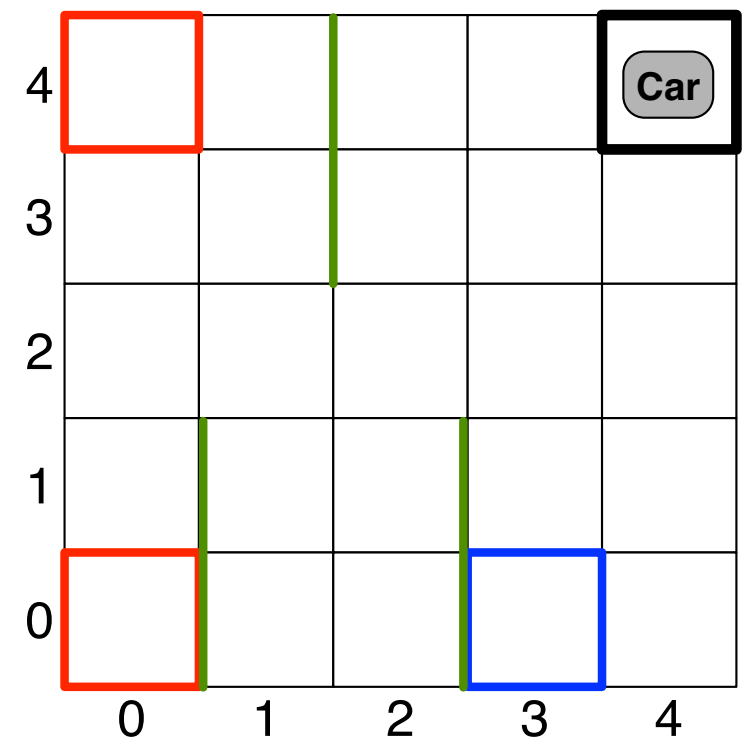
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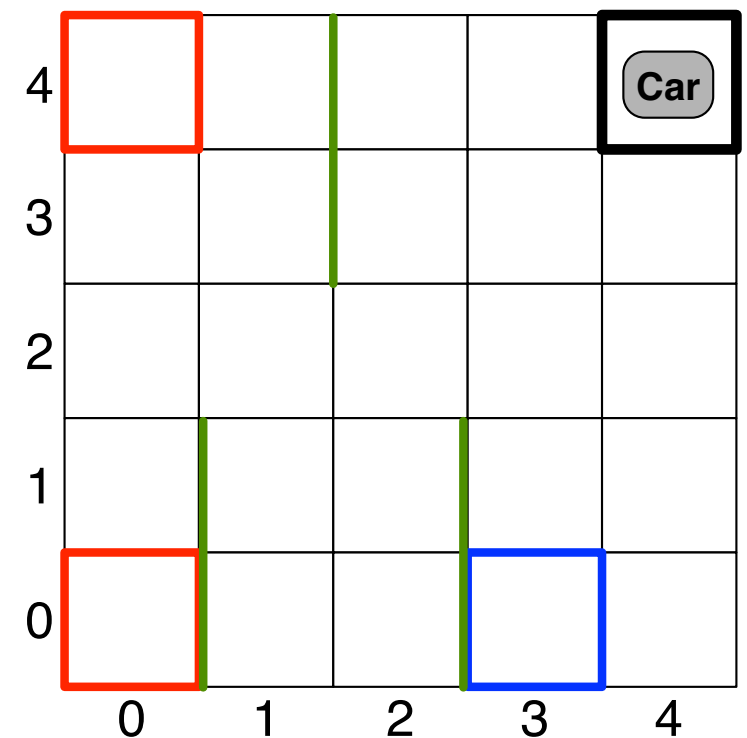
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- Why not $\gamma_S((4,4,4)) = 0.0$?

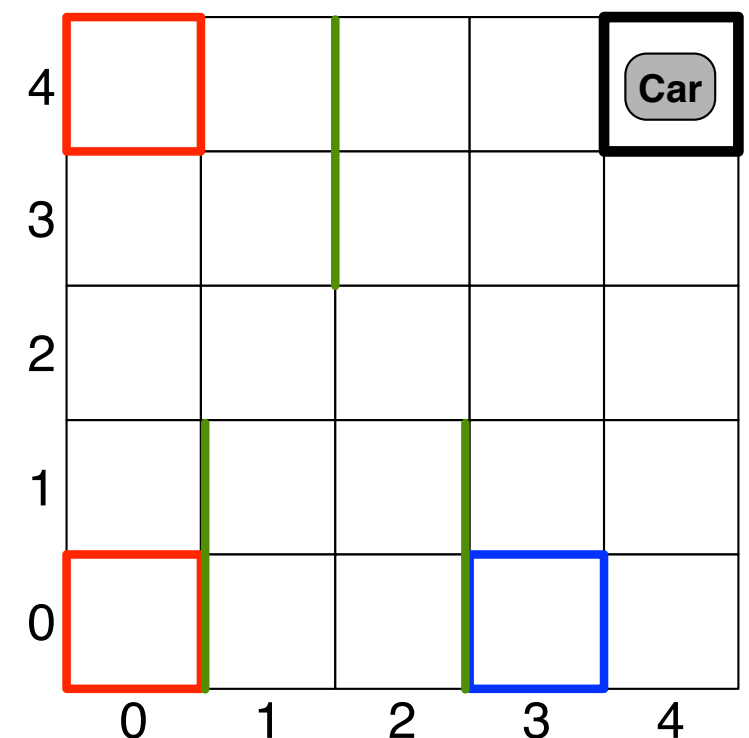
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 - $\gamma((4,4,3), \text{Pick-up}, (4,4,4)) = 0.0$, else 1.0
- Why not $\gamma_S((4,4,4)) = 0.0$?
- Why not add a termination state?

