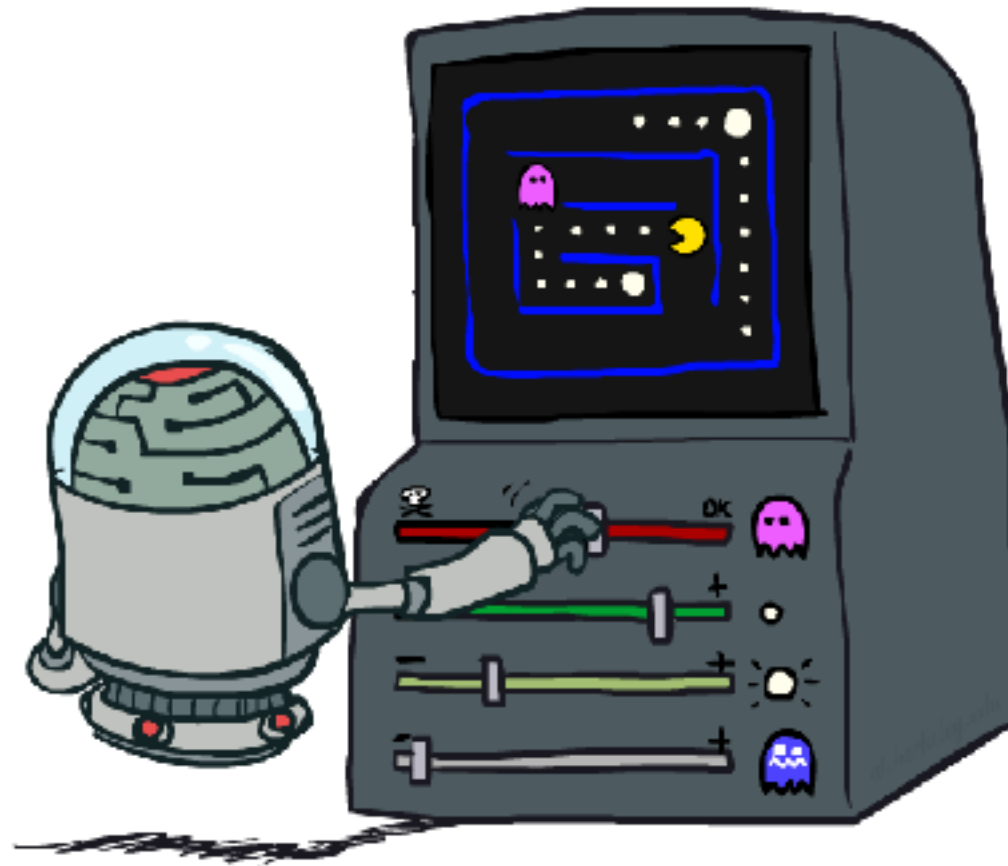# CS 343H: Honors Artificial Intelligence

Reinforcement Learning II

Prof. Peter Stone, The University of Texas at Austin

Reinforcement Learning

- We still assume an MDP:
  - A set of states s ∈ S
  - A set of actions (per state) A
  - A model T(s,a,s')
  - A reward function R(s,a,s')
- Still looking for a policy π(s)

- New twist: don't know T or R, so must try out actions

- Big idea: Compute all averages over T using sample outcomes

The Story So Far: MDPs and RL

Known MDP: Offline Solution

Goal	Technique
Compute V*, Q*, π*	Value / policy iteration
Evaluate a fixed policy π	Policy evaluation

Unknown MDP: Model-Based

Goal	Technique
Compute V*, Q*, π*	VI/PI on approx. MDP
Evaluate a fixed policy π	PE on approx. MDP

Unknown MDP: Model-Free

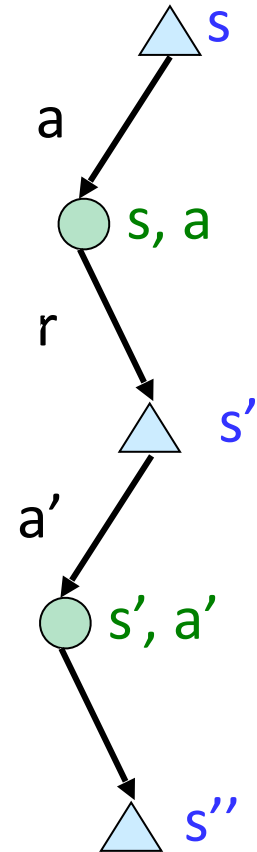| Goal	Technique
Compute V*, Q*, π*	Q-learning
Evaluate a fixed policy π	Value Learning

Model-Free Learning

- ## Model-free (temporal difference) learning
  - Experience world through episodes

  $$(s, a, r, s', a', r', s'', a'', r'', s'''' \ldots)$$

  - Update estimates each transition (s, a, r, s')

  - Over time, updates will mimic Bellman updates

Q-Learning

- We'd like to do Q-value updates to each Q-state:

$$Q_{k+1}(s,a) \leftarrow \sum_{s'} T(s,a,s') \left[R(s,a,s') + \gamma \max_{a'} Q_k(s',a') \right]$$

  - But can't compute this update without knowing T, R

- Instead, compute average as we go

 - Receive a sample transition (s,a,r,s')
  - This sample suggests

$$Q(s,a) \approx r + \gamma \max_{a'} Q(s',a')$$

 - But we want to average over results from (s,a) (Why?)
  - So keep a running average

$$Q(s,a) \leftarrow (1-\alpha)Q(s,a) + (\alpha) \left[r + \gamma \max_{a'} Q(s',a') \right]$$

Q-Learning Properties

- Amazing result: Q-learning converges to optimal policy -- even if you're acting suboptimally!

- This is called off-policy learning

- Caveats:
  - You have to explore enough
  - You have to eventually make the learning rate

    small enough
  - … but not decrease it too quickly
  - Basically, in the limit, it doesn't matter how you select actions (!)

