

PROOF: WE USE THE POLICY IMPROVEMENT THEOREM (CHAPTER 4). LET  $\pi'$  BE THE  $\epsilon$ -SOFT, AND AT THE  $\epsilon$ -SOFT POLICIES.

$$q_{\pi'}(s, \pi'(s)) = \sum_a \pi'(a|s) q_{\pi}(s, a) =$$

$$\frac{\epsilon}{|A(s)|} \sum_a q_{\pi}(s, a) + (1-\epsilon) \max_a q_{\pi}(s, a)$$

$$q \geq \frac{\epsilon}{|A(s)|} \sum_a q_{\pi}(s, a) + (1-\epsilon) \sum_a \frac{\pi(a|s) - \frac{\epsilon}{|A(s)|}}{1-\epsilon} q_{\pi}(s, a)$$

(EQUALITY HOLDS WHEN  $\pi(a)$  IS CHOSEN AS IN (A), pg. 40 )

COEFFICIENTS  $\geq 0$  AND SUM = 1

$$= \frac{\epsilon}{|A(s)|} \sum_a q_{\pi}(s, a) - \frac{\epsilon}{|A(s)|} \sum_a q_{\pi}(s, a) + \sum_a \pi(a|s) q_{\pi}(s, a) = v_{\pi}(s)$$

$$\Rightarrow q_{\pi}(s, \pi'(s)) \stackrel{(A)}{\geq} v_{\pi}(s)$$

THEOREM 2: THE POLICY GENERATED BY THE ALGORITHM CAN ONLY CONVERGE TO A POLICY THAT IS OPTIMAL AMONG ALL POLICIES THAT ARE  $\epsilon$ -SOFT

Proof: CONSIDER A NEW ENVIRONMENT THAT BEHAVES RANDOMLY: WITH PROB  $\epsilon$ , IT CHOOSES A RANDOM ACTION, UNIFORMLY. OTHERWISE, IT FOLLOWS SPECIFIED ACTION ACCORDING TO POLICY.

THEN OPTIMAL POLICY IN NEW ENVIRONMENT IS SAME AS BEST AMONG  $\epsilon$ -SOFT POLICIES IN OLD ENVIRONMENT.

CONSIDER BELLMAN OPTIMALITY FOR NEW ENVIRONMENT:

(42)

$$V_{\pi}(s) = \max_{\alpha} E[R_{t+1} + \gamma V_{\pi}(S_{t+1}) | S_t = s, A_t = \alpha]$$

$$= \max_{\alpha} \left\{ (1-\epsilon) E[R_{t+1} + \gamma V_{\pi}(S_{t+1}) | S_t = s, A_t = \alpha, \text{NON RANDOM}] \right. \\ \left. + \epsilon E[R_{t+1} + \gamma V_{\pi}(S_{t+1}) | S_t = s, A_t = \alpha, \text{RANDOM}] \right\}$$

$$= (1-\epsilon) \max_{\alpha} E[R_{t+1} + \gamma V_{\pi}(S_{t+1}) | S_t = s, A_t = \alpha, \text{NON RANDOM}] \\ + \frac{\epsilon}{|A(s)|} \sum_{a \in A(s)} \sum_{s',r} p(s',r|s,\alpha) [r + \gamma \tilde{V}_{\pi}(s')] \Rightarrow$$

$$\tilde{V}_{\pi}(s) = (1-\epsilon) \max_{\alpha} \sum_{s',r} p(s',r|s,\alpha) [r + \gamma \tilde{V}_{\pi}(s')] \quad \left. \begin{array}{l} \text{BELLMAN} \\ \text{OPTIMALITY} \\ \text{FOR} \\ \text{NEW} \\ \text{ENV.} \end{array} \right\}$$

$$+ \frac{\epsilon}{|A(s)|} \sum_{a \in A(s)} \sum_{s',r} p(s',r|s,\alpha) [r + \gamma \tilde{V}_{\pi}(s')]$$

NOW ASSUME THAT ALGORITHM CONVERGES TO POLICY  $\pi$ . THEN:

$$\tilde{V}_{\pi}(s) = \sum_{\alpha} \pi(\alpha|s) q(s,\alpha) = \\ \sum_{\alpha} \frac{\epsilon}{|A(s)|} q(s,\alpha) + (1-\epsilon) \max_{\alpha} q(s,\alpha) \\ = (1-\epsilon) \max_{\alpha} \sum_{s',r} p(s',r|s,\alpha) [r + \gamma \tilde{V}_{\pi}(s')] \\ + \frac{\epsilon}{|A(s)|} \sum_{\alpha} \sum_{s',r} p(s',r|s,\alpha) [r + \gamma \tilde{V}_{\pi}(s')]$$

SO  $\tilde{V}_{\pi}(s)$  ALSO SATISFIES BELLMAN OPTIMALITY FOR NEW ENV. SO IT IS OPTIMAL AMONG  $\epsilon$ -SOFT POLICIES FOR OLD ENV.

THEOREM 1: ALGORITHM SLOWLY IMPROVING

THEOREM 2: ALGORITHM STOPS WHEN OPTIMALITY IS ACHIEVED. NB: PROOFS NOT STRICT

## 5.5 OFF-POLICY PREDICTION VIA IMPORTANCE SAMPLING

(43)

UNTIL NOW: SAME POLICY  $\pi$  USED BOTH FOR EXPLORATION AND APPROXIMATING OPTIMAL  $\Rightarrow$  CONFLICTING GOALS.

