Lecture 18

More Reinforcement Learning: Temporal Differences

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Readings:

Sections 13.5-13.8, Mitchell

Sections 20.2-20.7, Russell and Norvig

Lecture Outline

- Readings: 13.1-13.4, Mitchell; 20.2-20.7, Russell and Norvig
- This Week's Paper Review: "Connectionist Learning Procedures", Hinton
- Suggested Exercises: 13.4, Mitchell; 20.11, Russell and Norvig
- Reinforcement Learning (RL) Concluded
  - Control policies that choose optimal actions
  - MDP framework, continued
  - Continuing research topics
    - Active learning: experimentation (exploration) strategies
    - Generalization in RL
    - Next: ANNs and GAs for RL
- Temporal Diffference (TD) Learning
  - Family of dynamic programming algorithms for RL
    - Generalization of *Q* learning
    - More than one step of lookahead
  - More on TD learning in action

Quick Review: Policy Learning Framework

- **Interactive Model**
  - State *s* (may be partially observable)
  - Agent selects action *a* based upon (current) policy
    - Incremental reward (*aka* reinforcement) $r(s, a)$ presented to agent
    - Taking action puts agent into new state $s' = \delta(s, a)$ in environment
  - Agent uses decision cycle to estimate *s*', compute outcome distributions, select new actions
- **Reinforcement Learning Problem**
  - Given
    - Observation sequence $s_0 \xrightarrow{a_0 : r_0} s_1 \xrightarrow{a_1 : r_1} s_2 \xrightarrow{a_2 : r_2} \cdots$
    - Discount factor $\gamma \in [0, 1)$
  - Learn to: choose actions that maximize $r(t) + \gamma r(t + 1) + \gamma^2 r(t + 2) + \ldots$

Quick Review: *Q* Learning

- **Deterministic World Scenario**
  - "Knowledge-free" (here, <u>model-free</u>) search for policy π from <u>policy space</u> Π
  - For each possible policy $\pi \in \Pi$, can define an evaluation function over states:

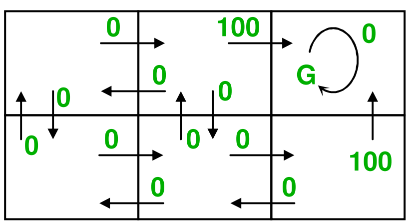
$$V^{\pi}(s) \equiv r(t) + \gamma r(t+1) + \gamma^{2} r(t+1) + \ldots$$

$$\equiv \sum_{i=0}^{\infty} \gamma^{i} r(t+i)$$

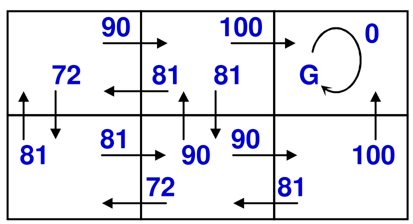
    where $r(t), r(t+1), r(t+2), \ldots$ are generated by following policy π starting at state s
  - Restated, task is to learn optimal policy π^*

$$\pi^* \equiv \arg\max_{\pi} V^{\pi}(s), \forall s$$

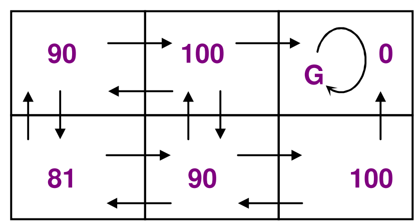
- **Finding Optimal Policy**



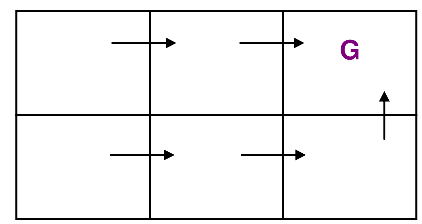
r(*state*, *action*)
immediate reward values



Q(*state*, *action*) values



*V**(*state*) values



One optimal policy

- ***Q*-Learning Training Rule** $\hat{Q}(s,a) \leftarrow r(s,a) + \gamma \max_{a'} \hat{Q}(s',a')$

Learning Scenarios

- First Learning Scenario
  - Passive learning in known environment (Section 20.2, Russell and Norvig)
  - Intuition (*passive learning in known and unknown environments*)
    - Training sequences (s_1, s_2, …, s_n, $r = U(s_n)$)
    - Learner has fixed policy π; determine benefits (expected total reward)
  - Important note: *known* ≠ *accessible* ≠ *deterministic* (even if transition model known, state *may not be directly observable* and *may be stochastic*)
  - Solutions: naïve updating (LMS), dynamic programming, temporal differences
- Second Learning Scenario
  - Passive learning in unknown environment (Section 20.3, Russell and Norvig)
  - Solutions: LMS, temporal differences; adaptation of dynamic programming
- Third Learning Scenario
  - Active learning in unknown environment (Sections 20.4-20.6, Russell and Norvig)
  - Policy must be learned (e.g., through application and exploration)
  - Solutions: dynamic programming (*Q*-learning), temporal differences