[Demo: Q-learning – auto – cliff grid (L11D1)]
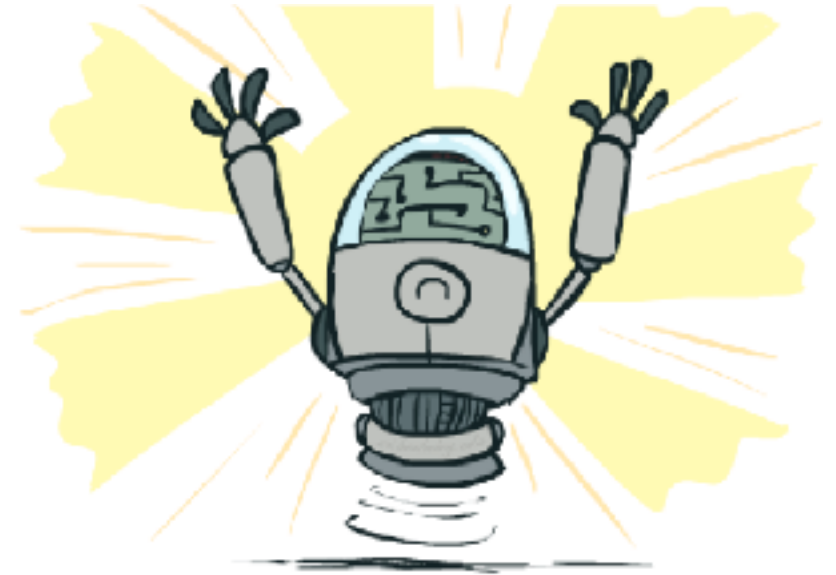
Video of Demo Q-Learning Auto Cliff Grid
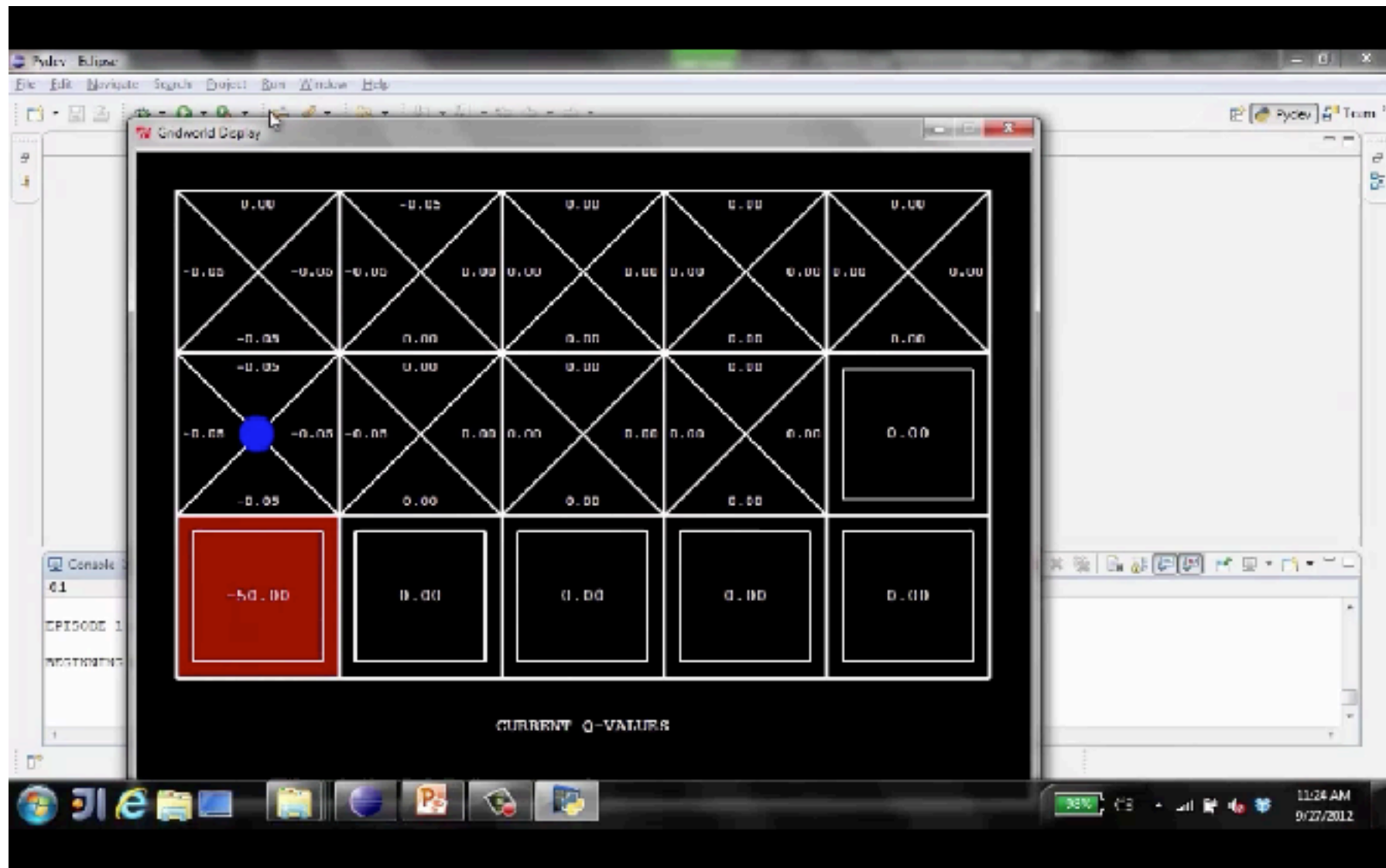
Exploration vs. Exploitation
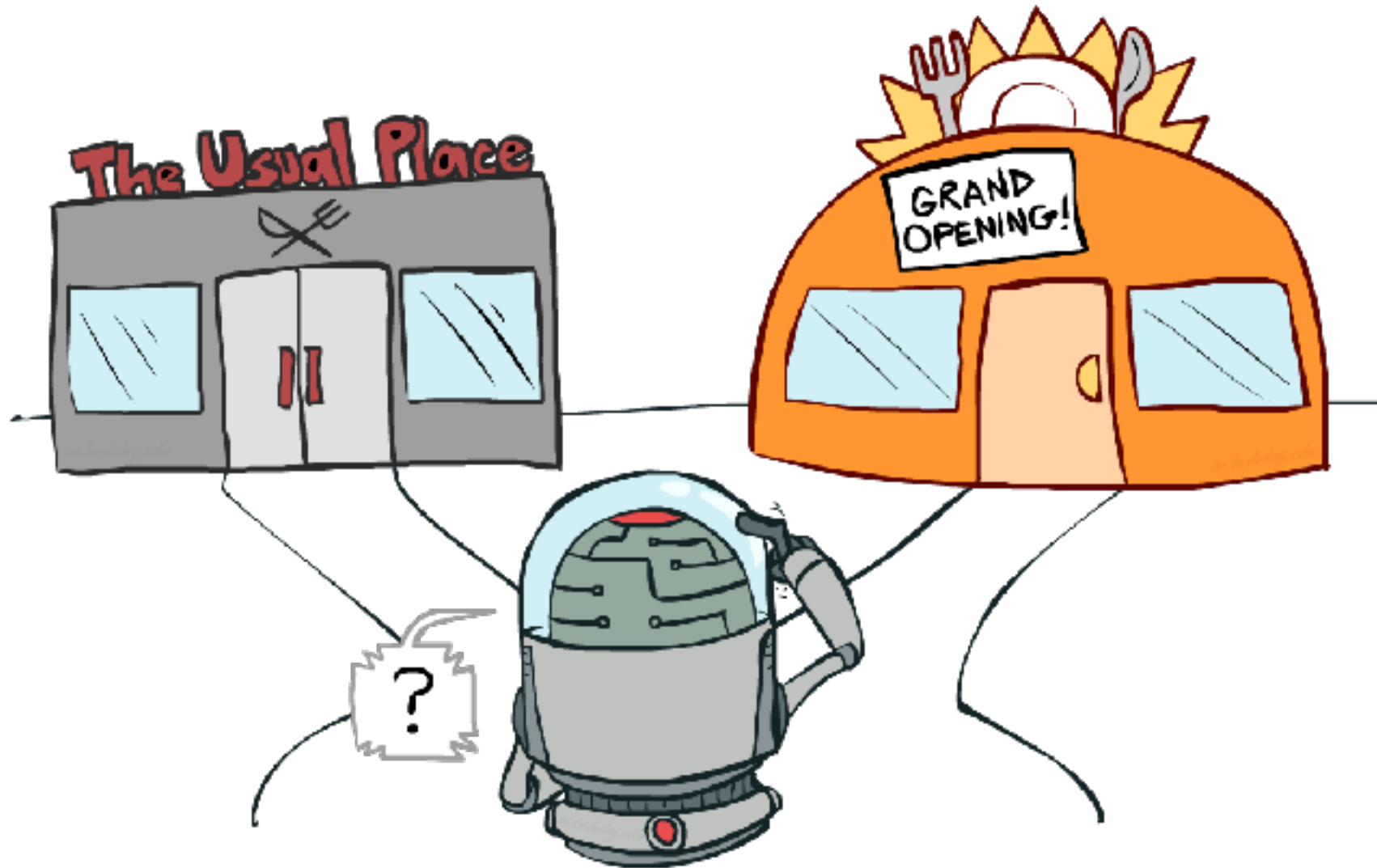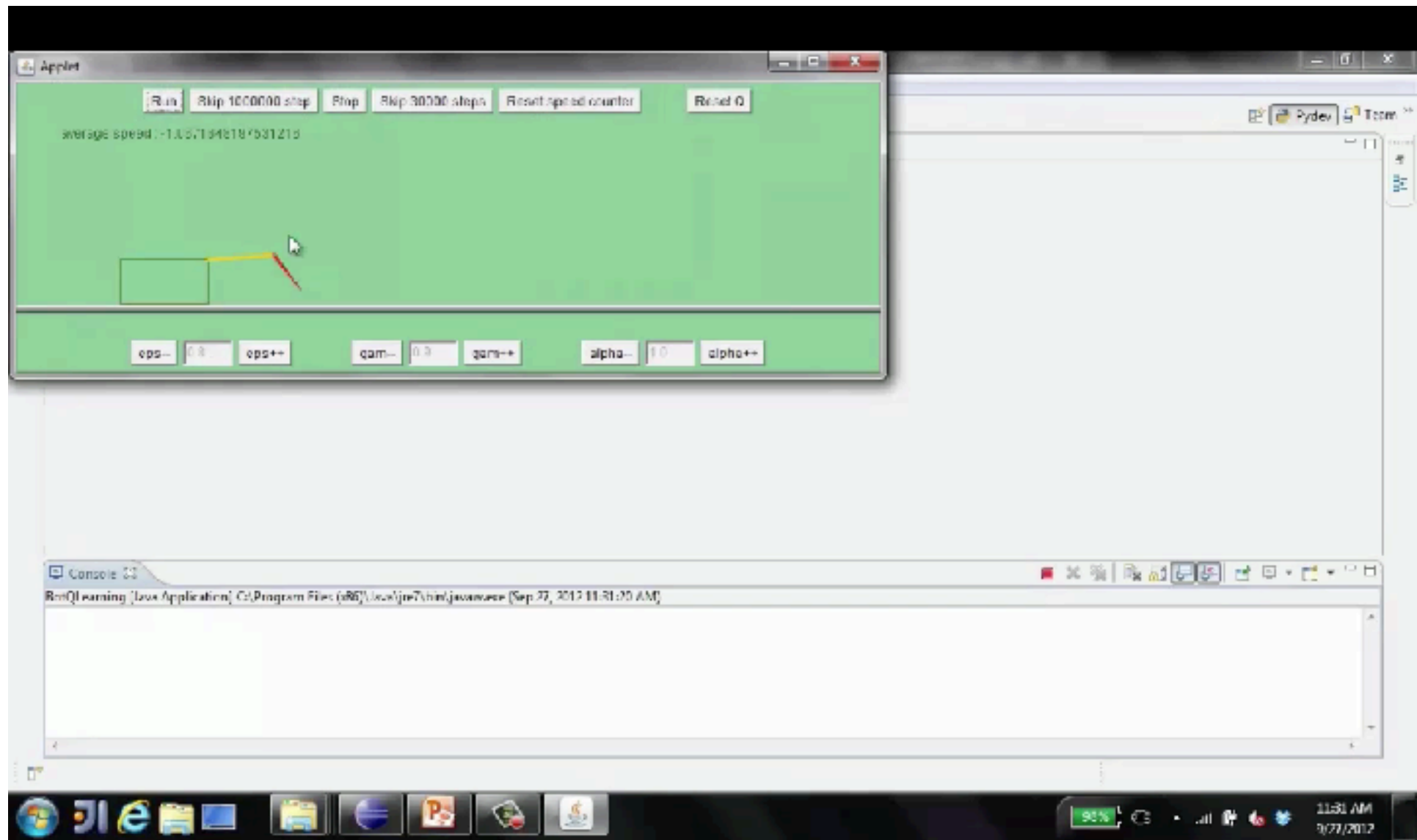
How to Explore?

- Several schemes for forcing exploration
  - Simplest: random actions (ε-greedy)
    - Every time step, flip a coin
    - With (small) probability ε, act randomly
    - With (large) probability $1-\varepsilon$, act on current policy

  - Problems with random actions?
    - You do eventually explore the space, but keep thrashing around once learning is done
    - One solution: lower ε over time
    - Another solution: exploration functions

