A Sliding-Window Approach for RL in MDPs with Arbitrarily Changing Rewards and Transitions

Pratik Gajane Ronald Ortner Peter Auer 14th July 2018 Lifelong Learning: A Reinforcement Learning Approach (LLARLA) Workshop, Stockholm, Sweden, FAIM 2018

Montanuniversität Leoben

Formalization

Proposed algorithm: SW-UCRL

Experiments

Summary and Future Directions

Formalization

- MDP : standard model for problems in decision making with uncertainty like RL.
- Classical MDP M(S, A, p, F) with state space S, action space A, transition probability p, reward function F.
- Learner selects action a in state s at time $t = 1, \ldots, T$
 - learner receives reward r_t drawn from dist. with mean $\bar{r}(s, a)$.
 - environment transitions into next state $s' \in S$ according to $p(s' \mid s, a)$.
- In classical MDPs, stochastic state-transition dynamics and reward functions remain fixed.

- Our setting (Switching-MDP): transition dynamics and reward functions change a certain number of times (abrupt changes)
 - Switching-MDP $M \coloneqq (\mathbb{S} = (M_0, \dots, M_l), c = (c_1, \dots, c_l))$
 - At $t < c_1$, **M** is in its initial configuration $M_0(S, A, p_0, F_0)$.
 - At time step $c_i \leq t < c_{i+1}$, **M** is in configuration $M_i(S, A, p_i, F_i)$.
- \Rightarrow Goal of algorithm $\mathfrak A$ starting from an initial state s

Minimize regret $\Delta(\mathbf{M}, \mathfrak{A}, s, T) = \sum_{t=1}^{T} (\rho_{\mathbf{M}}^{*}(t) - r_{t})$

 $\rho^*_{M}(t) \coloneqq$ Optimal average reward of the active MDP.

Proposed algorithm: SW-UCRL

- Key idea: Modify UCRL2 to use only the last *W* samples for computing the estimates.
- Input: A confidence parameter $\delta \in (0, 1)$ and window size W.
- Initialization: Set t := 1, and observe the initial state s_1 .

SW-UCRL: Episode Initialization

- 1. Set the start time of episode k, $t_k := t$.
- 2. For all (s, a) in $\mathcal{S} imes \mathcal{A}$, set $v_k(s, a) := 0$

 $N_k(s, a) := \# \{t_k - W \le \tau < t_k : s_{\tau} = s, a_{\tau} = a\}$

SW-UCRL: Episode Initialization

- 1. Set the start time of episode k, $t_k := t$.
- 2. For all (s, a) in $\mathcal{S} \times \mathcal{A}$, set $v_k(s, a) := 0$

 $N_k(s,a) := \# \{t_k - W \leq \tau < t_k : s_{\tau} = s, a_{\tau} = a\}$

3. For all $s, s' \in \mathcal{S}$ and $a \in \mathcal{A}$,

$$R_k(s,a) := \sum_{ au = t_k - W}^{t_k - 1} r_{ au} \mathbb{1}\{s_{ au} = s, a_{ au} = a\}$$

 $P_k(s, a, s') := \# \{t_k - W \le \tau < t_k : s_{\tau} = s, a_{\tau} = a, s_{\tau+1} = s'\}$

SW-UCRL: Episode Initialization

- 1. Set the start time of episode k, $t_k := t$.
- 2. For all (s, a) in $\mathcal{S} \times \mathcal{A}$, set $v_k(s, a) := 0$

 $N_k(s, a) := \# \{t_k - W \le \tau < t_k : s_{\tau} = s, a_{\tau} = a\}$

3. For all $s, s' \in S$ and $a \in A$,

$${R_k}\left({{s,a}}
ight) := \sum\limits_{ au = {t_k} - W}^{{t_k} - 1} {r_ au \mathbb{1}} \{ {s_ au} = {s,a_ au} = {a} \}$$

 $P_k(s, a, s') := \# \{t_k - W \le \tau < t_k : s_{\tau} = s, a_{\tau} = a, s_{\tau+1} = s'\}$

4. Compute estimates

$$egin{aligned} \hat{r}_k\left(s,a
ight) &:= rac{R_k(s,a)}{\max\{1,N_k(s,a)\}} \ \hat{p}_k\left(s'|s,a
ight) &:= rac{P_k(s,a,s')}{\max\{1,N_k(s,a)\}} \end{aligned}$$

1. Let \mathcal{M}_k be the set of all MDPs with state space S and action space \mathcal{A} , and with transition probabilities $\tilde{p}(\cdot|s, a)$ close to $\hat{p}_k(\cdot|s, a)$, and rewards $\tilde{r}(s, a) \in [0, 1]$ close to $\hat{r}_k(s, a)$, that is,

$$\left| \tilde{r}(s,a) - \hat{r}_k(s,a) \right| \leq \sqrt{\frac{7 \log(2SAt_k/\delta)}{2 \max\{1,N_k(s,a)\}}} \quad \text{and} \quad (1)$$

$$\left\| \tilde{\rho}\left(\cdot | s, a \right) - \hat{\rho}_k\left(\cdot | s, a \right) \right\|_1 \leq \sqrt{\frac{14S \log(2At_k/\delta)}{\max\{1, N_k(s, a)\}}} .$$
(2)

2. Use extended value iteration to find a policy near optimal policy $\tilde{\pi}_k$ and an optimistic MDP $\tilde{M}_k \in \mathcal{M}_k$ Episode stopping criterion: number of occurrences of any (s, a) in the episode $(v_k(s, a)) =$ number of occurrences of same (s, a) in W observations before episode start $(N_k(s, a))$

While $v_k(s_t, \tilde{\pi}_k(s_t)) < \max\{1, N_k(s_t, \tilde{\pi}_k(s_t))\}$ do

- Choose action $a_t = \tilde{\pi}_k(s_t)$, obtain reward r_t .
- Observe next state s_{t+1}.
- Update $v_k(s_t, a_t) := v_k(s_t, a_t) + 1$.
- Set t := t + 1.