$$G_t = R_{t+1} + \gamma_{t+1} G_{t+1}$$



What are the implications?

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- Unified analysis for episodic and continuing problems —> can extend previous results
- How does this change the algorithms?
 - very little
 - avoids two versions of an algorithm

Do all algorithms extend?

- Can define a generalized Bellman operator
 - recursive form for return, that is Markov

$$G_t = \sum_{i=0}^{\infty} \left(\prod_{j=1}^i \gamma_{t+j} \right) R_{t+1+i} = R_{t+1} + \gamma_{t+1} G_{t+1}$$

Do all algorithms extend?

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- Replace γ_c with γ_{t+1}

Definitions for the operator

$$\begin{aligned}\mathbf{v}_\pi(s) &= \mathbb{E}[G_t | S_t = s] \\ &= \mathbb{E}[R_{t+1} + \gamma_{t+1} G_{t+1} | S_t = s] \\ &= \mathbb{E}[R_{t+1} | S_t = s] + \mathbb{E}[\gamma_{t+1} \mathbf{v}^\pi(S_{t+1}) | S_t = s]\end{aligned}$$

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$$\mathbf{P}_{\pi, \gamma}(s, s') = \sum_a \pi(s, a) \Pr(s, a, s') \gamma(s, a, s')$$

$$\mathbf{r}_\pi(s) = \sum_a \pi(s, a) \sum_{s'} \Pr(s, a, s') r(s, a, s')$$

Definitions for the operator

$$\begin{aligned}\mathbf{v}_\pi(s) &= \mathbb{E}[G_t | S_t = s] & \mathbf{v}_\pi &\in \mathbb{R}^{\text{number of states}} \\ &= \mathbb{E}[R_{t+1} + \gamma_{t+1} G_{t+1} | S_t = s] \\ &= \mathbb{E}[R_{t+1} | S_t = s] + \mathbb{E}[\gamma_{t+1} \mathbf{v}^\pi(S_{t+1}) | S_t = s] \\ &= \mathbf{r}_\pi(s) + \sum_{s'} \mathbf{P}_{\pi, \gamma}(s, s') \mathbf{v}_\pi(s')\end{aligned}$$

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Bellman operator

$$\mathbf{v}_\pi = \mathbf{r}_\pi + \sum_{s'} \mathbf{P}_{\pi, \gamma}(:, s') \mathbf{v}_\pi(s') = \mathbf{r}_\pi + \mathbf{P}_{\pi, \gamma} \mathbf{v}_\pi$$

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$$\text{e.g., } \mathbf{r}_\pi + \gamma_c \mathbf{P}_\pi \mathbf{v}_\pi$$

Bellman operator

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Bellman operator

$$\mathbf{T}\mathbf{v} = \mathbf{r}_\pi + \mathbf{P}_{\pi,\gamma} \mathbf{v}$$

Reach solution (fixed point) when $\mathbf{T}\mathbf{v} = \mathbf{v}$

Given models, can use dynamic programming
Otherwise, stochastic approximations (e.g., TD)

Key property: contraction

- The operator $\mathbf{T}$ has to be a contraction
- If $\mathbf{T}$ is an expansion, then repeated application of $\mathbf{T}$ to $\mathbf{v}$ could expand to infinity

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- If $\mathbf{T}$ is an expansion, then repeated application of $\mathbf{T}$ to $\mathbf{v}$ could expand to infinity

$$\|\mathbf{T}\mathbf{v}_1 - \mathbf{T}\mathbf{v}_2\|_D = \|\mathbf{P}_{\pi,\gamma}(\mathbf{v}_1 - \mathbf{v}_2)\|_D \leq \|\mathbf{P}_{\pi,\gamma}\|_D \|\mathbf{v}_1 - \mathbf{v}_2\|_D$$

Contraction properties

$$s_{\mathbf{D}} = \|\mathbf{P}_{\pi, \gamma}\|_{\mathbf{D}}$$

- Smaller $s_{\mathbf{D}}$ corresponds to faster contraction
- Example: constant discount

$$\begin{aligned} s_{\mathbf{D}} &= \|\mathbf{P}_{\pi, \gamma}\|_{\mathbf{D}} \\ &= \gamma_c \|\mathbf{P}_{\pi}\|_{\mathbf{D}} \\ &= \gamma_c \end{aligned}$$

Extending previous results

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- LSTD convergence rates specifically derived for continuing case
 - extends to episodic with this generalization
- Unify seminal bias bounds for TD
 - with more explicit episodic bounds