Manual Exploration – Bridge Grid
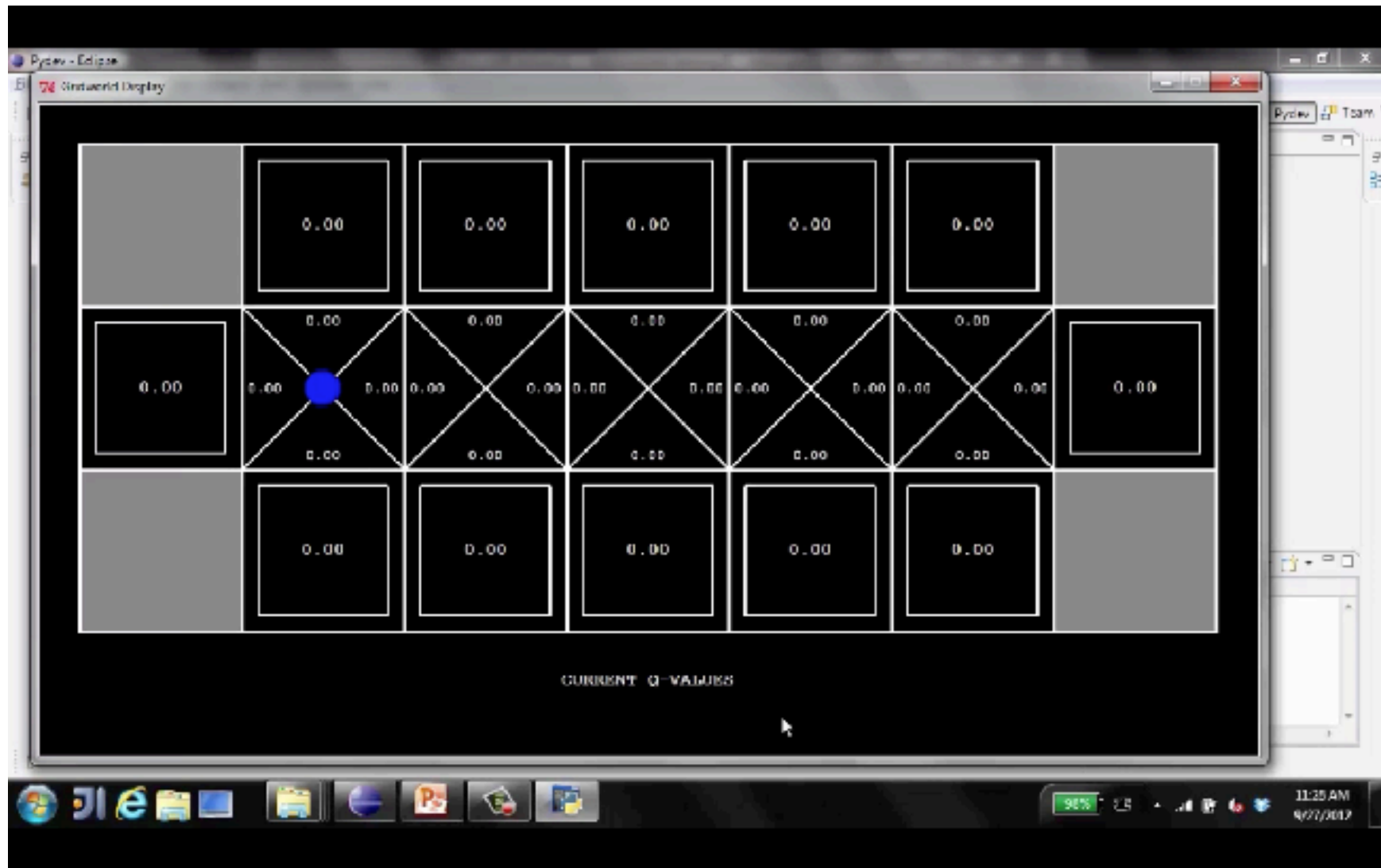
Video of Demo Q-learning – Epsilon-Greedy – Crawler

Exploration Functions

- ## When to explore?
    - Random actions: explore a fixed amount
    - Better idea: explore areas whose badness is not (yet) established, eventually stop exploring

- ## Exploration function
    - Takes a value estimate u and a visit count n, and returns an optimistic utility, e.g. $f(u, n) = u + k/n$

    Regular Q-Update: $\quad Q(s, a) \leftarrow_\alpha R(s, a, s') + \gamma \max_{a'} Q(s', a')$

    Modified Q-Update: $\quad Q(s, a) \leftarrow_\alpha R(s, a, s') + \gamma \max_{a'} f(Q(s', a'), N(s', a'))$

    - Note: this propagates the "bonus" back to states that lead to unknown states as well!

# Exploration Function – Crawler

Softmax Exploration

- Base exploration on estimated action goodness

  - A "soft" version of ε-greedy

  - Choose better actions exponentially more often

  - Temperature parameter controls preference strength

  - Can decrease temperature over time for greedier selection

  - Good initialization / outcome ordering still affects efficiency, but can't permanently ruin exploration

$$p(a|s) = \frac{e^{Q(s,a)/\tau}}{\sum_{i=0}^{n} e^{Q(s,a_i)/\tau}}$$

Regret

- Even if you learn the optimal policy, you still make mistakes along the way!

- Regret is a measure of your total mistake cost: the difference between your (expected) rewards, including youthful suboptimality, and optimal (expected) rewards

- Minimizing regret goes beyond learning to be optimal – it requires optimally learning to be optimal

- Example: random exploration and exploration functions both end up optimal, but random exploration has higher regret (usually)
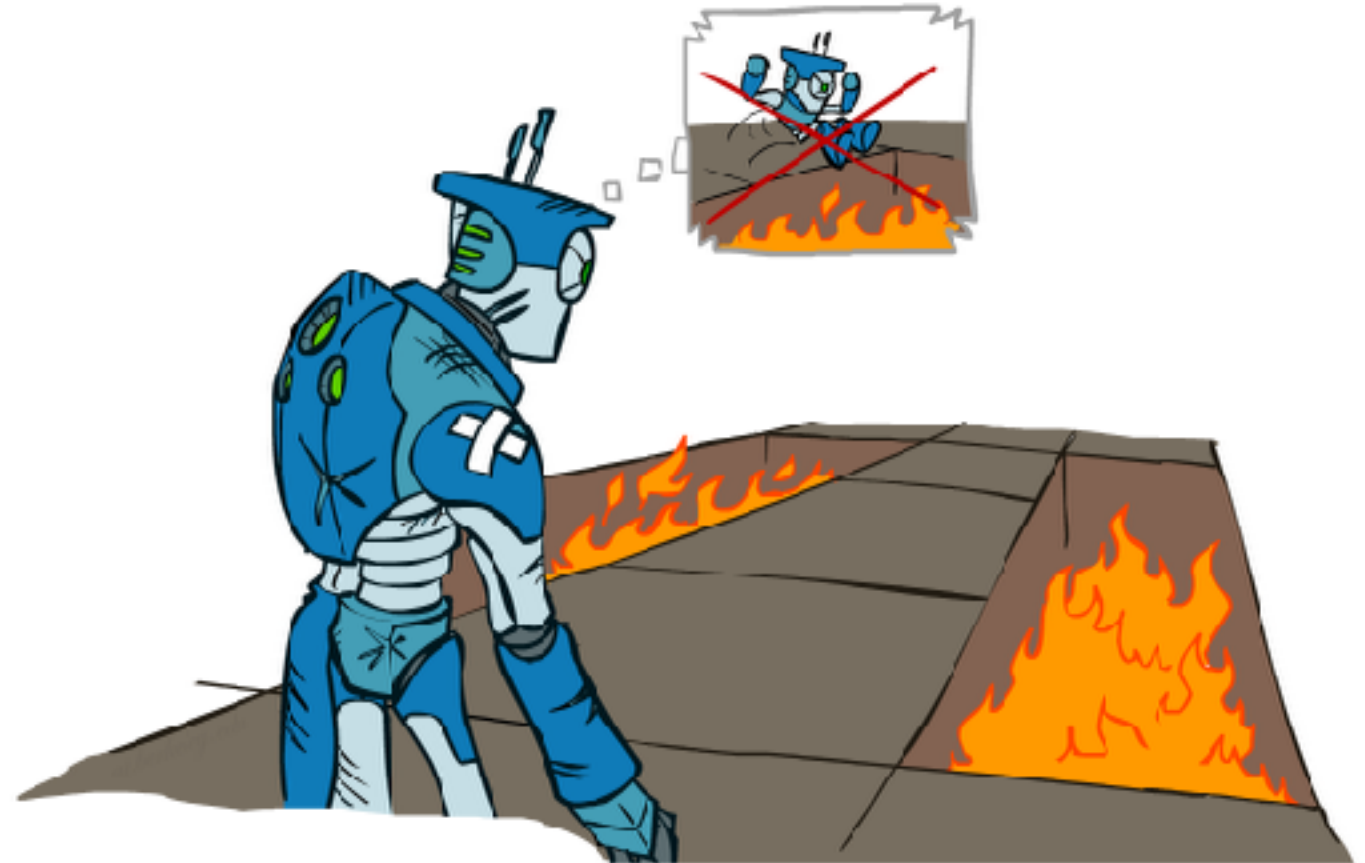
Approximate Q-Learning
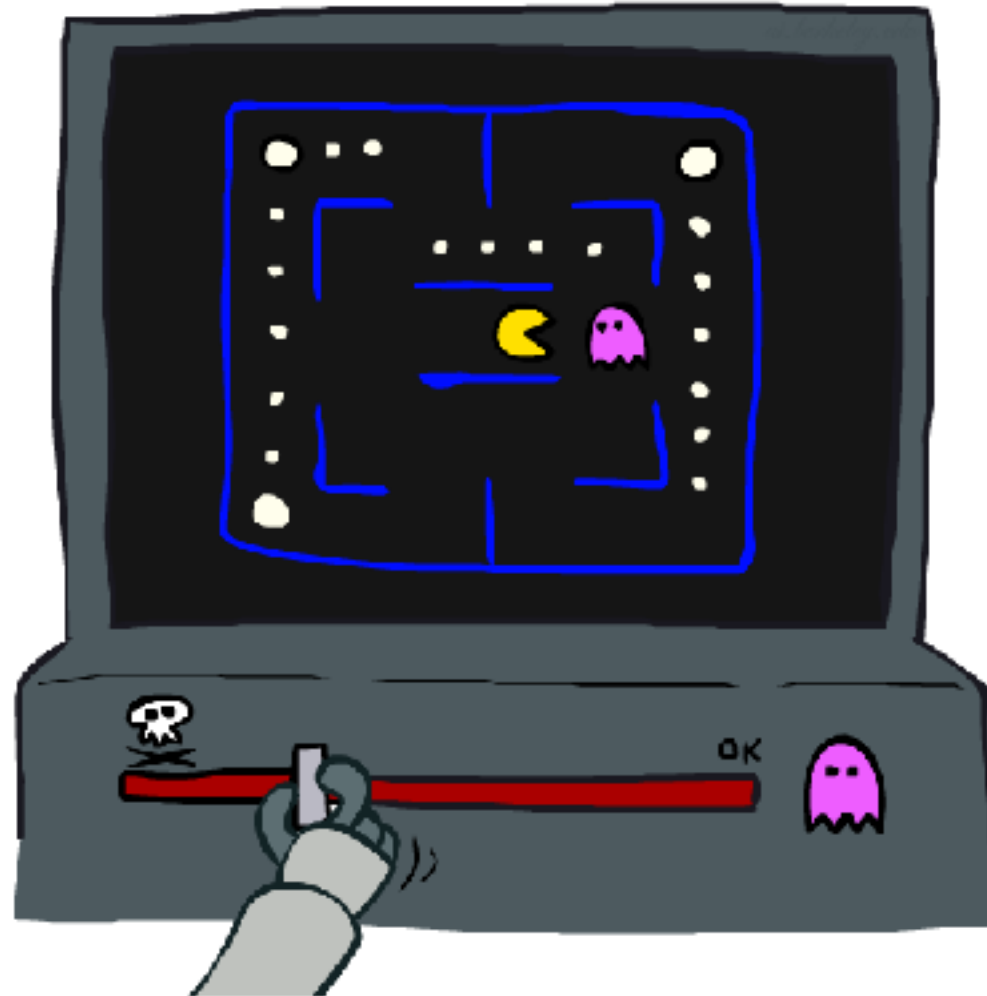
Generalizing Across States

