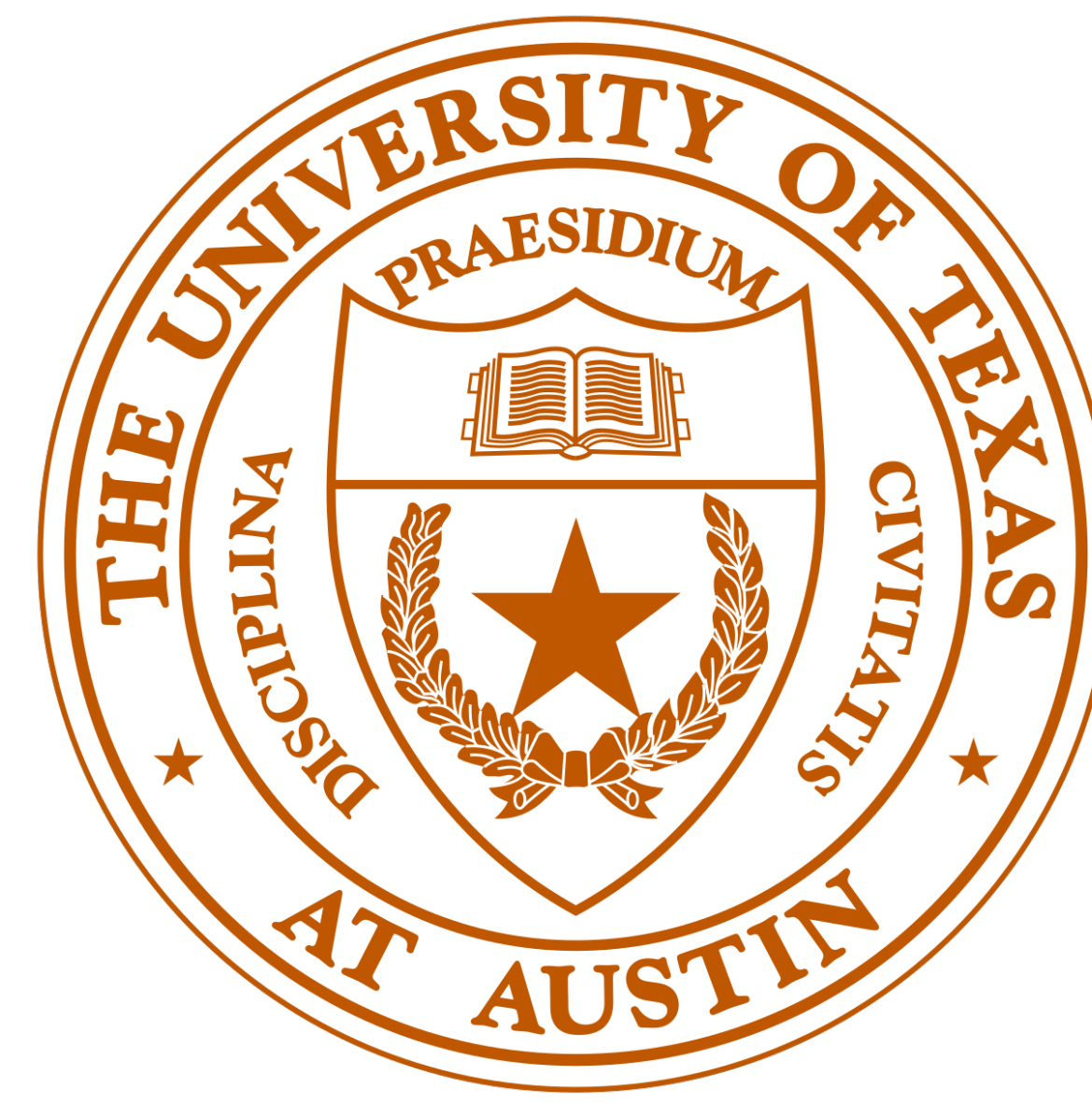


Learning a Fast Mixing Exogenous Block MDP using a Single Trajectory