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- LSTD convergence rates specifically derived for continuing case
 - extends to episodic with this generalization
- Unify seminal bias bounds for TD
 - with more explicit episodic bounds
- **New result:** convergence of ETD for transition-based trace, but not under on-policy weighting

Bias bounds

Continuing:

$$\|\mathbf{T}\mathbf{v}_1 - \mathbf{T}\mathbf{v}_2\|_D \leq \frac{\gamma_c(1 - \lambda)}{1 - \gamma_c\lambda} \|\mathbf{v}_1 - \mathbf{v}_2\|_D$$

SSP (episodic):

Exists contraction constant $s < 1$

Bias bounds

$$\|\mathbf{T}\mathbf{v}_1 - \mathbf{T}\mathbf{v}_2\|_{\mathbf{D}} \leq s_{\mathbf{D}} \|\mathbf{v}_1 - \mathbf{v}_2\|_{\mathbf{D}}$$

$$s_{\mathbf{D}} = \|\mathbf{P}_{\pi, \gamma}\|_{\mathbf{D}}$$

If policy reaches a transition where discount less than 1
guaranteed to have $s_{\mathbf{D}} < 1$

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If policy reaches a transition where discount less than 1
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EPISODIC TAXI	0.989
$\gamma_c = 0.99$	0.990
1% SINGLE PATH	0.989
10% SINGLE PATH	0.987
1% ALL PATHS	0.978
10% ALL PATHS	0.898

Bias bounds

$$\|\mathbf{T}\mathbf{v}_1 - \mathbf{T}\mathbf{v}_2\|_{\mathbf{D}} \leq s_{\mathbf{D}} \|\mathbf{v}_1 - \mathbf{v}_2\|_{\mathbf{D}}$$

$$s_{\mathbf{D}} = \|\mathbf{P}_{\pi, \gamma}\|_{\mathbf{D}}$$

If policy reaches a transition where discount less than 1
guaranteed to have $s_{\mathbf{D}} < 1$

λ_c	0.0	0.5	0.9	0.99	0.999
EPISODIC TAXI	0.989	0.979	0.903	0.483	0.086
$\gamma_c = 0.99$	0.990	0.980	0.908	0.497	0.090
1% SINGLE PATH	0.989	0.978	0.898	0.467	0.086
10% SINGLE PATH	0.987	0.975	0.887	0.439	0.086
1% ALL PATHS	0.978	0.956	0.813	0.304	0.042
10% ALL PATHS	0.898	0.815	0.468	0.081	0.009

Generalizing to probabilistic discounts

$$\Pr(r, \gamma | s, a, s')$$

Generalizing to probabilistic discounts

$$\begin{aligned}\mathbf{v}_\pi(s) &= \sum_{a,s'} \pi(s,a) \Pr(s,a,s') \mathbf{E}[r + \gamma \mathbf{v}_\pi(s') | s,a,s'] \\ &= \sum_{a,s'} \pi(s,a) \Pr(s,a,s') \mathbf{E}[r | s,a,s'] \\ &\quad + \sum_{a,s'} \pi(s,a) \Pr(s,a,s') \mathbf{E}[\gamma | s,a,s'] \mathbf{v}_\pi(s') \\ &= \mathbf{r}_\pi(s) + \sum_{s'} \mathbf{P}_{\pi,\gamma}(s,s') \mathbf{v}_\pi(s')\end{aligned}$$

for $\gamma(s,a,s') = \mathbf{E}[\gamma | s,a,s']$.

How are all these conclusions affected by function approximation?

- Assumed states; but likely partially observable
- May no longer be able to solve $\mathbf{T}\mathbf{V} = \mathbf{V}$ but can
 - minimize Bellman residual $\|\mathbf{T}\mathbf{V} - \mathbf{V}\|$
 - get projected fixed point (MSPBE): $\mathbf{\Pi T V} = \mathbf{V}$
 - ...

Example: TD

initialize $\boldsymbol{\theta}$ arbitrarily

loop over episodes

 initialize $\mathbf{e} = \mathbf{0}$

 initialize S_0

repeat for each step in the episode

 generate R_{t+1}, S_{t+1} for S_t

 if terminal: $\delta \leftarrow R_{t+1} - \boldsymbol{\theta}^\top \phi(S_t)$

 else: $\delta \leftarrow R_{t+1} + \gamma \boldsymbol{\theta}^\top \phi(S_{t+1}) - \boldsymbol{\theta}^\top \phi(S_t)$

$\mathbf{e} \leftarrow \mathbf{e} + \phi(S_t)$

$\boldsymbol{\theta} \leftarrow \boldsymbol{\theta} + \alpha \delta \mathbf{e}$

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initialize $\boldsymbol{\theta}$ arbitrarily

initialize $\mathbf{e} = \mathbf{0}$

initialize S_0

repeat until agent done interaction

generate R_{t+1}, S_{t+1} for S_t

$\delta \leftarrow R_{t+1} + \gamma_{t+1} \boldsymbol{\theta}^\top \phi(S_{t+1}) - \boldsymbol{\theta}^\top \phi(S_t)$