- Basic Q-Learning keeps a table of all q-values

- In realistic situations, we cannot possibly learn about every single state!
    - Too many states to visit them all in training
    - Too many states to hold the q-tables in memory
    - States may even be continuous, not discrete

- Instead, we want to generalize:
    - Learn about some small number of training states from experience
    - Generalize that experience to new, similar situations
    - This is a fundamental idea in machine learning, and we'll see it over and over again
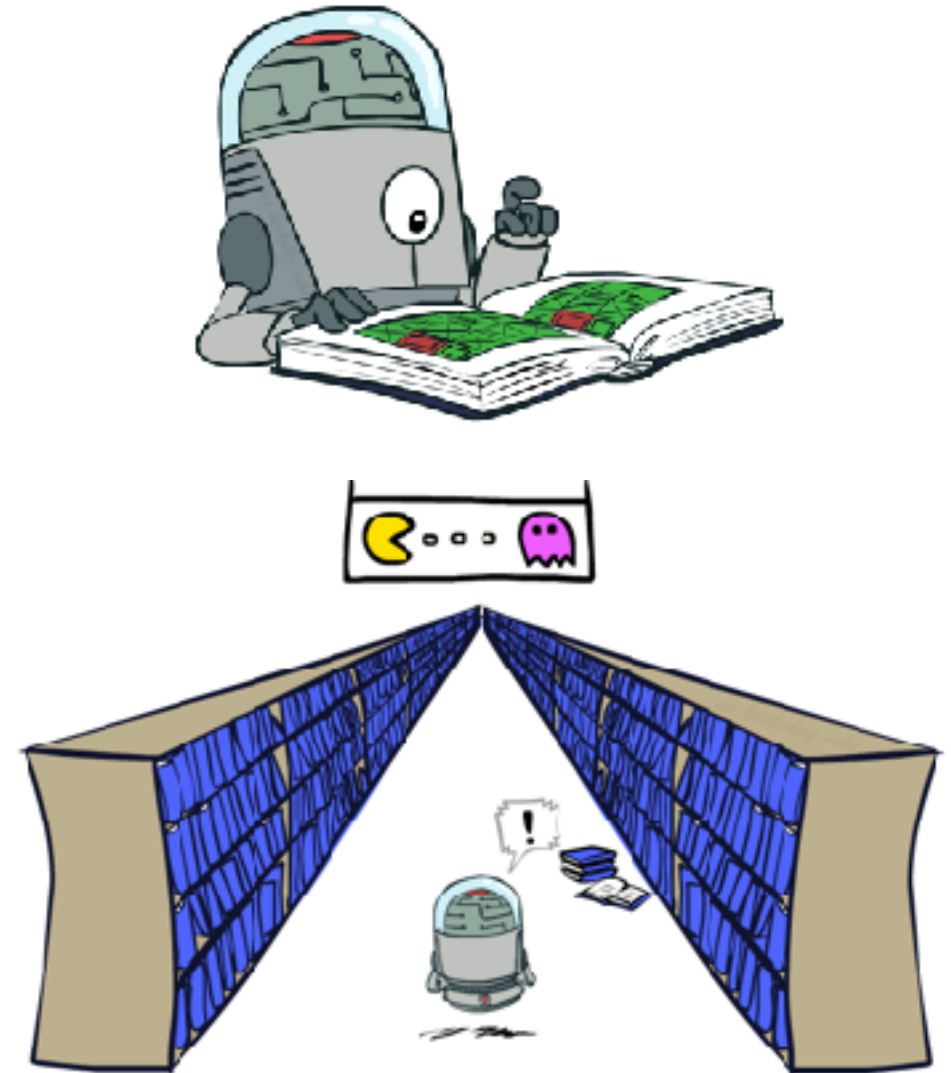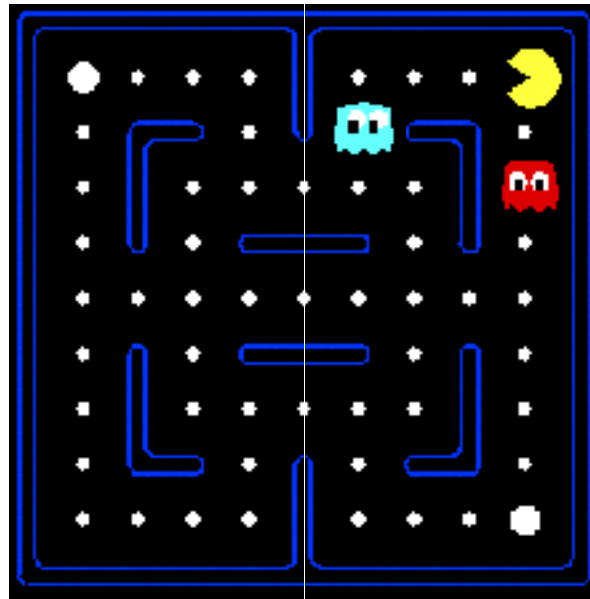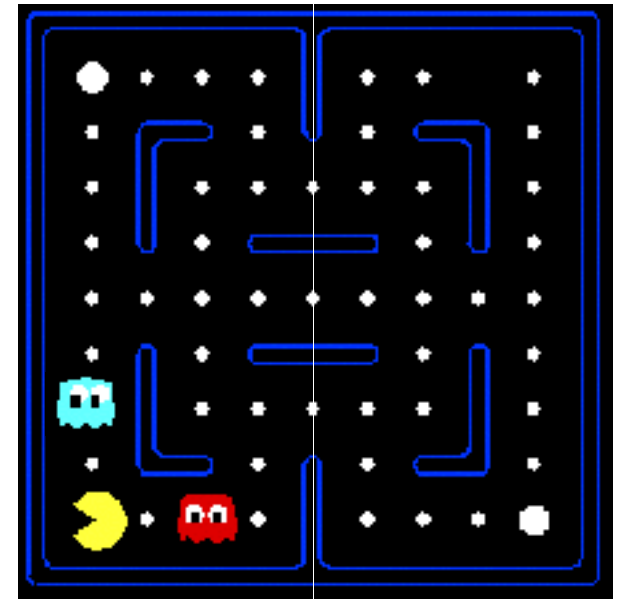
Example: Pacman

