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학습기반 공정 동적최적화

Lecture 9: Infinite Horizon MDP

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Problem Setup: Discounted Total Cost

- 1 States: $s \in \mathcal{S}$
- (2) Decisions: $a \in \mathcal{A}(s)$
- (3) Transitions: p[j|s,a] or $p(s_{t+1}=j|s_t=i)=p_{ij}$
- (4) Costs: c(s,a)
- 5 Objective

$$\min_{a_0, a_1, a_2, \dots} \mathbb{E}\left[\left. \sum_{t=0}^{\infty} \alpha^t c(s_t, a_t) \right| s_0 \right] \qquad \alpha \in (0, 1)$$

Note:

- 1. MDP formulated in discrete time.
- 2. A(s), p[j|s,a], c(s,a) do not depend on time (stationary)
- 3. *s* is countable
- 4. c(s, a) are bounded $|c(s, a)| \leq M$ for all s, a

Policies and Value Functions

History-dependent policy vs. memoryless-randomized policy

For any $\pi \in \Pi^{HR}$ and any history h_t

$$U^{\pi}(h_t) := \mathbb{E}^{\pi} \left[\sum_{\tau=t}^{\infty} \alpha^{\tau-t} c(s_{\tau}, a_{\tau}) \middle| h_t \right]$$
$$U^{*}(h_t) := \sup_{\pi \in \Pi^{HR}} U^{\pi}(h_t)$$

Policy π^* is optimal if $U^{\pi^*}(h_t) = U^*(h_t)$ $\forall h_t$

$$V^{\pi}(s) := \mathbb{E}^{\pi} \left[\left. \sum_{t=0}^{\infty} \alpha^t c(s_t, a_t) \right| s_0 = s \right] = U^{\pi}(h_0) \quad \text{where } h_0 = s$$

$$V^*(s) := \sum_{\pi \in \Pi^{HR}} V^{\pi}(s) = U^*(h_0)$$

initial time에서는 같다.

We want to show that for any history $h_t = (s_0, a_0, \dots, s_{t-1}, a_{t-1}, s_t)$

$$U^*(h_t) = V^*(s_t)$$

 $U^*(h_t) = V^*(s_t)$ History \rightarrow Memoryless

Theorem

Consider any $\pi \in \Pi^{HR}$. Fix $s \in \mathcal{S}$ then there exists $\pi' \in \Pi^{MR}$ such that

$$p^{\pi'}[s_t = y, A_t = a | s_0 = s] = p^{\pi}[s_t = y, A_t = a | s_0 = s]$$

for all y, a, and t.

Corollary

For any h_t

$$U^*(h_t) := \sup_{\pi \in \Pi^{HR}} U^{\pi}(h_t) = \sup_{\pi \in \Pi^{MR}} U^{\pi}(s_t, t)$$

Value Fcn Under a Decision Rule

Stationary Policy

Decision Rule (Policy는 좀 더 general한 개념임. Sequence of d = policy)

1 Deterministic decision rule

$$d: \mathcal{S} \to \mathcal{A} \quad (d(s) \in \mathcal{A})$$

Note: deterministic decision rule is the same as a stationary deterministic policy.

(2) Randomized decision rule

$$d: \mathcal{S} \to \text{ Probability distiribution on } \mathcal{A}$$

Note: randomized decision rule is the same as a stationary randomized policy.

$$d(s, a) = \text{prob. of choosing } a \in \mathcal{A} \text{ in } s \in \mathcal{S}$$

$$\sum_{a \in \mathcal{A}} d(s, a) = 1$$

- A policy $\pi \in \Pi^{MD}$ is a sequence $(d_0, d_1, d_2, ...)$ of deterministic decision rules.
- A policy $\pi \in \Pi^{MR}$ is a sequence $(d_0, d_1, d_2, ...)$ of randomized decision rules.

Value Fcn Under a Decision Rule

For any deterministic decision rule *d*, let

$$c_d(s) = c(s, d(s))$$
 ; single-stage cost

$$p_d[y|s] = p[y|s, d(s)]$$

For any randomized decision rule *d*,

$$c_d(s) = \sum_{a \in \mathcal{A}} d(s, a)c(s, a)$$

d(s, a): prob. of taking a

$$p_d[y|s] = \sum_{a \in \mathcal{A}} d(s, a) p[y|s, a]$$

Value Fcn Under a Decision Rule

Memoryless Policy → Infinite horizon value fcn

$$\pi \in \Pi^{MR}$$
 $\pi = (d_0, d_1, \cdots)$

t: state-transition probability

$$p^{\pi,t}=p_{d_0}\times p_{d_1}\times p_{d_2}\times\cdots\times p_{d_{t-1}}=\prod_{\tau=0}^{t-1}p_{d_{\tau}}$$
 $p^{\pi,0}=I$ (처음 initial state에서 $t=0$ 에 그 initial state에 있을 확률)

$$V^{\pi} = \sum_{t=0}^{\infty} \alpha^{t} p^{\pi,t} c_{d_{t}}$$

$$= c_{d_{0}} + \alpha p_{d_{0}} c_{d_{1}} + \alpha^{2} p_{d_{0}} p_{d_{1}} c_{d_{2}} + \cdots$$

$$= c_{d_{0}} + \alpha p_{d_{0}} (c_{d_{1}} + \alpha p_{d_{1}} c_{d_{2}} + \cdots)$$

$$= c_{d_{0}} + \alpha p_{d_{0}} (c_{d_{1}} + \alpha p_{d_{1}} c_{d_{2}} + \cdots)$$
(1)