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Outline

- ☑ Generalization to transition-based discounting
- ☑ The theoretical and algorithmic implications
 - Utility of the generalized problem formalism

Additional utility

- **Control**

- simplifies specification of subgoals
- enables soft termination

- **Policy evaluation**

- GVFs and predictive knowledge

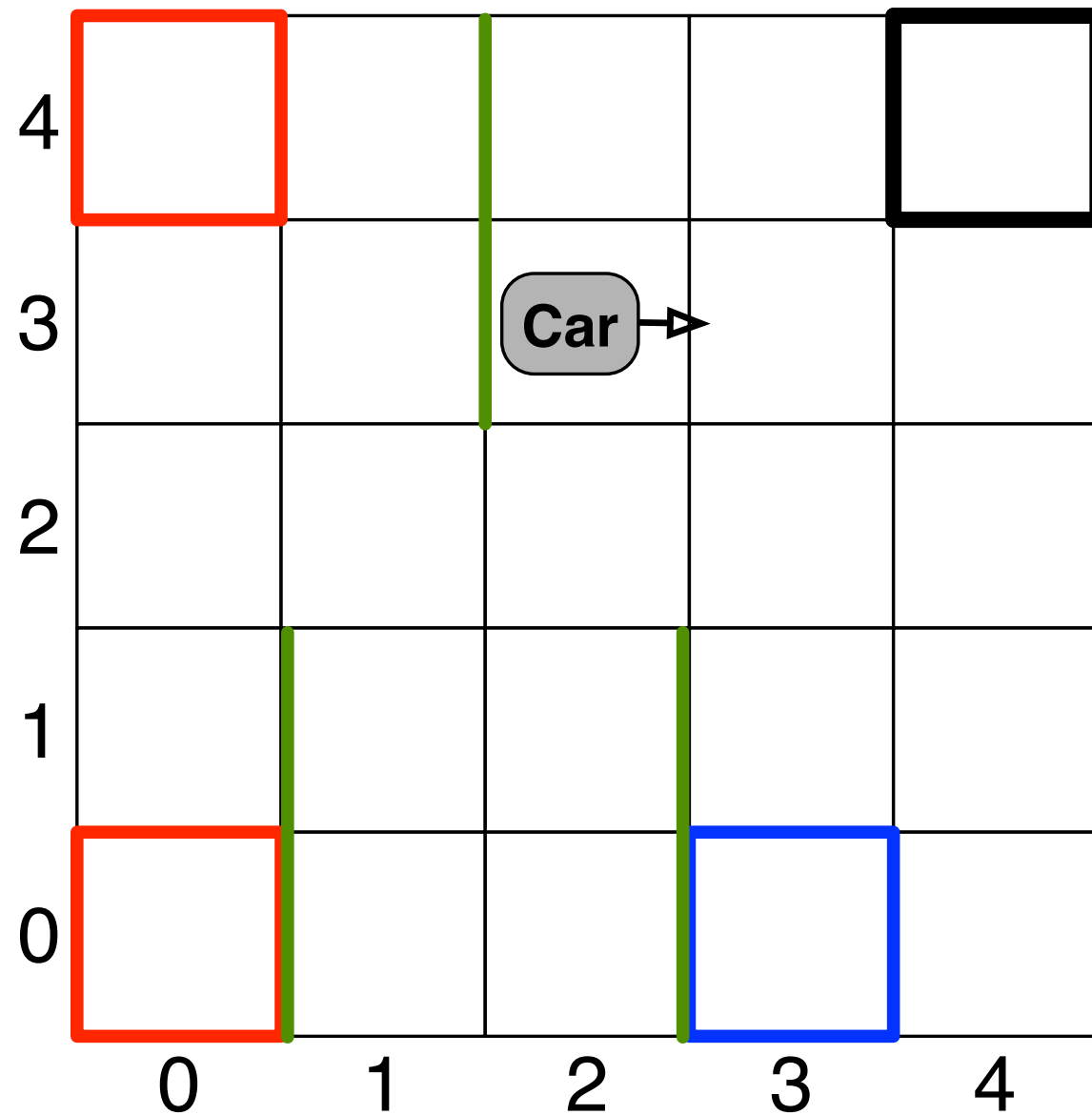
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Passenger in
black square

State: (2, 1, 3)

Location can
be (0,1,2,3)
or 4 for in taxi

Optimal policy

Can use average reward or continuing formulation

$$\begin{aligned}\mathbf{d}_\pi \mathbf{v}_\pi &= \mathbf{d}_\pi (\mathbf{r}_\pi + \mathbf{P}_{\pi, \gamma} \mathbf{v}_\pi) \\ &= \mathbf{d}_\pi \mathbf{r}_\pi + \gamma_c \mathbf{d}_\pi \mathbf{P}_\pi \mathbf{v}_\pi \\ &= \mathbf{d}_\pi \mathbf{r}_\pi + \gamma_c \mathbf{d}_\pi \mathbf{v}_\pi \\ \implies \mathbf{d}_\pi \mathbf{v}_\pi &= \frac{1}{1 - \gamma_c} \mathbf{d}_\pi \mathbf{r}_\pi.\end{aligned}$$