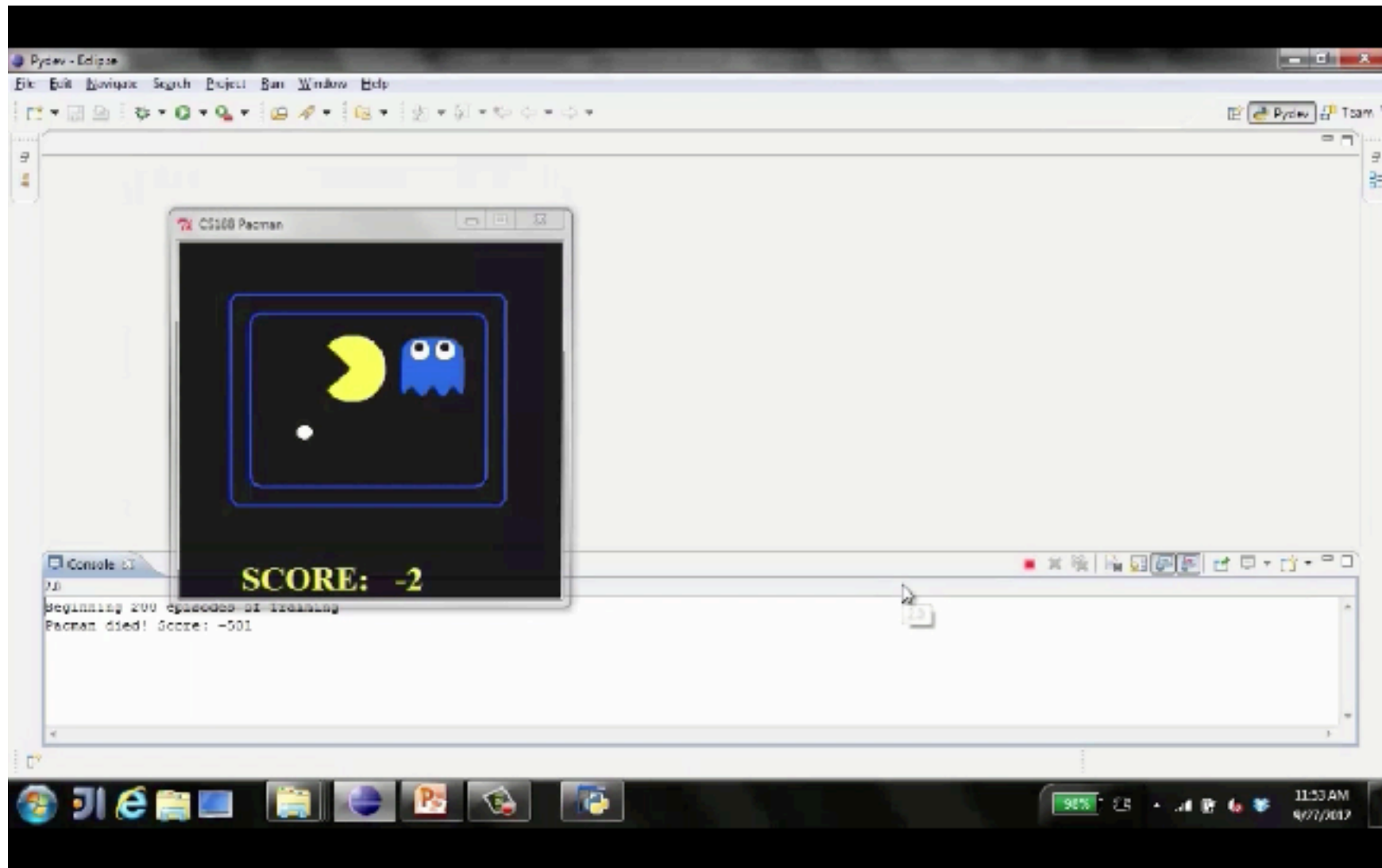Let's say we discover through experience that this state is bad:
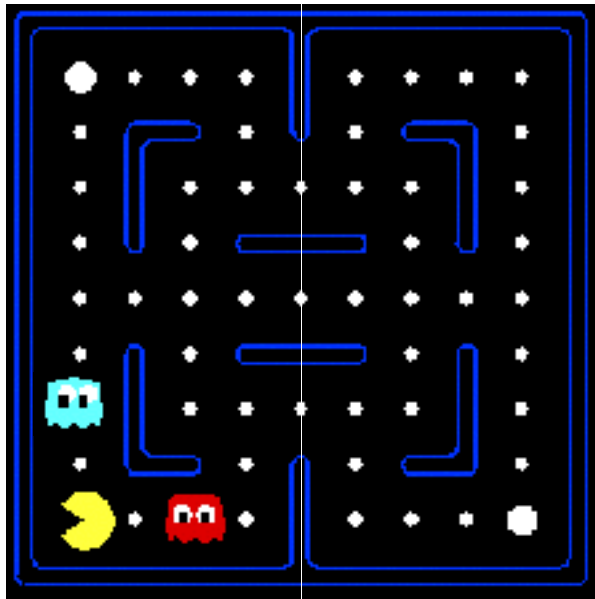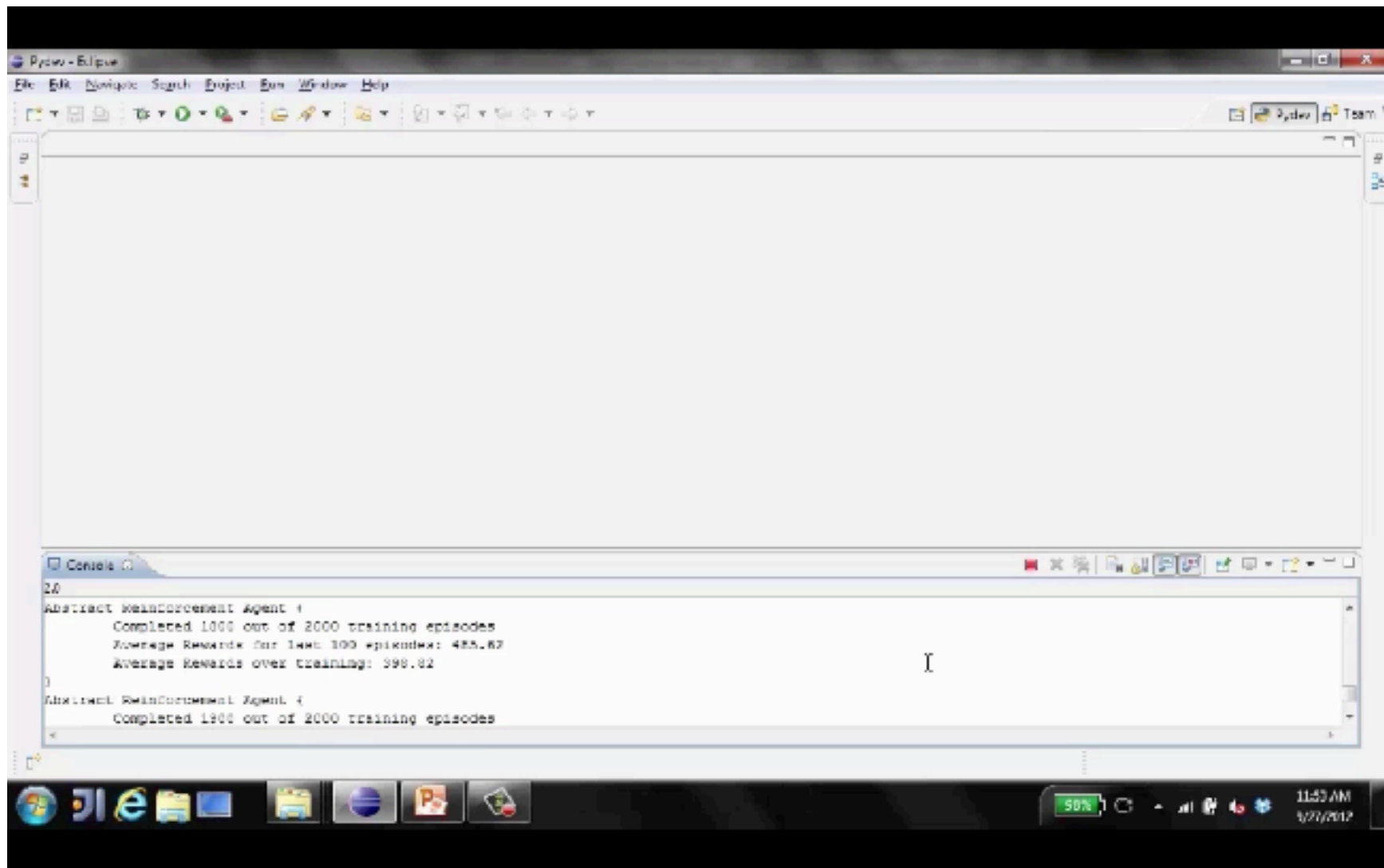
In naïve q-learning, we know nothing about this state:

Or even this one!

No generalization
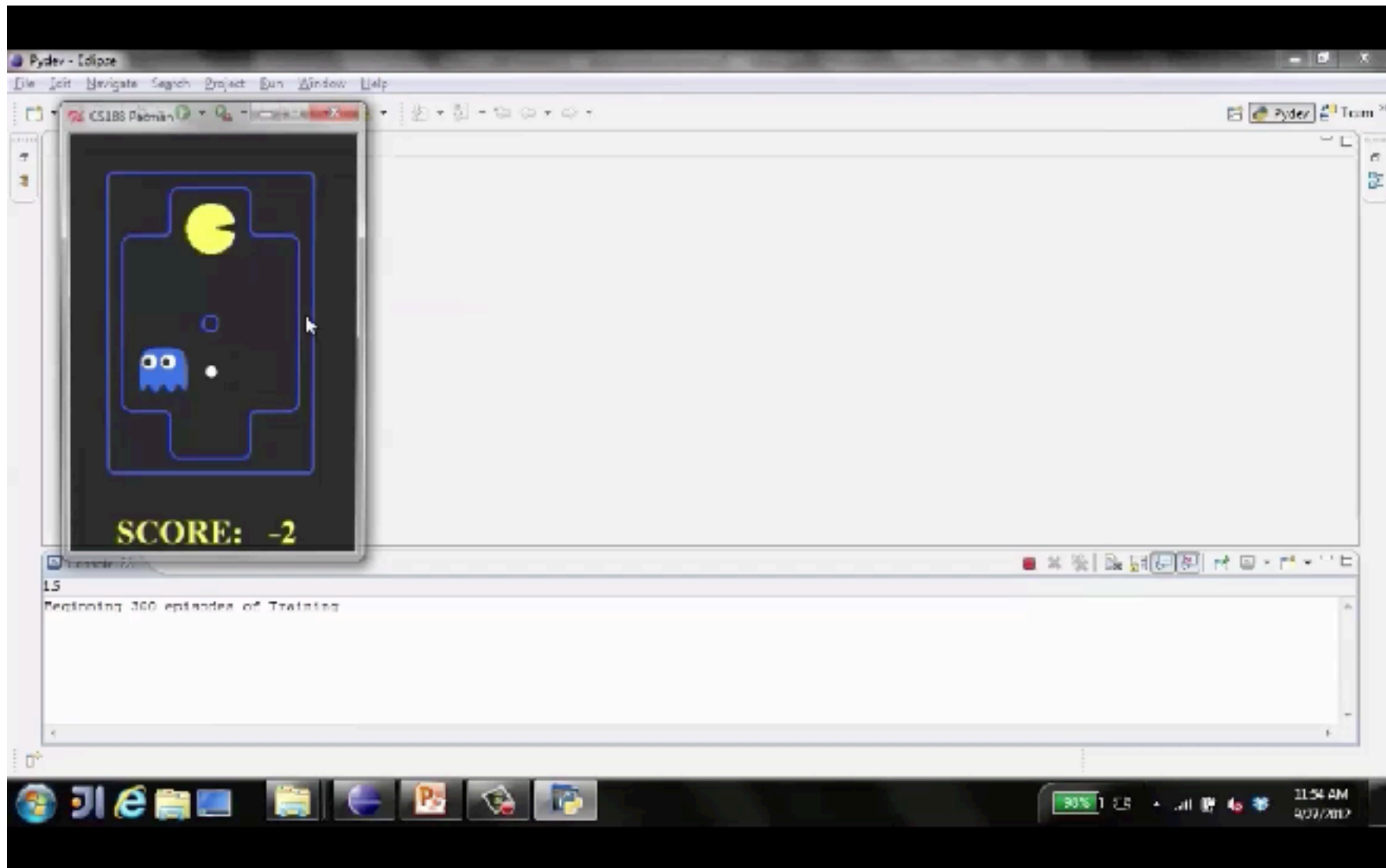
2000 episodes later…

Harder maze, no generalization

Feature-Based Representations

- Solution: describe a state using a vector of features (properties)
    - Features are functions from states to real numbers (often 0/1) that capture important properties of the state
    - Example features:
        - Distance to closest ghost
        - Distance to closest dot
        - Number of ghosts
        - $1 / (\text{dist to dot})^2$
        - Is Pacman in a tunnel? (0/1)
        - ...... etc.
        - Is it the exact state on this slide?
    - Can also describe a q-state (s, a) with features (e.g. action moves closer to food)
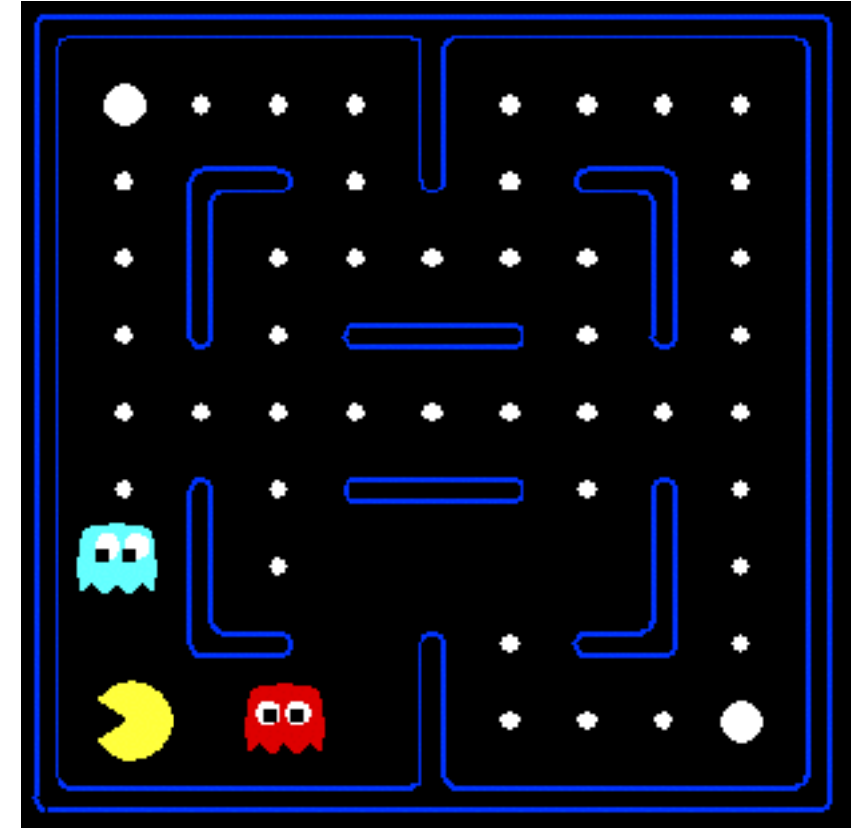
Linear Value Functions

- Using a feature representation, we can write a q function (or value function) for any state using a few weights:

$$V(s) = w_1 f_1(s) + w_2 f_2(s) + \ldots + w_n f_n(s)$$

$$Q(s, a) = w_1 f_1(s, a) + w_2 f_2(s, a) + \ldots + w_n f_n(s, a)$$

- Advantage: our experience is summed up in a few powerful numbers

- Disadvantage: states may share features but actually be very different in value!