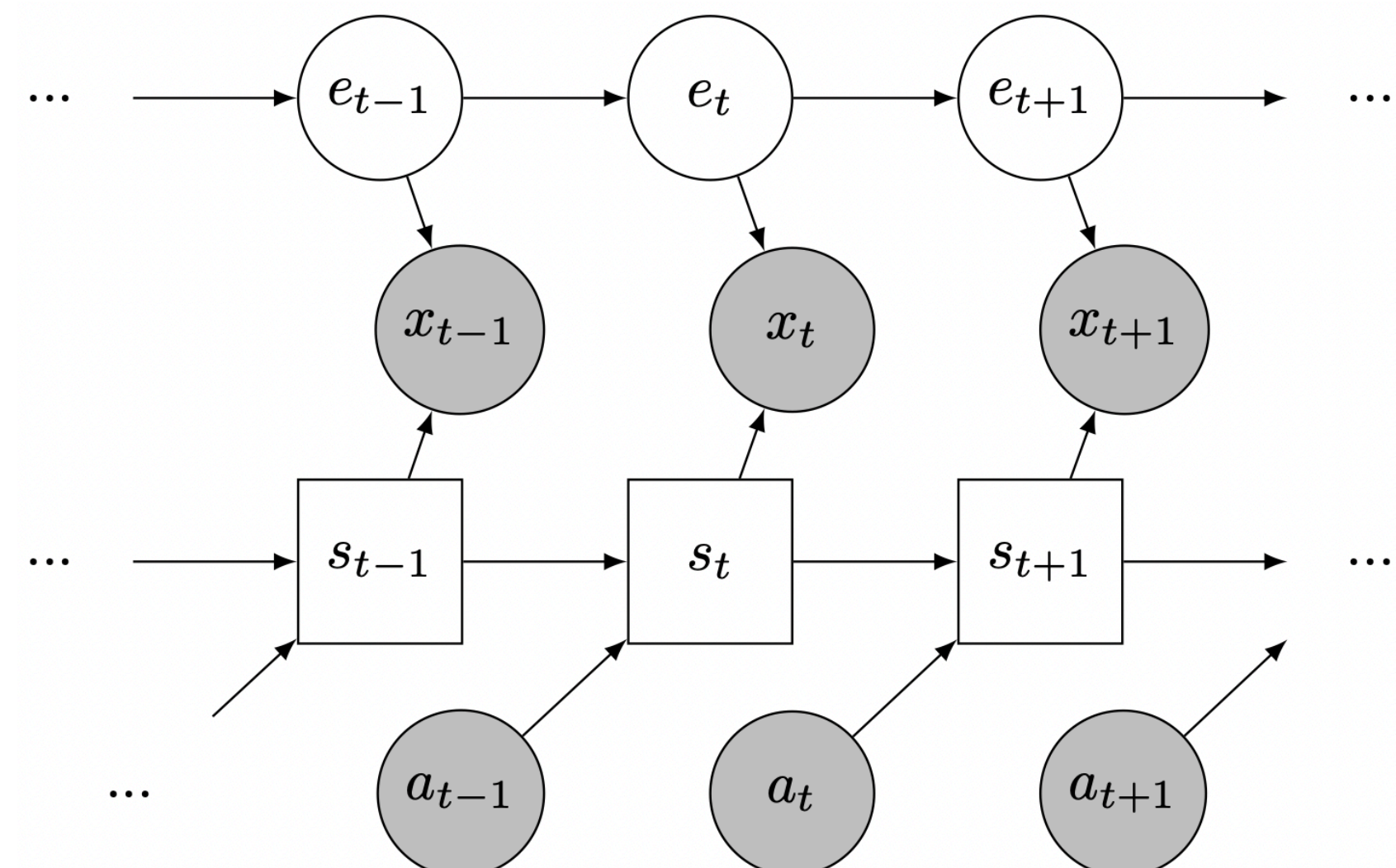


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Ex-BMDP Model (Efroni et al., 2022)