Easy specification of subgoals

- Each pick-up and drop-off can be a subtask
- numerically more stable than a constant discount
- options easily encoded with this generalization

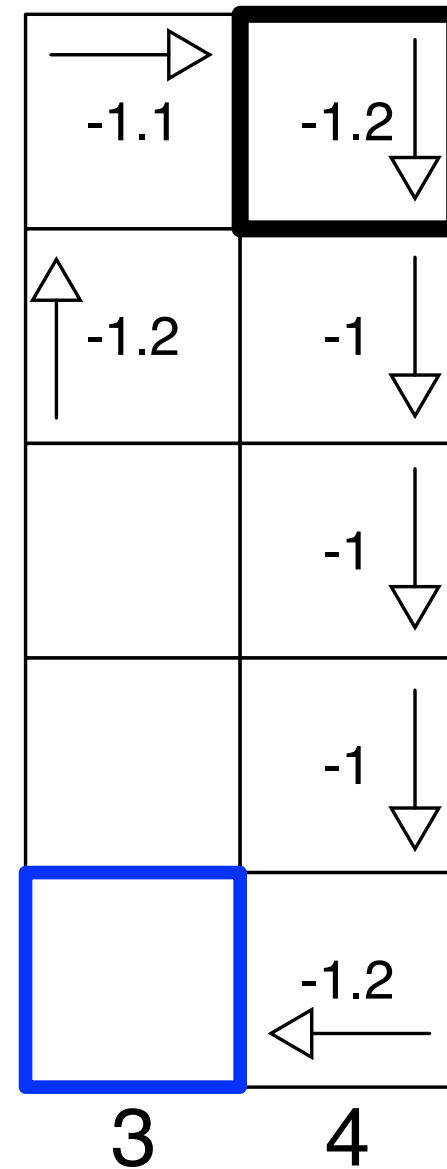
Easy specification of subgoals

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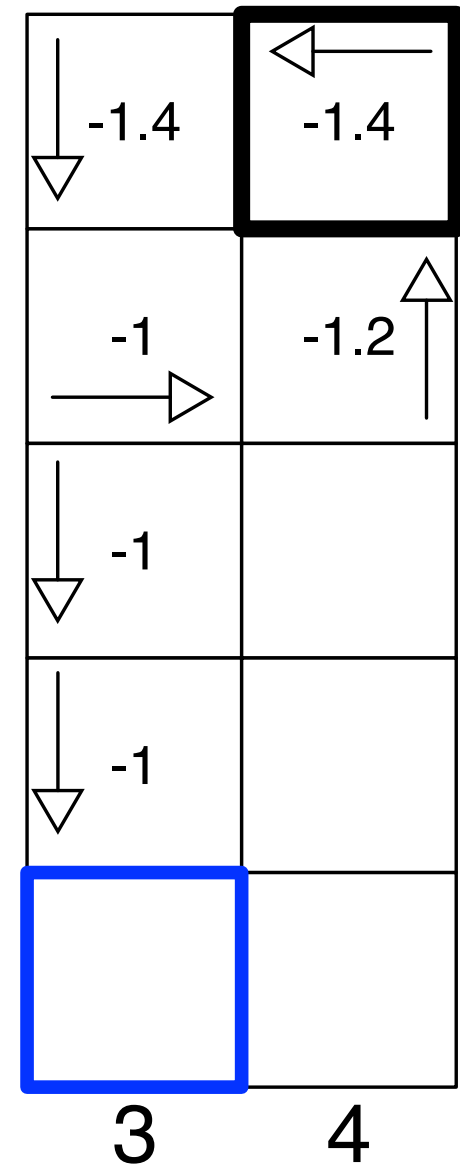
	TOTAL PICKUP AND DROPOFF
TRANS-SOFT	7.74 ± 0.03
$\gamma_c = 0.1$	0.00 ± 0.00
$\gamma_c = 0.3$	0.02 ± 0.01
$\gamma_c = 0.5$	0.04 ± 0.01
$\gamma_c = 0.6$	0.03 ± 0.01
$\gamma_c = 0.7$	7.12 ± 0.03
$\gamma_c = 0.8$	7.34 ± 0.03
$\gamma_c = 0.9$	3.52 ± 0.06
$\gamma_c = 0.99$	0.01 ± 0.01

Benefits of soft termination

- **Soft termination:**
 $\text{gamma}(s, a, s') = 0.1$
- Some amount of the value after subgoal should be considered important