Reinforcement Learning Methods

- **Solution Approaches**
  - Naïve updating: least-mean-square (LMS) utility update
  - Dynamic programming (DP): *solving* constraint equations
    - Adaptive DP (ADP): includes value iteration, policy iteration, exact *Q*-learning
    - Passive case: teacher selects sequences (trajectories through environment)
    - Active case: exact *Q*-learning (recursive exploration)
  - Method of temporal differences (TD): *approximating* constraint equations
    - Intuitive idea: use *observed transitions* to adjust $U(s)$ or $Q(s, a)$
    - Active case: approximate *Q*-learning (TD *Q*-learning)
- **Passive: Examples**
  - Temporal differences: $U(s) \leftarrow U(s) + \gamma(R(s) + U(s') - U(s))$
  - *No exploration function*
- **Active: Examples**
  - ADP (value iteration): $U(s) \leftarrow R(s) + \gamma \max_a (\sum_{s'} (M_{s,s'}(a) \cdot U(s')))$
  - Exploration (exact *Q*-learning): $\hat{Q}(s,a) \leftarrow r(s,a) + \gamma \max_{a'} \hat{Q}(s',a')$

Active Learning and Exploration

- **Active Learning Framework**
  - So far: optimal behavior is to choose action with maximum expected utility (MEU), *given current estimates*
  - Proposed revision: action has two outcomes
    - Gains rewards on current sequence (agent preference: greed)
    - Affects percepts $\rightarrow$ ability of agent to learn $\rightarrow$ ability of agent to receive future rewards (agent preference: "investment in education", *aka* novelty, curiosity)
  - Tradeoff: comfort (lower risk) reduced payoff versus higher risk, high potential
  - Problem: how to quantify tradeoff, reward latter case?
- **Exploration**
  - Define: exploration function - e.g., $f(u, n) = (n < N)\ ?\ R^+ : u$
    - u: expected utility under optimistic estimate; f increasing in u (greed)
    - $n \equiv N(s, a)$: number of trials of action-value pair; f decreasing in n (curiosity)
  - Optimistic utility estimator: $U^+(s) \leftarrow R(s) + \gamma \max_a f\left(\sum_{s'} \left(M_{s,s'}(a) \cdot U^+(s')\right), N(s, a)\right)$
- **Key Issues:** ***Generalization*** **(Today);** ***Allocation*** **(CIS 830)**

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Temporal Difference Learning: Rationale and Formula

- ***Q*-Learning**
  - **Reduce discrepancy between successive estimates**
  - ***Q* estimates**
    - **One step time difference**
    - $Q^{(1)}(s(t), a(t)) \equiv r(t) + \gamma \max_a \hat{Q}(s(t+1), a)$
- **Method of <u>T</u>emporal <u>D</u>ifferences (<u>*TD*(λ)</u>), *aka* <u>Temporal Differencing</u>**
  - **Why not two steps?**

$$Q^{(2)}(s(t), a(t)) \equiv r(t) + \gamma r(t+1) + \gamma^2 \max_a \hat{Q}(s(t+2), a)$$

  - **Or *n* steps?**

$$Q^{(n)}(s(t), a(t)) \equiv r(t) + \gamma r(t+1) + \ldots + \gamma^{(n-1)} r(t+n-1) + \gamma^n \max_a \hat{Q}(s(t+n), a)$$

  - ***TD*(λ) formula**
    - **Blends all of these**
    - $Q^{\lambda}(s(t), a(t)) \equiv (1-\lambda)\left[Q^{(1)}(s(t), a(t)) + \lambda Q^{(2)}(s(t), a(t)) + \lambda^2 Q^{(3)}(s(t), a(t)) + \ldots \right]$
  - **<u>Intuitive idea</u>: use constant $0 \le \lambda \le 1$ to combine estimates from various lookahead distances (note normalization factor 1 - λ)**