Approximate Q-Learning

$$Q(s, a) = w_1 f_1(s, a) + w_2 f_2(s, a) + \ldots + w_n f_n(s, a)$$

- Q-learning with linear Q-functions:

$$\text{transition} = (s, a, r, s')$$

$$\text{difference} = \left[r + \gamma \max_{a'} Q(s', a') \right] - Q(s, a)$$

$$Q(s, a) \leftarrow Q(s, a) + \alpha \, [\text{difference}] \qquad \text{Exact Q's}$$

$$w_i \leftarrow w_i + \alpha \, [\text{difference}] \, f_i(s, a) \qquad \text{Approximate Q's}$$
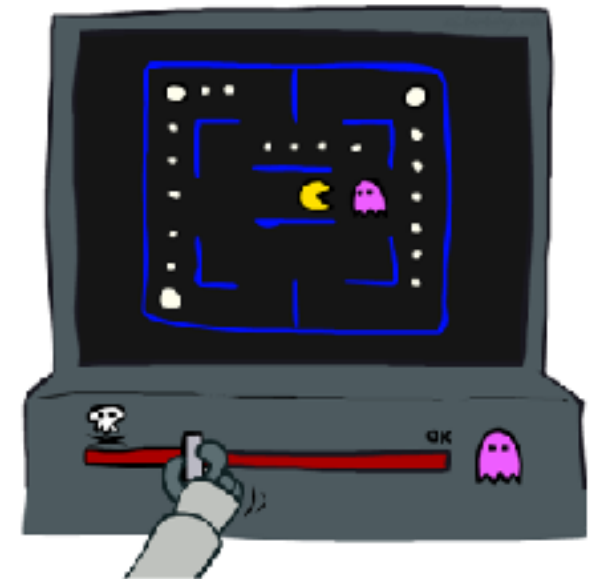
- Intuitive interpretation:
  - Adjust weights of active features
  - E.g., if something unexpectedly bad happens, blame the features that were activated: lower the value of all states with that state's features

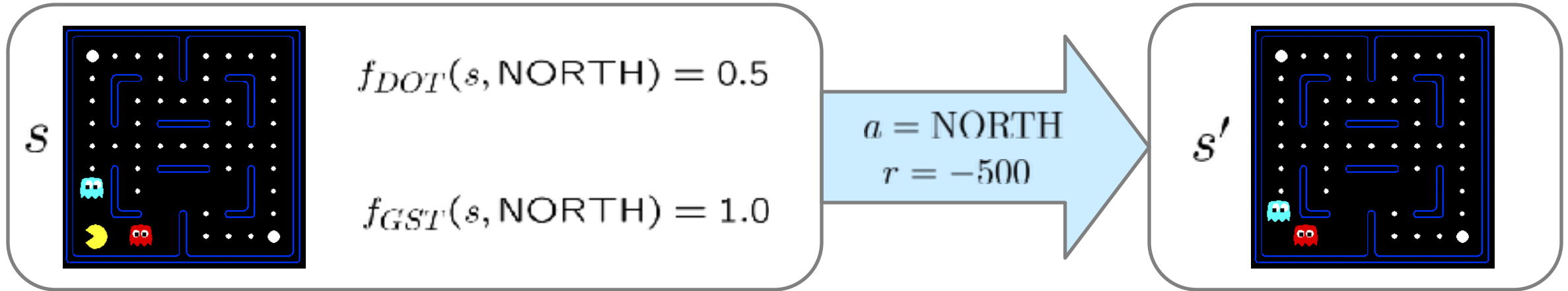- Formal justification: online least squares

Example: Q-Pacman

$$Q(s,a) = 4.0 f_{DOT}(s,a) - 1.0 f_{GST}(s,a)$$

$f_{DOT}(s, \text{NORTH}) = 0.5$

$f_{GST}(s, \text{NORTH}) = 1.0$

$a = \text{NORTH}$
$r = -500$

s

s'

$Q(s, \text{NORTH}) = +1$

$Q(s', \cdot) = 0$

$r + \gamma \max_{a'} Q(s', a') = -500 + 0$
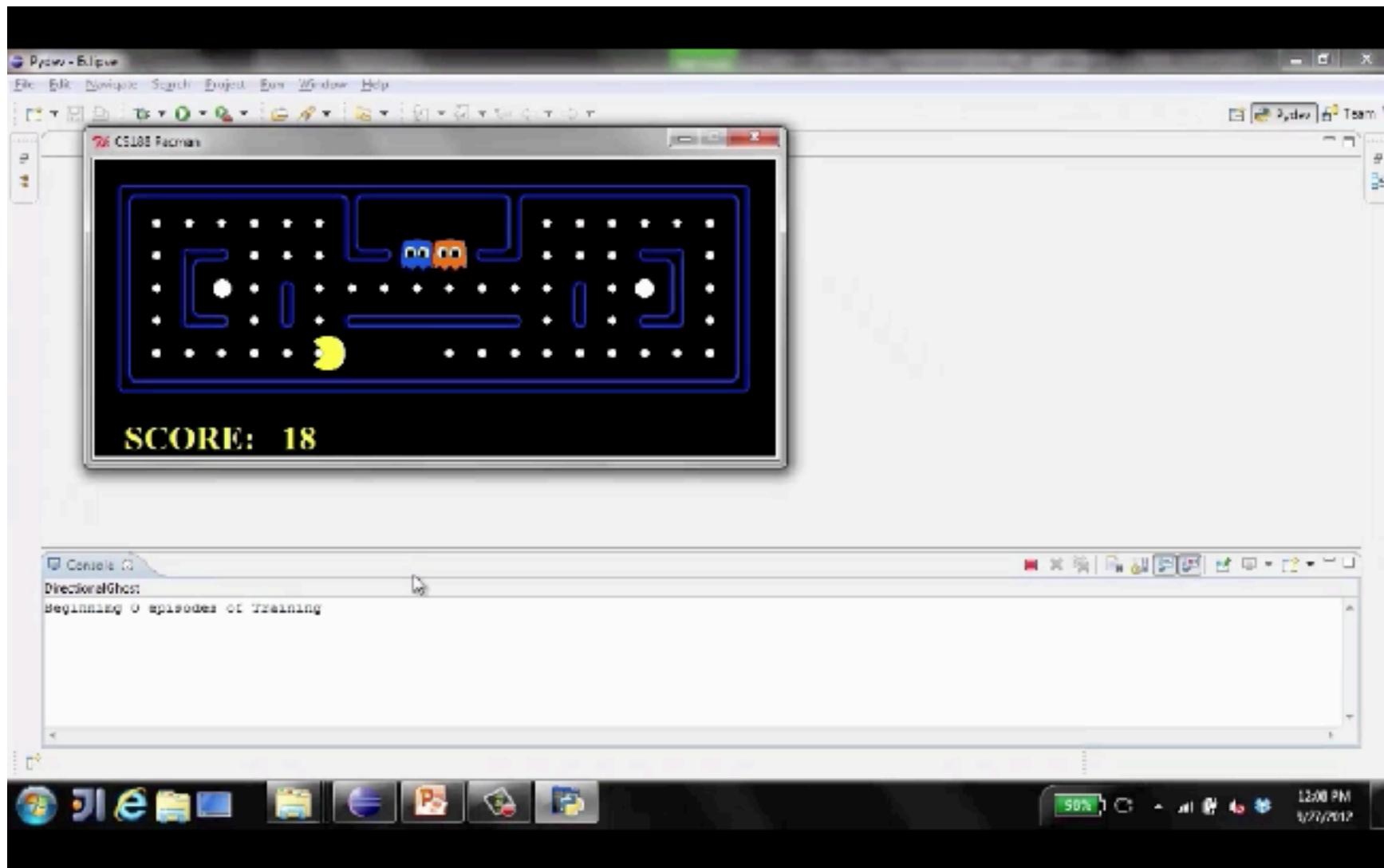
difference $= -501$
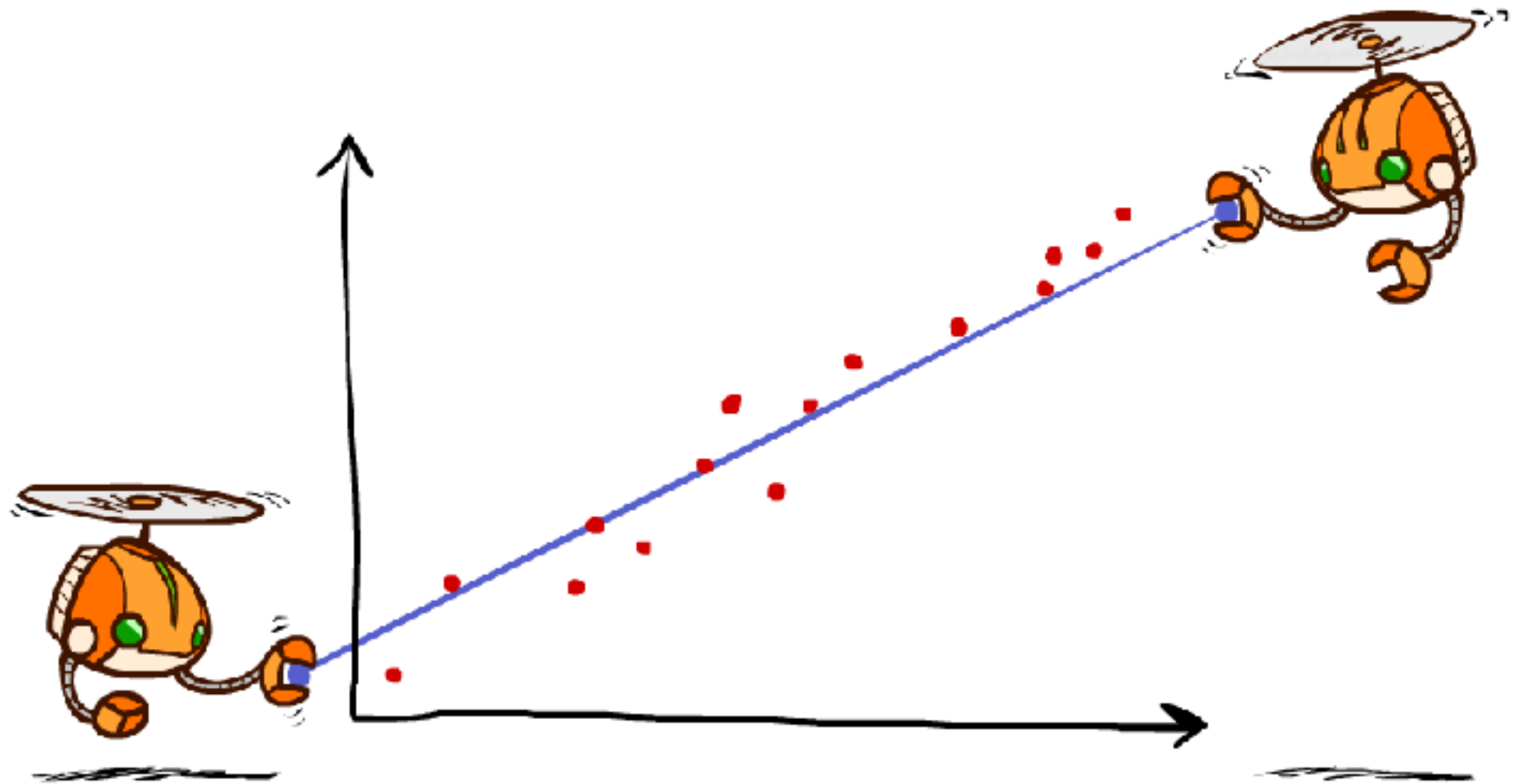
$w_{DOT} \leftarrow 4.0 + \alpha [-501] 0.5$

