

# Lecture 5

## Local/online planning, part 1

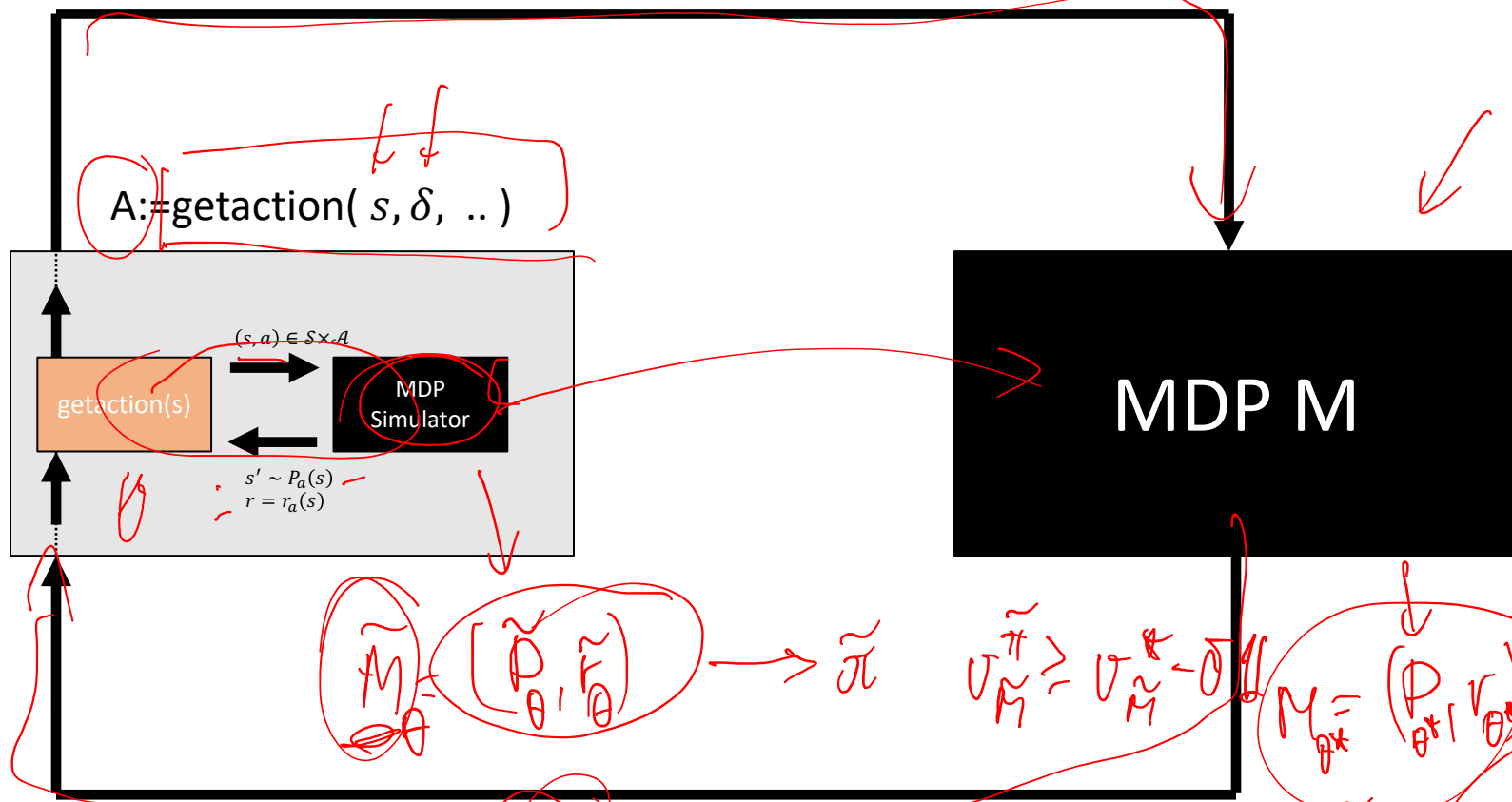
# Motivation

- $S$  is too large, cannot afford to run algorithms that scale with  $S$  in any ways
- How to address this?
  - Do not require  $\pi^*$ , only  $\pi^*(s)$  at the current state
  - Being lazy is good
- No tables, but simulator