Temporal Difference Learning: TD(λ) Training Rule and Algorithm

- **Training Rule: Derivation from Formula**
  - Formula: $Q^{\lambda}(s(t), a(t)) \equiv (1-\lambda)\left[Q^{(1)}(s(t), a(t)) + \lambda Q^{(2)}(s(t), a(t)) + \lambda^2 Q^{(3)}(s(t), a(t)) + \ldots \right]$
  - Recurrence equation for $Q^{(\lambda)}(s(t), a(t))$ (recursive definition) defines update rule
    - Select $a(t + i)$ *based on current policy*
    - $Q^{\lambda}(s(t), a(t)) = r(t) + \gamma \left[(1-\lambda) \max_a \hat{Q}(s(t+1), a) + \lambda\, Q^{\lambda}(s(t+1), a(t+1)) \right]$
- **Algorithm**
  - Use above training rule
  - Properties
    - Sometimes converges faster than Q learning
    - Converges for learning V^* for any $0 \le \lambda \le 1$ [Dayan, 1992]
    - Other results [Sutton, 1988; Peng and Williams, 1994]
  - Application: Tesauro's *TD-Gammon* uses this algorithm [Tesauro, 1995]
  - Recommended book
    - *Reinforcement Learning* [Sutton and Barto, 1998]
    - http://www.cs.umass.edu/~rich/book/the-book.html

Applying Results of RL: Models versus Action-Value Functions

- **Distinction: Learning Policies with and without Models**
  - Model-theoretic approach
    - Learning: transition function δ, utility function *U*
    - ADP component: value/policy iteration to reconstruct *U* from *R*
    - Putting learning and ADP components together: decision cycle (Lecture 17)
    - Function *Active-ADP-Agent*: Figure 20.9, Russell and Norvig
  - Contrast: *Q*-learning
    - Produces estimated action-value function
    - No environment model (i.e., no explicit representation of state transitions)
    - *NB*: this includes both exact and approximate (e.g., TD) *Q*-learning
    - Function *Q-Learning-Agent*: Figure 20.12, Russell and Norvig
- **Ramifications: A Debate**
  - Knowledge in model-theoretic approach corresponds to "pseudo-experience" in TD (see: 20.3, Russell and Norvig; distal supervised learning; phantom induction)
  - Dissenting conjecture: model-free methods "reduce need for knowledge"
  - At issue: *when is it worth while to combine analytical, inductive learning*?

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Applying Results of RL: MDP Decision Cycle Revisited

- **Function *Decision-Theoretic-Agent* (*Percept*)**
  - Percept: agent's input; collected evidence about world (from sensors)
  - COMPUTE updated probabilities for current state based on available evidence, including current percept and previous action (prediction, estimation)
  - COMPUTE outcome probabilities for actions, given action descriptions and probabilities of current state (decision model)
  - SELECT *action* with highest expected utility, given probabilities of outcomes and utility functions
  - RETURN *action*
- **Situated Decision Cycle**
  - Update percepts, collect rewards
  - Update active model (prediction and estimation; decision model)
  - Update utility function: value iteration
  - Selecting action to maximize expected utility: performance element
- **Role of Learning: Acquire State Transition Model, Utility Function**

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Generalization in RL

- **Explicit Representation**
  - One output value for each input tuple
  - Assumption: functions represented in tabular form for DP
    - Utility U: *state* $\rightarrow$ *value*, U_h: *state vector* $\rightarrow$ *value*
    - Transition M: *state* $\times$ *state* $\times$ *action* $\rightarrow$ *probability*
    - Reward R: *state* $\rightarrow$ *value*, r: *state* $\times$ *action* $\rightarrow$ *value*
    - Action-value Q: *state* $\times$ *action* $\rightarrow$ *value*
  - Reasonable for small state spaces, breaks down rapidly with more states
    - ADP convergence, time per iteration becomes unmanageable
    - "Real-world" problems and games: still intractable even for approximate ADP
- **Solution Approach: Implicit Representation**
  - Compact representation: allows calculation of U, M, R, Q
  - e.g., checkers: $\hat{V}(b) = w_0 + w_1 bp(b) + w_2 rp(b) + w_3 bk(b) + w_4 rk(b) + w_5 bt(b) + w_6 rt(b)$
- **Input Generalization**
  - Key benefit of compact representation: *inductive generalization over states*
  - Implicit representation : RL :: representation bias : supervised learning

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Relationship to Dynamic Programming

- Q-Learning
  - Exact version closely related to DP-based MDP solvers
  - Typical assumption: perfect knowledge of $\delta(s, a)$ and $r(s, a)$
  - NB: remember, does not mean
    - Accessibility (total observability of *s*)
    - Determinism of δ, *r*
- Situated Learning
  - *aka in vivo*, online, lifelong learning
  - Achieved by moving about, interacting with real environment
  - Opposite: simulated, *in vitro* learning
- Bellman's Equation [Bellman, 1957]

$$(\forall s \in S) .\ V^*(s) = E\left[r(s,\pi(s)) + \gamma V^*(\delta(s,\pi(s)))\right]$$