$w_{GST} \leftarrow -1.0 + \alpha [-501] 1.0$

$$Q(s,a) = 3.0 f_{DOT}(s,a) - 3.0 f_{GST}(s,a)$$

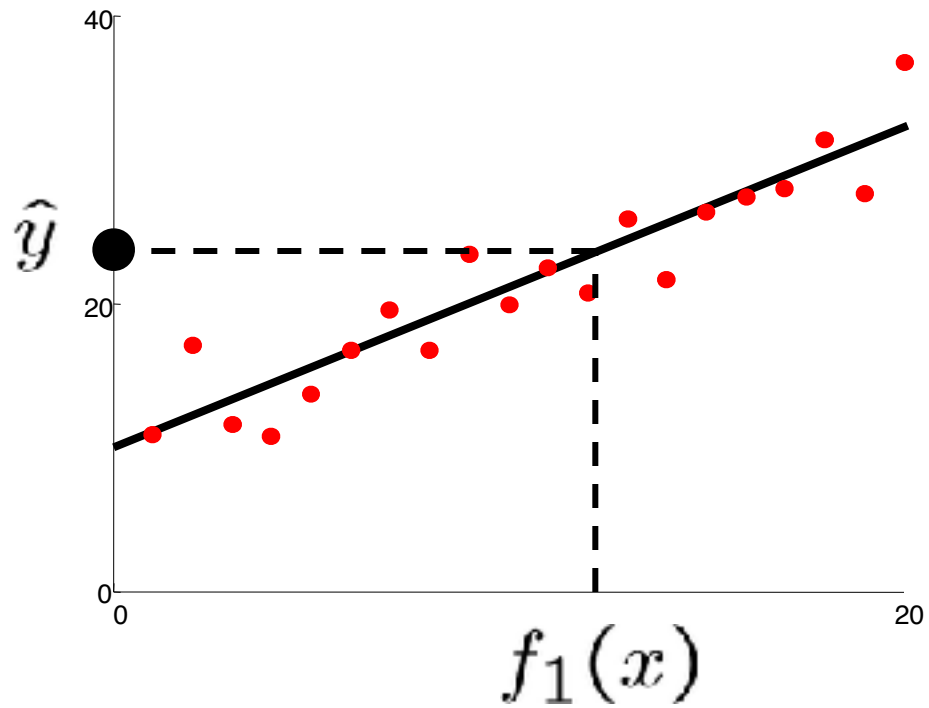[Demo: approximate Q-learning pacman (L11D10)]
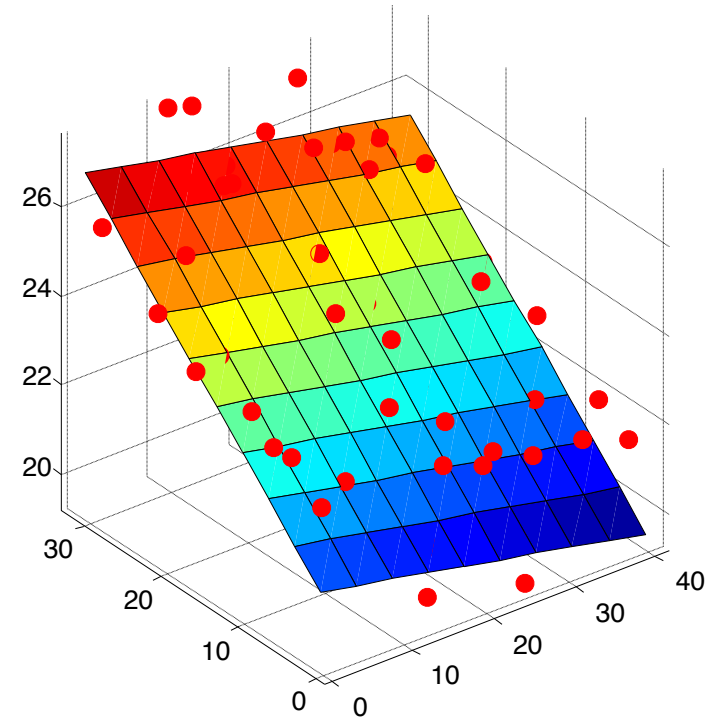
Approximate Q-Learning

Linear Approximation: Regression*
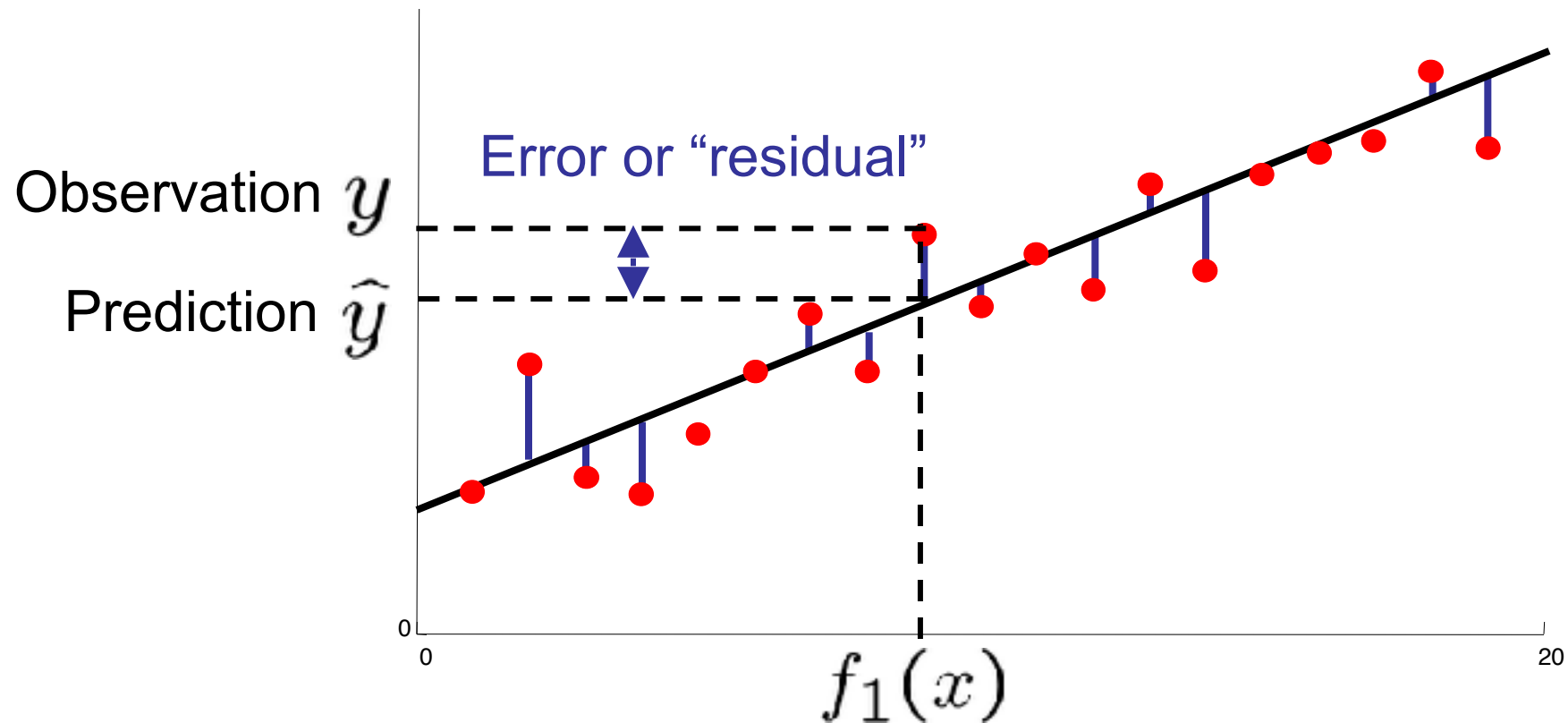

Prediction:

$$\hat{y} = w_0 + w_1 f_1(x)$$

Prediction:

$$\hat{y}_i = w_0 + w_1 f_1(x) + w_2 f_2(x)$$
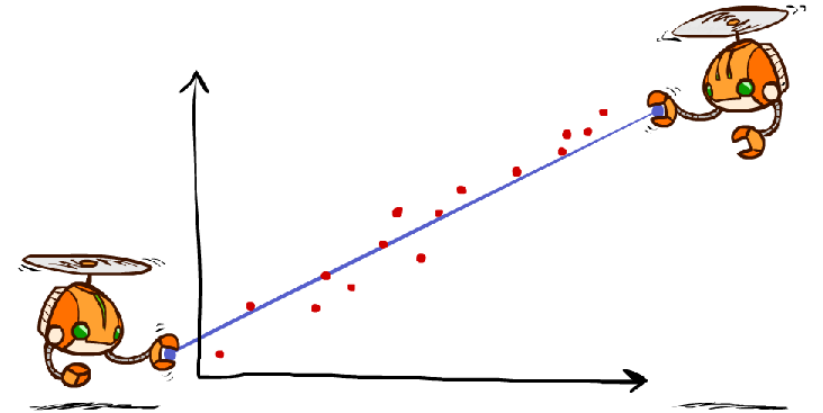
Optimization: Least Squares*

$$\text{total error} = \sum_i \left(y_i - \widehat{y_i}\right)^2 = \sum_i \left(y_i - \sum_k w_k f_k(x_i)\right)^2$$