# Online planning (R97, KMS02)

$$\max(\|\tilde{P} - P\|, \|\tilde{r} - r\|) \leq \epsilon$$

$$A \in \mathcal{A}$$



$$v^\pi \geq v^* - \delta 1$$

$$\theta \in \Theta$$

$$\tilde{M} = (\tilde{P}, \tilde{r}) \rightarrow \tilde{\pi}$$

$$v_M^{\tilde{\pi}} \geq v_M^* - \delta 1$$

$$M_{\theta^*} = (P_{\theta^*}, r_{\theta^*})$$

$$\|\cdot\|_\infty$$

s: current state

$$\text{Objective: } v^\pi \geq v^* - \delta 1$$

$$v_M^{\tilde{\pi}} = v_M^{\tilde{\pi}} + (v_M^{\tilde{\pi}} - v_M^{\tilde{\pi}}) \geq v_M^* - (\delta 1) = v_M^* + (v_M^{\tilde{\pi}} - v_M^*)$$

# Simulator access: global, local, online

```
def getaction( simulator, s,  $\delta$  ):
```

```
(S,A) := simulator.problemsize()
```

```
F := simulator.getallfeatures() #  $F = (\phi(s))_s$ 
```

```
...
```

```
(s',r') := simulator.gen(s,a) #  $s \in [S]$  arbitrary,  $a \in [A]$ 
```

```
...
```

```
return a #  $a \in [A]$  s.t. for the policy  $\pi$  induced,  $v^\pi \geq v^* - \delta \mathbf{1}$ 
```

```
def getaction( simulator, s,  $f$ ,  $\delta$ ):
```

```
A := simulator.num_actions() #  $f = \phi(s)$ 
```

```
...
```

```
(s',r', $f'$ ) := simulator.gen(s,a) #  $s$ : state previously seen,  $a \in [A]$ ,  $f' = \phi(s')$ 
```

```
...
```

```
return a #  $a \in [A]$  s.t. for the policy  $\pi$  induced,  $v^\pi \geq v^* - \delta \mathbf{1}$ 
```

online planning

global access simulator

$\partial$  auf  
 $\partial$  auf  
vectors



online planning

local access simulator

online access

# Value iteration

$$\pi_k(s) = \operatorname{argmax}_a \tilde{q}_{k+1}(s, a)$$

$$q_k = \tilde{T}^k \mathbf{0}$$

$$\tilde{T}q = r + \gamma PMq$$

$$k \geq H_{\gamma, \delta(1-\gamma)/(2\gamma)}$$

1. define  $q(k, s)$ :

2. if  $k = 0$  return  $\mathbf{0}$  # base case

3. return  $[r(s, a) + \gamma \sum_{s'} P(s, a, s') \max_{a'} q(k-1, s')] \text{ for } a \text{ in } A]$