Let
$$\pi^1 = (d_1, d_2, \cdots)$$

Then,
$$V^{\pi^1} = c_{d_1} + \alpha p_{d_1} c_{d_2} + \cdots$$

(1) becomes

$$V^{\pi} = c_{d_0} + \alpha p_{d_0} V^{\pi_1}$$

Suppose
$$\pi \in \Pi^{SR}$$
, $\pi = (d, d, d, \cdots)$

$$V^{\pi} = c_d + \alpha p_d V^{\pi}$$

Let \mathcal{V} be the set of functions (bounded) $\mathcal{V}: \mathcal{S} \to \mathbb{R}$

For any decision rule d (randomized or deterministic), let $T_d: \mathcal{V} \to \mathcal{V}$ be defined by $V^{\pi} = T_d(V^{\pi})$ (system of equations)

In other words, V^{π} is a fixed-point of T_d

Theorem -

For any
$$\pi \in \Pi^{SR}$$
, $\pi = (d, d, \cdots)$

 V^{π} is the unique solution (fixed point) of $V = T_d(V)$

and
$$V^{\pi} = (I - \alpha p_d)^{-1} c_d$$

Stationary Deterministic Policy & Its Optimality

Decision rule is same at every time period.

$$\pi\in\Pi^{SR},\ \ \pi\in(d,d,d,\cdots)$$

$$V^\pi=c_d+\alpha p_dV^\pi=T_d(V^\pi)$$

$$V^*=\sup_{\pi\in\Pi^{HR}}V^\pi(s)=\sup_{\pi\in\Pi^{MR}}V^\pi(s) \quad \text{(This is what we know so far)}$$

Optimality Equation

$$V^* = \sup_{d \in \Pi^{SD}} \left[c_d + \alpha p_d V^* \right]$$

Dynamic Programming Operator (T)

$$T: \mathcal{V} \to \mathcal{V}$$

$$T(V) := \sup_{d \in \Pi^{SD}} \left\{ c_d + \alpha p_d V \right\}$$

We want to show that T has a unique fixed point; that is, there is a unique value function $V': \mathcal{S} \to \mathbb{R}$ such that T(V') = V'

One can also show that $V' = V'^*$

(유인물: Banach Fixed Point Theorem 참고)

+ several other proofs

Value Iteration and Policy Iteration

Value Iteration: See the handout

Policy Iteration

Choose a policy

Find the infinite horizon, discounted value of the policy

This value is then used to choose a new policy

Algorithm: Policy Iteration

Step 0. Choose any (deterministic) decision rule d_0 , $\varepsilon > 0$, set i = 0

Step 1. Policy $\pi_i \in \Pi^{SD}$ given by $\pi_i = (d_i, d_i, d_i, \cdots)$

Policy Evaluation

Compute V^{π_i} by solving $T_{d_i}(V^{\pi_i}) = V^{\pi_i}$

Note: T_{d_i} is contraction mapping, and thus V^{π_i} is unique.

or
$$V^{\pi_i}(s) = c_{d_i} + \alpha p_{d_i} V^{\pi_i}$$
 (*)

Step 2. **Policy Improvement**

Choose decision rule (deterministic) d_{i+1} such that

$$d_{i+1}(s) \in \arg\max_{a \in \mathcal{A}(s)} \left\{ c(s, a) + \alpha \sum_{y \in \mathcal{S}} p[y|s, a] V^{\pi_i}(y) \right\}$$

Step 3. If $d_{i+1}(s) = d_i(s)$, $\forall s \in \mathcal{S}$ or if $\|V^{\pi_i} - V^{\pi_{i-1}}\|_{\infty} < \frac{1-\alpha}{2\alpha}\varepsilon$

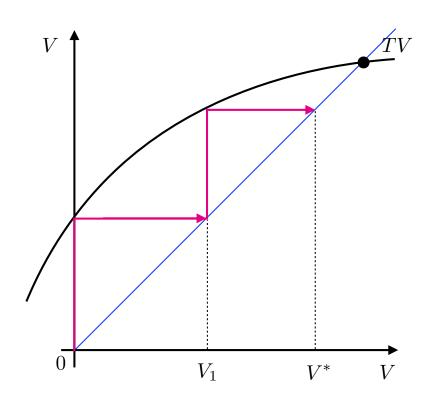
, then stop with optimal or ϵ -optimal policy π_{i+1}

otherwise, set $i \leftarrow i + 1$ and go to step 1.

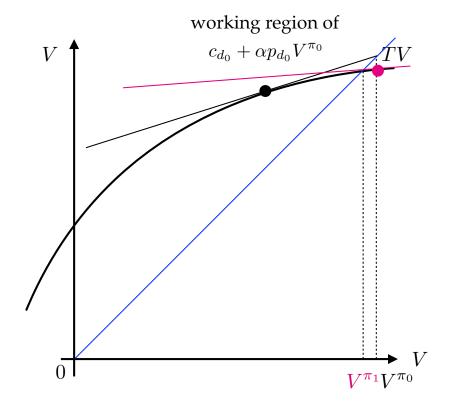
Comments on PI

- Faster convergence in terms of # of iterations
- Solving (*) is quite hard if the # of states is large.
- Matrix inversion can be computationally expensive.
- Value iteration updates the value at each iteration and then
 determines a new policy given the new estimate of the value function.
 At any iteration, the value fan is not the true, steady-state value of the
 policy. PI converges faster because it is doing a lot more work in each
 iteration.

Illustration of VI and PI



Value iteration



Policy iteration