Theorem (Regret Upper Bound)

Given a switching-MDP with I changes, the regret of SW-UCRL using window size W is upper-bounded with probability at least $1 - \delta$ by

$$2IW + 66.12 \left\lceil \frac{T}{\sqrt{W}} \right\rceil DS \sqrt{A \log\left(\frac{T}{\delta}\right)},$$

where D = max of diameters of constituent MDPs.

• Optimal value of W:

$$W^* = \left(\frac{16.53}{I}TDS\sqrt{A\log\left(\frac{T}{\delta}\right)}\right)^{2/3}$$

Performance Bounds

Corollary (Regert Upper Bound using W^*)

Given a switching-MDP with I changes, the regret of SW-UCRL using $W^* = \left(\frac{16.53}{l}TDS\sqrt{A\log\left(\frac{T}{\delta}\right)}\right)^{2/3}$ is upper-bounded with probability at least $1 - \delta$ by

$$38.94 \cdot l^{1/3} T^{2/3} D^{2/3} S^{2/3} \left(A \log \left(\frac{T}{\delta} \right) \right)^{1/3}$$

Performance Bounds

Corollary (Regert Upper Bound using W^*)

Given a switching-MDP with I changes, the regret of SW-UCRL using $W^* = \left(\frac{16.53}{l} TDS \sqrt{A \log\left(\frac{T}{\delta}\right)}\right)^{2/3} \text{ is upper-bounded with probability at } least 1 - \delta \text{ by}$ $38.94 \cdot l^{1/3} T^{2/3} D^{2/3} S^{2/3} \left(A \log\left(\frac{T}{\delta}\right)\right)^{1/3}.$

<u>Contribution</u>: Improves upon the regret bound for UCRL2 with restarts (Jaksch et al.(2010) [2]) in terms of *D*, *S* and *A*.



Corollary (Sample Complexity Bound)

Given a switching-MDP problem with I changes, the average per-step regret of SW-UCRL using W^* is at most ϵ with probability at least $1 - \delta$ after any T steps with

$$T \geq 2 \cdot (38.94)^3 \cdot \frac{ID^2 S^2 A}{\epsilon^3} \log\left(\frac{(38.94)^3 ID^2 S^2 A}{\epsilon^3 \delta}\right).$$

Experiments

Experiments



(a) Average regret plot for 2 changes (b) Average regret plot for 4 changes

Figure 1: Average regret plots for switching-MDPs

- Switching-MDPs with S = 5, A = 3, and T = 100000.
- I changes happen at every $\left\lceil \frac{T}{I} \right\rceil$ time steps.
- SW-UCRL with optimum window size W^*
- For comparison : UCRL2 with restarts (UCRL2-R) and UCRL2 with restarts after every W^* time steps (UCRL2-RW)

Summary and Future Directions

- SW-UCRL: a competent solution for regret-minimization on switching-MDPS.
- Variation-dependent regret bound?
- Link between allowable variation in rewards and transition probabilities and minimal achievable regret? (like Besbes et al. (2014) [1] for bandits)
- Refine episode-stopping criterion?

Thank you all.

References

- Omar Besbes, Yonatan Gur, and Assaf Zeevi. Stochastic multi-armed-bandit problem with non-stationary rewards. In Z. Ghahramani, M. Welling, C. Cortes, N. D. Lawrence, and K. Q. Weinberger, editors, *Advances in Neural Information Processing Systems 27*, pages 199–207. Curran Associates, Inc., 2014.
- Thomas Jaksch, Ronald Ortner, and Peter Auer. Near-optimal regret bounds for reinforcement learning. J. Mach. Learn. Res., 11:1563–1600, August 2010.

1. Let \mathcal{M}_k be the set of all MDPs with state space S and action space \mathcal{A} , and with transition probabilities $\tilde{p}(\cdot|s, a)$ close to $\hat{p}_k(\cdot|s, a)$, and rewards $\tilde{r}(s, a) \in [0, 1]$ close to $\hat{r}_k(s, a)$, that is,

$$\left| \tilde{r}(s,a) - \hat{r}_k(s,a) \right| \leq \sqrt{\frac{7\log(2SAt_k/\delta)}{2\max\{1,N_k(s,a)\}}} \quad \text{and} \quad (3)$$

$$\left\| \tilde{p}\left(\cdot | s, a \right) - \hat{p}_k\left(\cdot | s, a \right) \right\|_{1} \leq \sqrt{\frac{14S \log(2At_k/\delta)}{\max\{1, N_k(s, a)\}}} .$$
(4)

2. Use extended value iteration to find a policy near optimal policy $\tilde{\pi}_k$ and an optimistic MDP $\tilde{M}_k \in \mathcal{M}_k$ such that

$$\tilde{\rho}_k := \min_{s} \rho(\tilde{M}_k, \tilde{\pi}_k, s) \ge \max_{\mathcal{M}' \in \mathcal{M}_k, \pi, s'} \rho(\mathcal{M}', \pi, s') - \frac{1}{\sqrt{t_k}}.$$