4. end

Cost:  $O((SA)^k)$

$$q_\pi(s, \cdot)$$

Bellman optimality operator

$$r + \gamma PM(r + \gamma PM \dots)$$

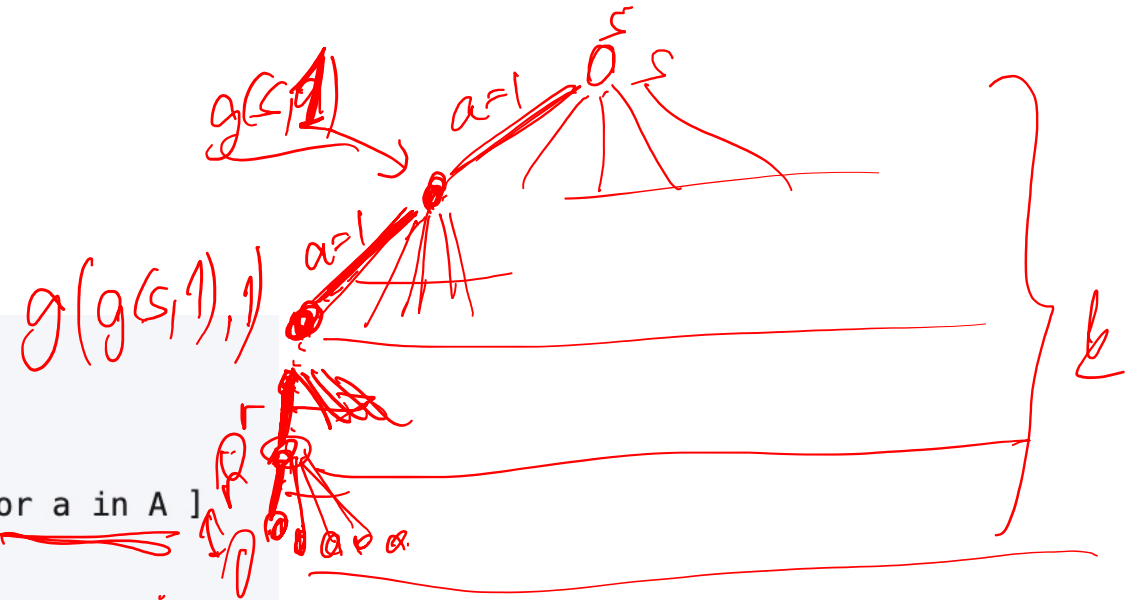
add memoization ] saves exp. cost!

# Value iteration: Deterministic systems

Next state:  $g(s, a)$

1. define  $q(k, s)$ :
2. ~~if~~ if  $k = 0$  return 0 # base case
3. return [  $r(s, a) + \gamma * \max(q(k-1, g(s, a)))$  for  $a$  in  $A$  ]
4. end