Soft
termination
-7.7

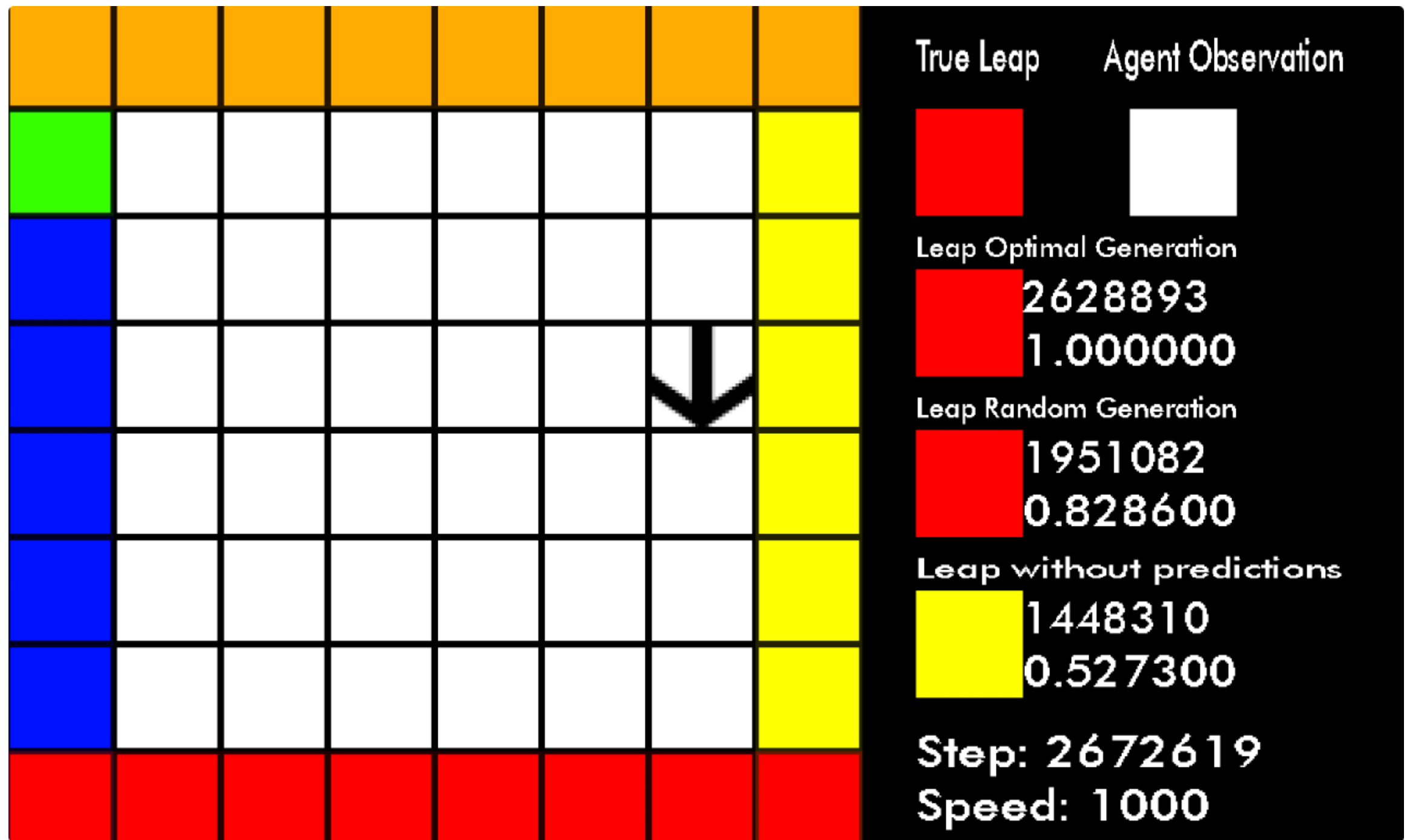


Hard
termination
-8

How do we use this generality?

- Do not need to use full generality
 - ...we know at least two useful settings
- Particularly useful for policy evaluation and predictive knowledge
 - GVF's (Horde), Predictron
 - Predictive representations