Error or "residual"

Observation y

Prediction $\widehat{y}$

$f_1(x)$

Minimizing Error*

Imagine we had only one point x, with features f(x), target value y, and weights w:

$$\text{error}(w) = \frac{1}{2}\left(y - \sum_k w_k f_k(x)\right)^2$$

$$\frac{\partial\ \text{error}(w)}{\partial w_m} = -\left(y - \sum_k w_k f_k(x)\right) f_m(x)$$

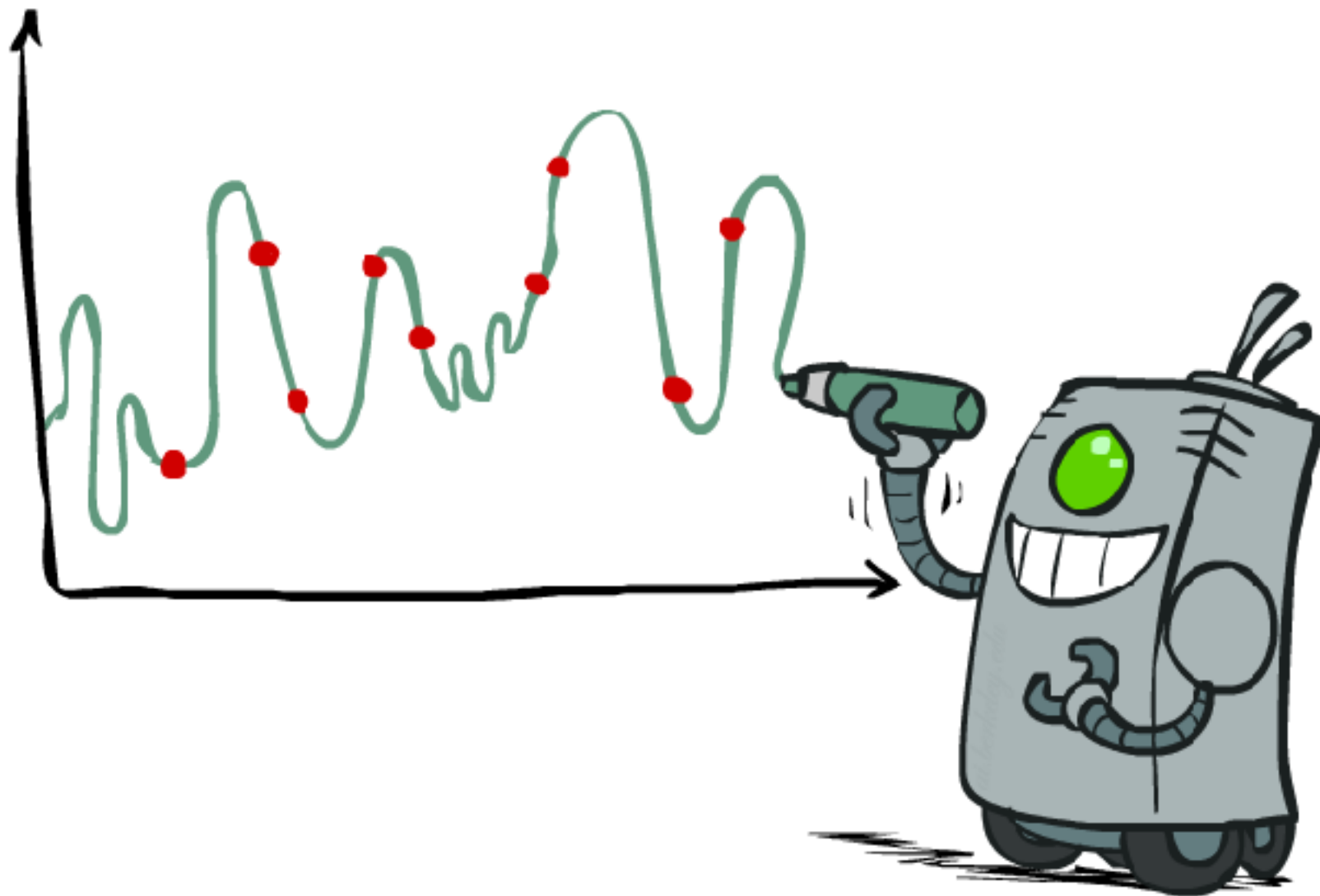$$w_m \leftarrow w_m + \alpha\left(y - \sum_k w_k f_k(x)\right) f_m(x)$$

Approximate q update explained:

$$w_m \leftarrow w_m + \alpha\left[r + \gamma \max_a Q(s', a') - Q(s, a)\right] f_m(s, a)$$

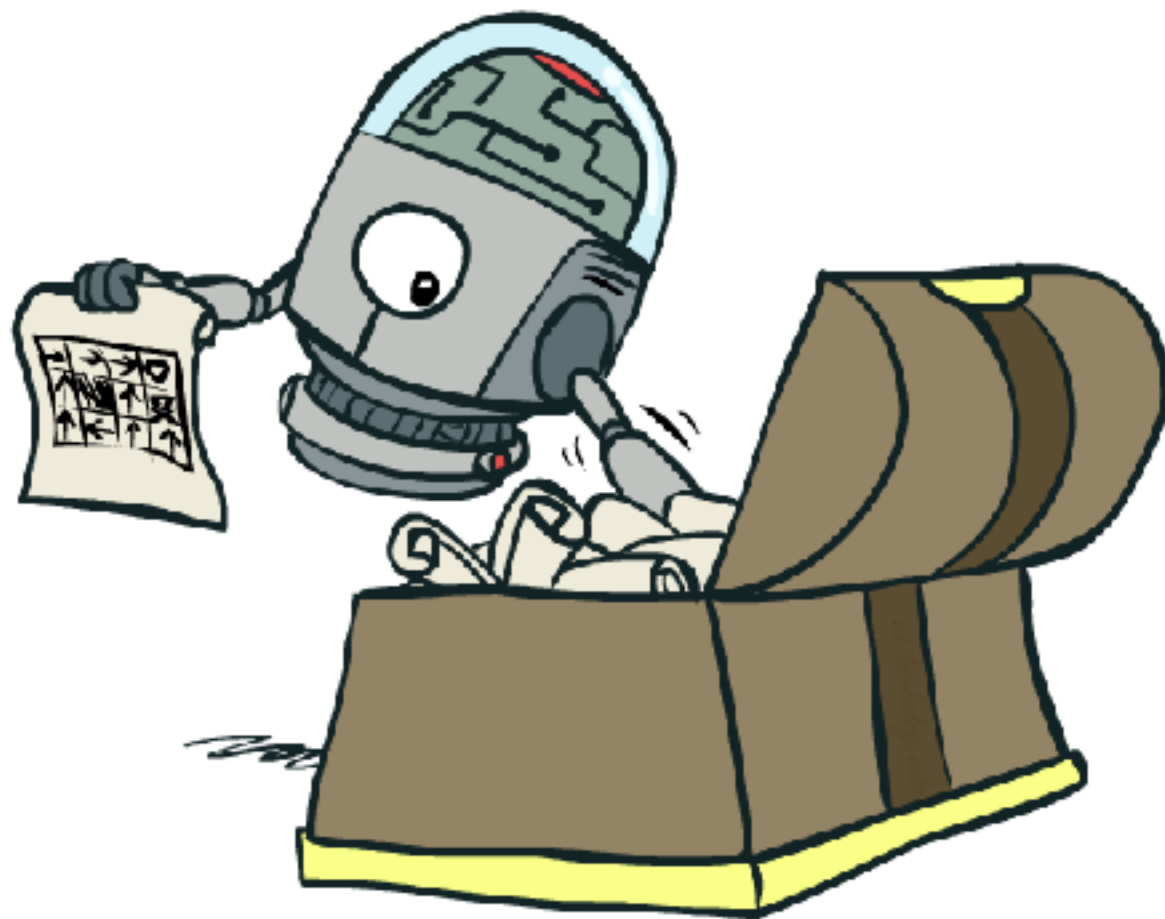"target"   "prediction"

Overfitting: Why Limiting Capacity Can Help*

Policy Search

- Problem: often the feature-based policies that work well (win games, maximize utilities) aren't the ones that approximate V / Q best
  - E.g. your evaluation functions from project 2 were probably horrible estimates of future rewards, but they still produced good decisions
  - Q-learning's priority: get Q-values close (modeling)
  - Action selection priority: get ordering or "shape" of Q-values right (prediction)
  - We'll see this distinction between modeling and prediction again later in the course

- Solution: learn policies that maximize rewards, not the values that predict them

- Policy search: start with an ok solution then fine-tune by hill climbing on feature weights

Policy Search

- Simplest policy search:

  - Start with an initial linear value function or Q-function

  - Nudge each feature weight up and down and see if your policy is better than before

- Problems:

  - How do we tell the policy got better?

  - Need to run many sample episodes!

  - If there are a lot of features, this can be impractical

- Better methods exploit lookahead structure, sample wisely, change multiple parameters…

Policy Search

[Andrew Ng]

Conclusion

- We're done with Part I: Search and Planning!

- We've seen how AI methods can solve problems in:
  - Search
  - Constraint Satisfaction Problems
  - Games
  - Markov Decision Problems
  - Reinforcement Learning

- Next up: Part II: Uncertainty and Learning!