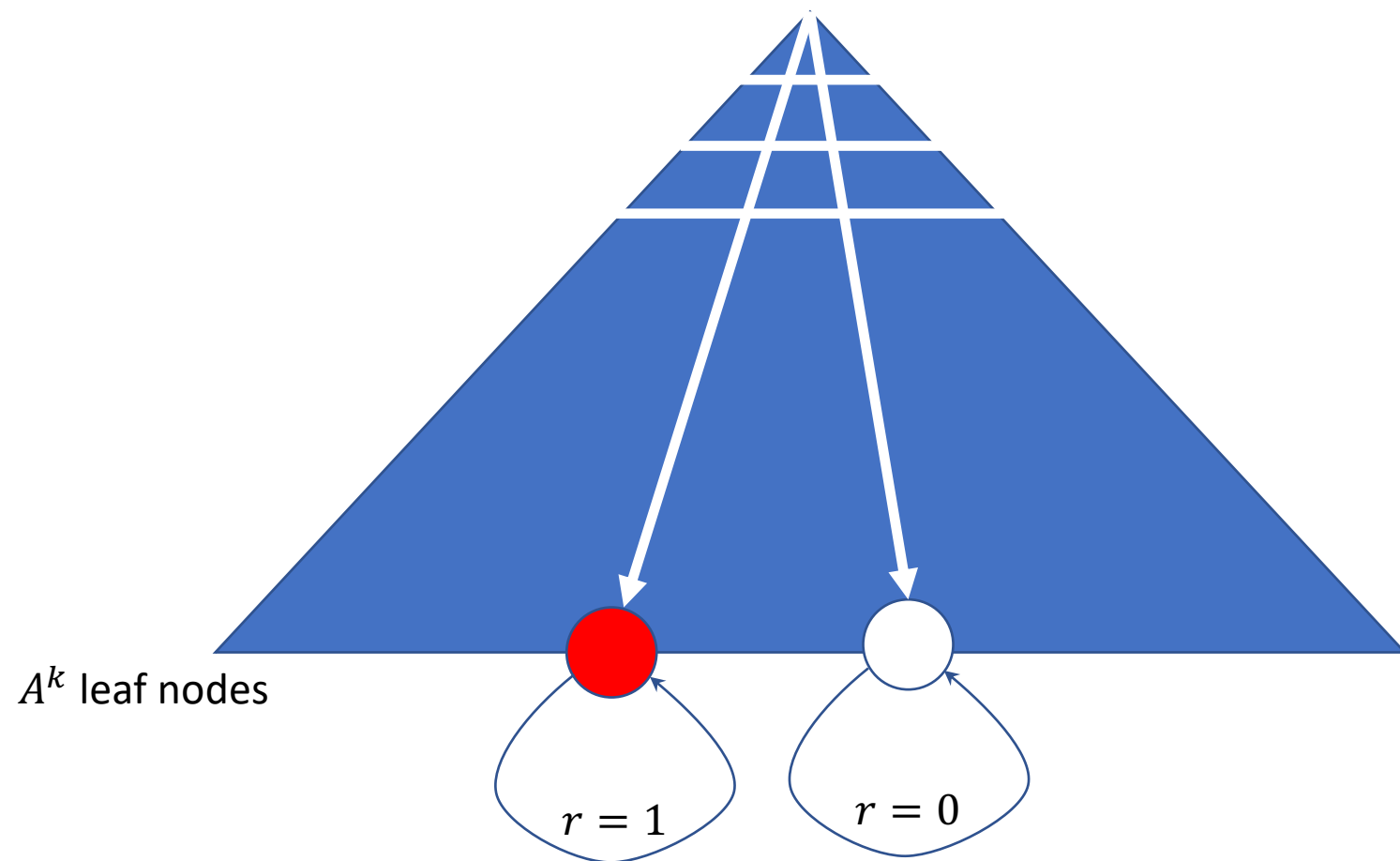
Cost:  $O(A^k)$  – independent of  $S$



**Theorem (local planning lower bound):** Take any local planner  $p$  that is  $\delta$ -sound with  $\delta < 1$  for discounted MDPs with rewards in  $[0, 1]$ . Then there exist some MDPs on which  $p$  uses at least  $\Omega(A^k)$  queries at some state with

$$k = \left\lceil \frac{\ln(1/(\delta(1 - \gamma)))}{\ln(1/\gamma)} \right\rceil,$$

where  $A$  is the number of actions in the MDP.





Questions from slack

Farzane Aminmansour 1 hour ago

The definition of the MDP simulator implies that there is a default assumption that the simulator is a forward model of the MDP. It is mentioned that given a transition  $(s, a, r, s')$ , like a successor model, we queried the simulator with input  $(s, a)$  and it will output  $(r, s')$ . I am curious about if we had a backwards model for planning instead of a forward one whereby with input  $(s', a)$ , the simulator would have outputted  $(s, r)$ ?

In particular, how would  $P_a(s)$  change in backwards models? It seems that in a backwards simulator, this distribution would be inherently tied to the policy. Imagine a situation where both  $s_1$  and  $s_2$  lead to  $s'$  when taking action  $a$ . If a policy visits state  $s_1$  more frequently than  $s_2$ , then the backwards model will make  $p(s_1 | s', a)$  higher than  $p(s_2 | s', a)$ . How would this affect all the theoretical guarantees in local planning?

**+2**

# Discussion

# Computational complexity

- How do we account for compute cost?
- What is computation?
  - Turing model/bit model
  - RAM model/computation over the reals
  - Random bits?
  - Biological computation? Liquid computers? ??
  - Other models? What do we expect of a model of computation?
  - Implications of choices
    - Input size depends on model
    - Cost depends on model
    - Which model is a better fit to “reality”?