Predictive knowledge

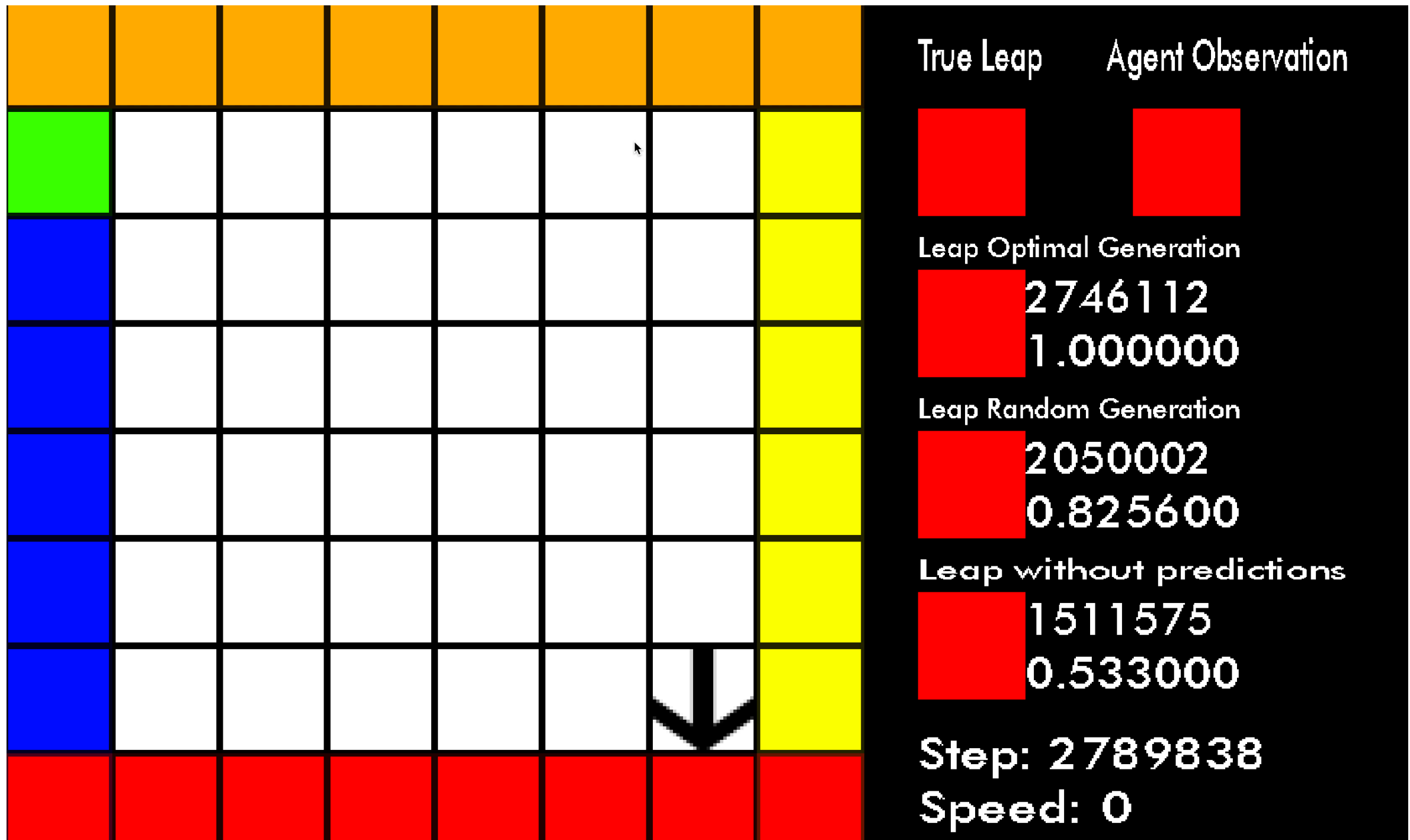


observations as cumulants, persistent policies, ...

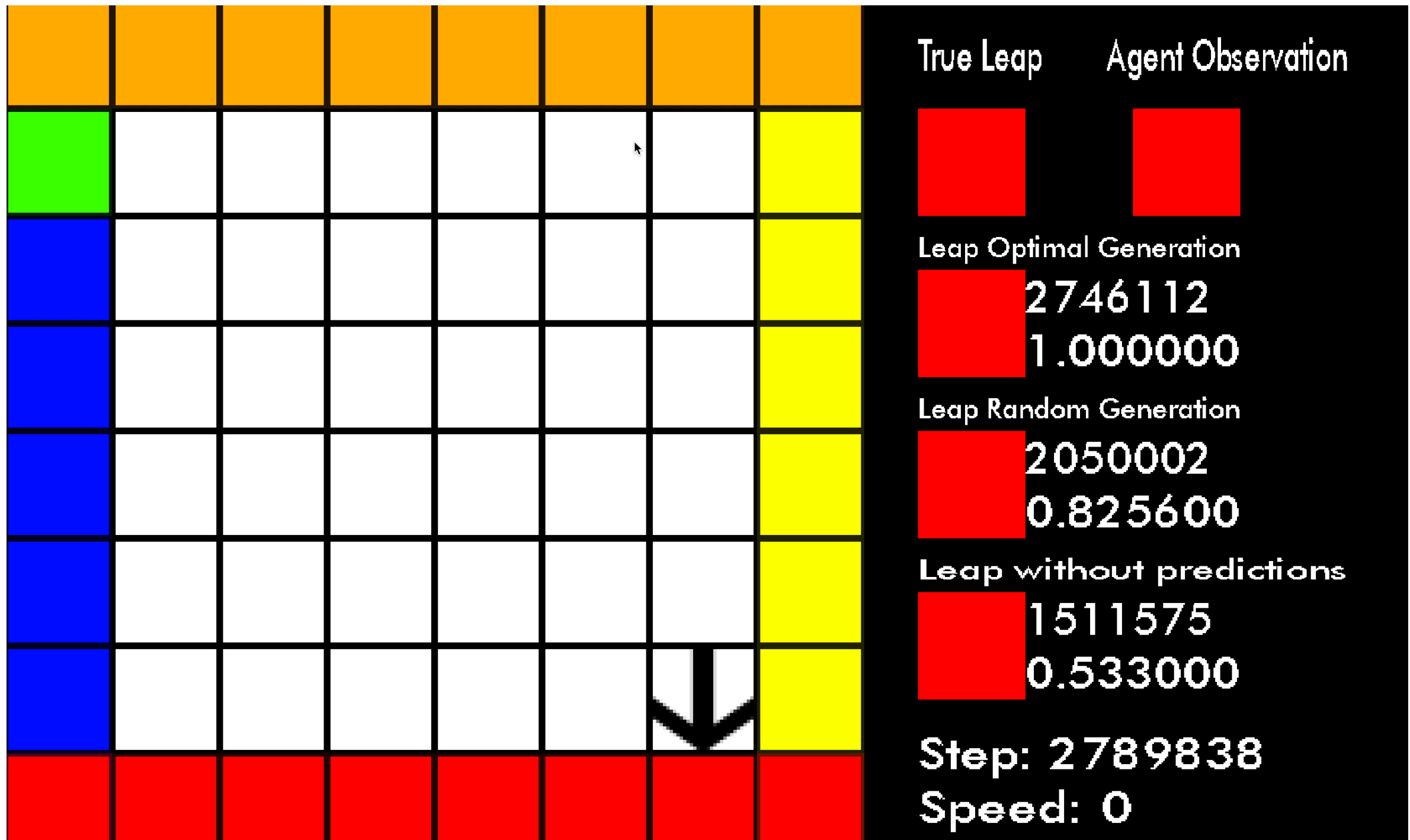
Suggestions for automatically setting the discount