  - Note very close relationship to definition of optimal policy:

$$\pi^* \equiv \arg\max_{\pi} V^{\pi}(s), \forall s$$

  - Result: π satisfies above equation *iff* $\pi = \pi^*$

Subtle Issues and Continuing Research

- **Current Research Topics**
  - Replace table of *Q* estimates with ANN or other generalizer
    - Neural reinforcement learning (next time)
    - Genetic reinforcement learning (next week)
  - Handle case where state only partially observable
    - Estimation problem clear for ADPs (many approaches, e.g., Kalman filtering)
    - How to learn *Q* in MDPs?
  - Optimal exploration strategies
  - Extend to continuous action, state
  - Knowledge: incorporate or attempt to discover?
- **Role of Knowledge in Control Learning**
  - Method of incorporating domain knowledge: simulated experiences
    - <u>Distal supervised learning</u> [Jordan and Rumelhart, 1992]
    - <u>Pseudo-experience</u> [Russell and Norvig, 1995]
    - <u>Phantom induction</u> [Brodie and Dejong, 1998])
  - TD *Q*-learning: knowledge discovery or brute force (or both)?

RL Applications: Game Playing

- **Board Games**
  - Checkers
    - Samuel's player [Samuel, 1959]: precursor to temporal difference methods
    - Early case of multi-agent learning and co-evolution
  - Backgammon
    - Predecessor: *Neurogammon* (backprop-based) [Tesauro and Sejnowski, 1989]
    - *TD-Gammon*: based on *TD*(λ) [Tesauro, 1992]
- **Robot Games**
  - Soccer
    - *RoboCup* web site: http://www.robocup.org
    - Soccer server manual: http://www.dsv.su.se/~johank/RoboCup/manual/
  - Air hockey: http://cyclops.csl.uiuc.edu
- **Discussions Online (Other Games and Applications)**
  - Sutton and Barto book: http://www.cs.umass.edu/~rich/book/11/node1.html
  - Sheppard's thesis: http://www.cs.jhu.edu/~sheppard/thesis/node32.html

RL Applications: Control and Optimization

- **Mobile Robot Control: Autonomous Exploration and Navigation**
  - USC Information Sciences Institute (Shen *et al*): http://www.isi.edu/~shen
  - Fribourg (Perez): http://lslwww.epfl.ch/~aperez/robotreinfo.html
  - Edinburgh (Adams *et al*): http://www.dai.ed.ac.uk/groups/mrg/MRG.html
  - CMU (Mitchell *et al*): http://www.cs.cmu.edu/~rll
- **General Robotics: Smart Sensors and Actuators**
  - CMU robotics FAQ: http://www.frc.ri.cmu.edu/robotics-faq/TOC.html
  - Colorado State (Anderson *et al*): http://www.cs.colostate.edu/~anderson/res/rl/
- **Optimization: General Automation**
  - Planning
    - UM Amherst: http://eksl-www.cs.umass.edu/planning-resources.html
    - USC ISI (Knoblock *et al*) http://www.isi.edu/~knoblock
  - Scheduling: http://www.cs.umass.edu/~rich/book/11/node7.html

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Terminology

- Reinforcement Learning (RL)
  - Definition: learning policies π : *state* $\rightarrow$ *action* from <<*state*, *action*>, *reward*>
    - Markov decision problems (MDPs): finding control policies to choose optimal actions
    - *Q*-learning: produces action-value function Q : *state* $\times$ *action* $\rightarrow$ *value* (expected utility)
  - Active learning: experimentation (exploration) strategies
    - Exploration function: $f(u, n)$
    - Tradeoff: greed (u) preference versus novelty ($1 / n$) preference, *aka* curiosity
- Temporal Diffference (TD) Learning
  - λ: constant for blending alternative training estimates from multi-step lookahead
  - $TD(\lambda)$: algorithm that uses recursive training rule with λ-estimates
- Generalization in RL
  - Explicit representation: tabular representation of U, M, R, Q
  - Implicit representation: compact (*aka* compressed) representation

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Summary Points

- <u>R</u>einforcement <u>L</u>earning (RL) Concluded
  - Review: RL framework (learning from <<*state*, *action*>, *reward*>
  - Continuing research topics
    - Active learning: <u>experimentation (exploration) strategies</u>
    - Generalization in RL: made possible by implicit representations
- <u>T</u>emporal <u>D</u>iffference (TD) Learning
  - Family of algorithms for RL: generalizes *Q*-learning
  - More than one step of lookahead
  - Many more TD learning results, applications: [Sutton and Barto, 1998]
- More Discussions Online
  - Harmon's tutorial: http://www-anw.cs.umass.edu/~mharmon/rltutorial/
  - CMU RL Group: http://www.cs.cmu.edu/Groups/reinforcement/www/
  - Michigan State RL Repository: http://www.cse.msu.edu/rlr/
- Next Time: Neural Computation (Chapter 19, Russell and Norvig)
  - ANN learning: advanced topics (associative memory, neural RL)
  - Numerical learning techniques (ANNs, BBNs, GAs): relationships