- Observation $x_t \in X$ can be factored into *controllable* state $s_t \in S$ and *noise* state $e_t \in \mathcal{E}$.
- Controllable state evolves deterministically, according to actions: $s_{t+1} = T(s_t, a_t)$.
- Noise (exogenous) state evolves as a Markov chain, independent of actions: $e_{t+1} \sim T_e(e_t)$.
- Observation $x_t \sim Q(s_t, e_t)$; e_t and s_t are not observed and factorization not known *a priori*.
- X and \mathcal{E} can be continuous or large, S is assumed to be discrete and small.
- **Goal: learn an encoder ϕ to map observations x_t to latent states s_t .**



(Fig. From Levine et al. 2024)

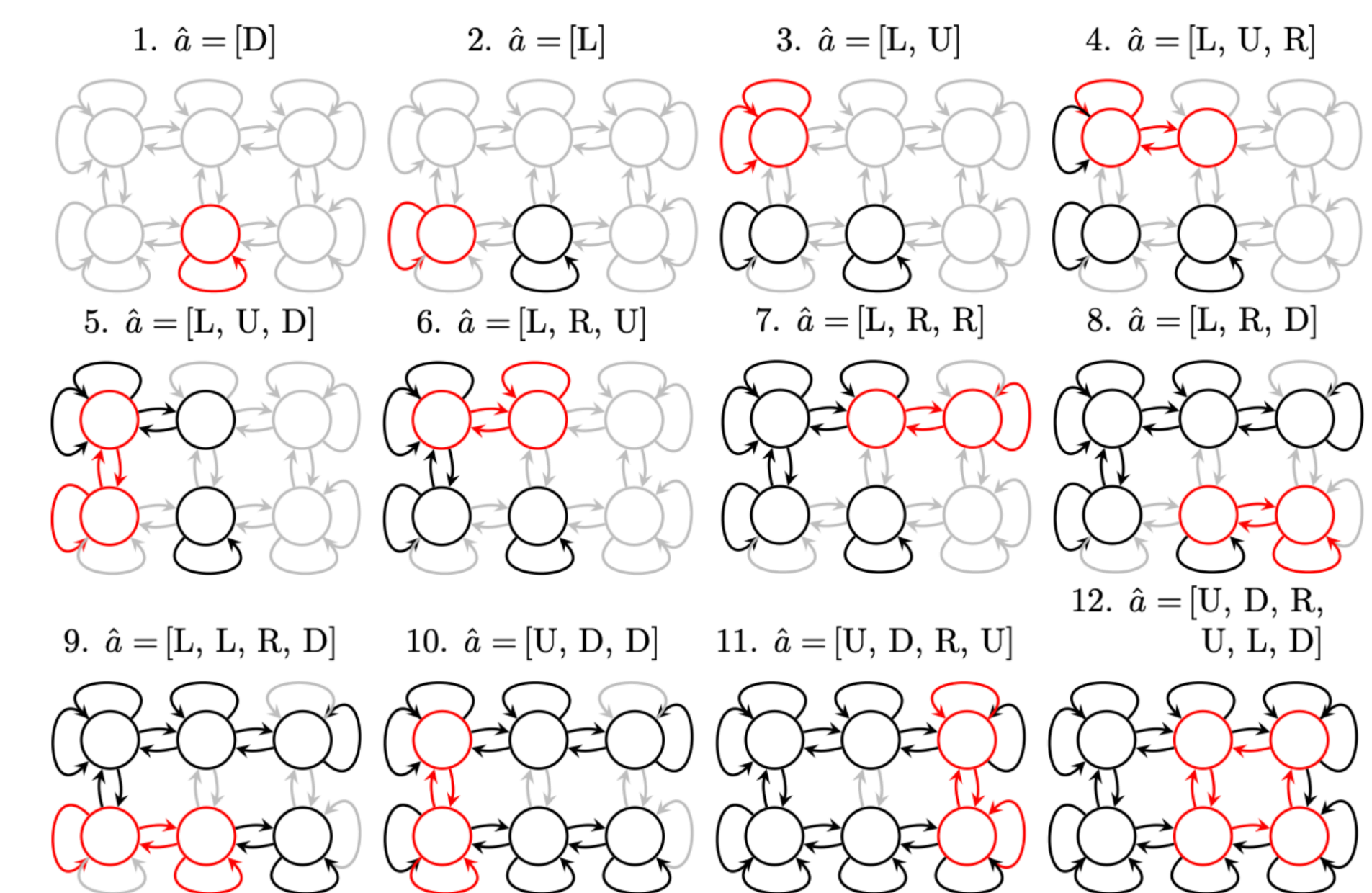
Problem Setting and Guarantees

- Agent interacts with the Ex-BMDP in a **single trajectory**, with **no ability to reset** the environment.
- Models cases, such as in robotic navigation, where manually resetting the environment repeatedly during training could be costly.
- **Core Difficulty:** In the (near) deterministic, episodic setting (Efroni et al. 2022), taking the same action sequence a_1, \dots, a_t for repeated episodes (usually) yields i.i.d. samples of a single latent state s_t . **Not possible in the no-reset, single trajectory setting.**
- We assume that the noise state e_t *mixes fast*:

$$\forall e \in \mathcal{E}, \quad \|\Pr(e_{t+\hat{t}_{\text{mix}}} = e' | e_t = e) - \pi_{\mathcal{E}}(e')\|_{\text{TV}} \leq \frac{1}{4},$$
 where $\pi_{\mathcal{E}}$ is the stationary distribution of the noise state, and \hat{t}_{mix} is a known upper-bound on the mixing time. (Necessary assumption)
- **Our proposed algorithm, STEEL, has sample-complexity polynomial in $|S|$ and \hat{t}_{mix} , and logarithmic in the size of the hypothesis class of the encoder ϕ , with **no explicit dependence on $|X|$ and $|\mathcal{E}|$.****

Algorithm (STEEL)

- Core Idea: Repeating any action sequence $\hat{a} = [a_1, \dots, a_n]$ is guaranteed to *eventually* enter a loop of latent states (of length at most $n \cdot |S|$)
- Once in a loop, we can “wait out” the mixing time \hat{t}_{mix} to get near-i.i.d. samples.
- Once we find the period of the cycle, we can collect near-i.i.d. datasets from all visited latent states.
- We can then construct the latent dynamics one loop at a time:

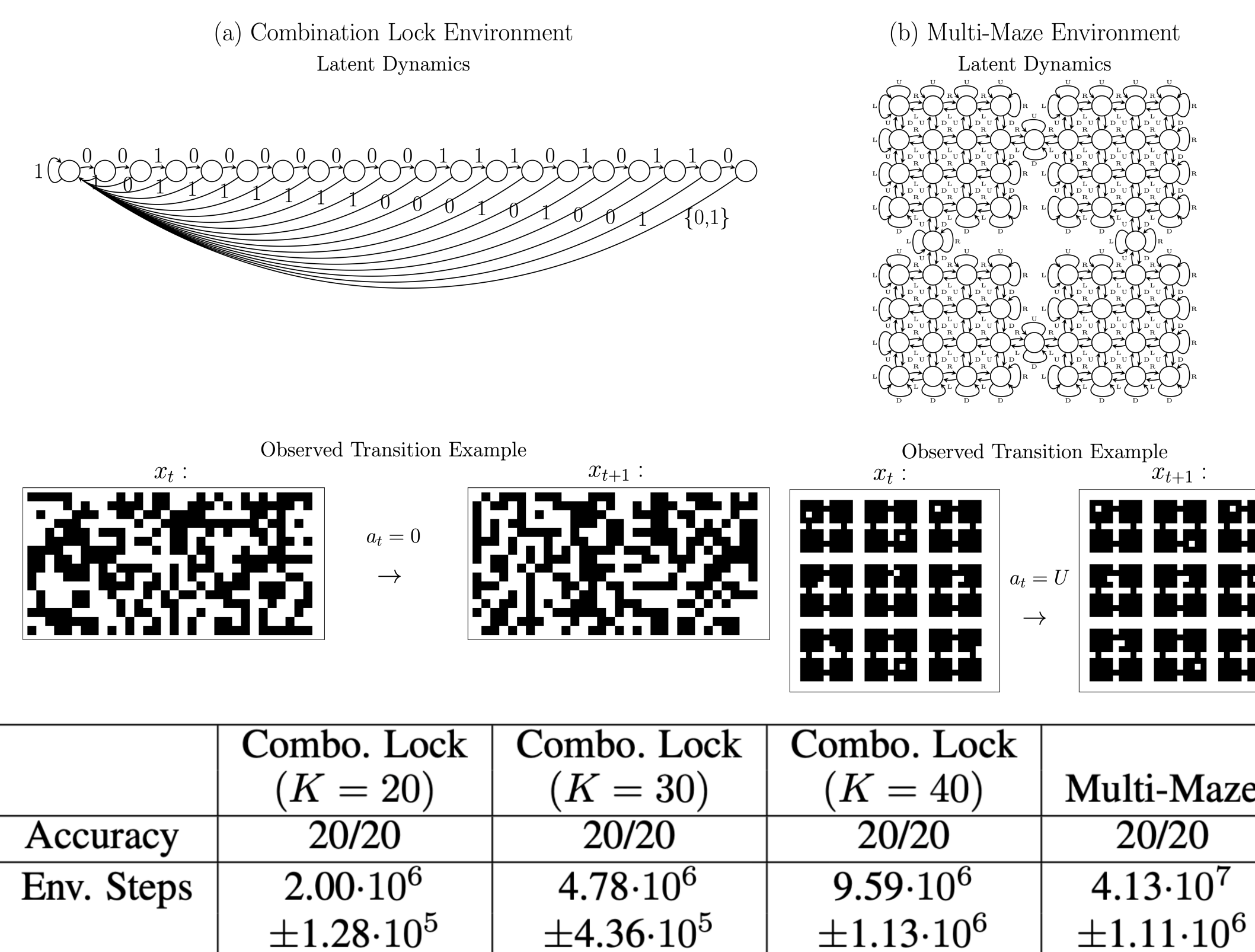


- Challenges :
 - How do we determine the period of a cycle?
 - How do we ensure that all latent states in S are covered by some cycle?
 - See paper to find out!

Related Work

- Efroni et al. (2022): Proposed provably sample-efficient algorithm, PPE, for learning Ex-BMDP representations in the *finite horizon* setting, where the latent state s resets to a specific s_1 after (almost) every episode.
- Also allows for near-deterministic latent dynamics T , rather than full determinism.
- Lamb et al. (2023), Levine et al. (2024): proposed algorithms for the infinite-horizon, no-reset setting, but without sample-complexity guarantees.
- **This work: we propose a provably sample-efficient algorithm for Ex-BMDP representation learning in the infinite-horizon, no reset setting.**

Experiments



References

- Yonathan Efroni, Dipendra Misra, Akshay Krishnamurthy, Alekh Agarwal, and John Langford. Provably filtering exogenous distractors using multistep inverse dynamics. ICLR. 2022.
- Alex Lamb, Riashat Islam, Yonathan Efroni, Aniket Rajiv Didolkar, Dipendra Misra, Dylan J Foster, Lekan P Molu, Rajan Chari, Akshay Krishnamurthy, and John Langford. Guaranteed discovery of control-endogenous latent states with multi-step inverse models. TMLR. 2023.
- Alexander Levine, Peter Stone, and Amy Zhang. Multistep inverse is not all you need. RLC 2024.