- Parametrize the discount
 - similarly to option-critic
- Variety of constant discounts for different horizons
 - myopic gamma = 0 for one-step predictions
- Decrease discount based on stimuli
 - e.g., sudden drop in stimulus (light)

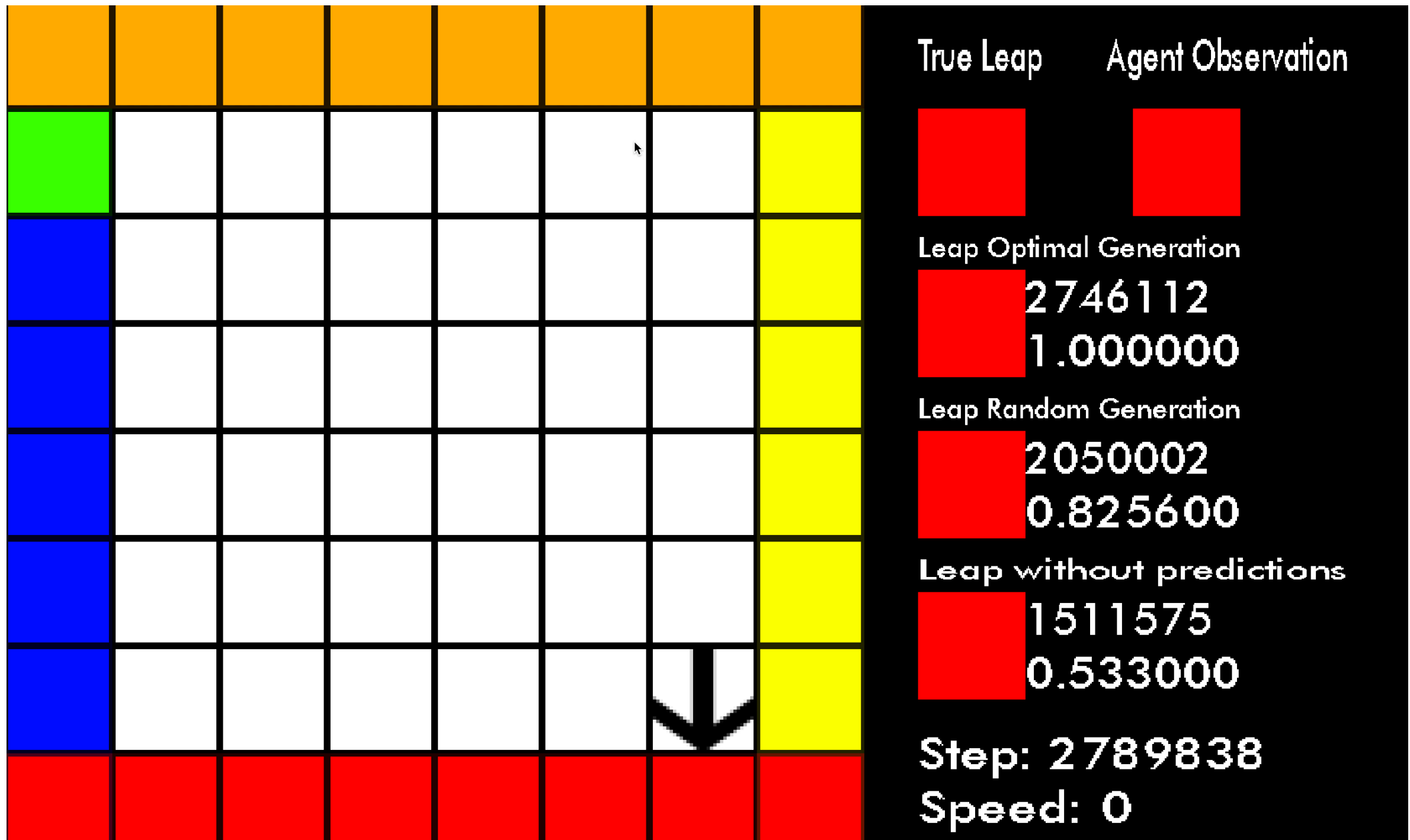
Learning in compass world



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Thank you!