Now: TWO POLICIES: TARGET POLICY  $\pi$  } off-policy  
BEHAVIOR POLICY  $b$  }  $\pi \neq b$  METRICS

ADVANTAGE: MORE GENERAL

DISADVANTAGE: SLOWER

First, we focus on prediction of  $\pi$  using  $b$

REQUIREMENT: COVERAGE  $\pi(s) > 0 \Rightarrow b(s) > 0$

IN DEED, WE NEED TO ENCOUNTER WHAT WE MEASURE

WE DEFINE IMPORTANCE-SAMPLING : RATIO  $P_{t:T-1}$  AS FOLLOWS

PROBABILITY OF STATE - ACTION TRAJECTORY

$$\begin{aligned} & \Pr \left\{ A_t, S_{t+1}, A_{t+1}, \dots, A_{T-1}, S_T \mid S_t, A_{t:T-1} \sim \pi \right\} \\ &= \pi(A_t | S_t) p(S_{t+1} | S_t, A_t) \pi(A_{t+1} | S_{t+1}) \dots p(S_T | S_{T-1}, A_{T-1}) \\ &= \prod_{k=t}^{T-1} \pi(A_k | S_k) p(S_{k+1} | S_k, A_k). \end{aligned}$$

Likewise for policy  $b$ .

HOW MUCH MORE PROBABLE TO SEE THIS TRAJECTORY WHEN USING  $\pi$  INSTEAD OF  $b$ ?

$$P_{t:T-1} \stackrel{\Delta}{=} \frac{\prod_{k=t}^{T-1} \pi(A_k | S_k) p(S_{k+1} | S_k, A_k)}{\prod_{k=t}^{T-1} b(A_k | S_k) p(S_{k+1} | S_k, A_k)} = \frac{\prod_{k=t}^{T-1} \pi(A_k | S_k)}{\prod_{k=t}^{T-1} b(A_k | S_k)}$$

SO THIS RATIO ONLY DEPENDS ON THE POLICIES, NOT THE ENVIRONMENT

44

Observe that  $p_{t:F_1}$  is also a random variable  
but depends only on trajectory  
its usefulness comes from the following

$$v_{\pi}(s) = E_{\pi}[G_t | S_t = s]$$

(nested expectation)  $\sum_{\substack{\text{ALL TRAJECTORIES THAT} \\ \text{LEADING TO } T}} p[\text{TRAJ} | \pi] E[G_t | S_t = s, \text{TRAJ}]$

$$= \sum_{\substack{\text{ALL TRAJECTORIES THAT} \\ \text{LEADING TO } T}} p_{t:T-1} p[\text{TRAJ} | b] \overbrace{E[G_t | S_t = s, \text{TRAJ}]}^{\text{P}_{t:T-1} G_t | S_t = s, \text{TRAJ}} =$$

$$\sum_{\substack{\text{ALL TRAJECTORIES THAT} \\ \text{LEADING TO } T}} p[\text{TRAJ} | b] E[p_{t:T-1} G_t | S_t = s, \text{TRAJ}]$$

(nested expectation)  $= E_b[p_{t:T-1} G_t | S_t = s] \Rightarrow$

$$\boxed{v_{\pi}(s) = E_b[p_{t:T-1} G_t | S_t = s]}$$

(Note: we also have  $v_{\pi}(s) = E_{\pi}[G_t | S_t = s]$ )  
 $v_b(s) = E_b[G_t | S_t = s]$

WE INTRODUCE NOTATION:

→ let  $t$  be the time index of consecutive episodes  
following policy  $b$ . (so if at  $t=0$  we end episode,  
at time  $t_0$  we start new episode)

→ let  $\mathcal{T}(s)$  the set of times we visit  
state  $s$  (either for first time, or all times,  
according to the variant used)

→ LET  $T(t)$  THE FIRST TIME OF TERMINATION  
FOLLOWING  $t$ .

THEN, WE CAN ESTIMATE  $\pi_{\pi}(s)$  AS FOLLOWS:

$$V(s) = \frac{\sum_{t \in \mathcal{T}(s)} P_t : T(t)-1 G_t}{|\mathcal{T}(s)|} \quad (A)$$

THIS IS ORDINARY IMPORTANCE SAMPLING

EXPOSEES HOW MANY MORE OR FEWER TIMES WE WOULD HAVE BEEN THAT STATE UNDER  $\pi$

ANOTHER FORMULA IS FREQUENTLY USED, AND IS ACTUALLY PREFERABLE:

$$V(s) = \frac{\sum_{t \in \mathcal{T}(s)} P_t : T(t)-1 G_t}{\sum_{t \in \mathcal{T}(s)} P_t : T(t)-1} \quad (B)$$

WEIGHTED IMPORTANCE SAMPLING

BOTH (A) AND (B) CONVERGE TO  $\pi_{\pi}(s)$ , AS  $t \rightarrow \infty$

THE CONVERGENCE OF (A) FOLLOWS BY THE SLLN  
FOR THE CONVERGENCE OF (B) WE NOTE:

$$\frac{\sum_{t \in \mathcal{T}(s)} P_t : T(t)-1 G_t}{|\mathcal{T}(s)|} \rightarrow \frac{\pi_{\pi}(s)}{1}$$

$$\frac{\sum_{t \in \mathcal{T}(s)} P_t : T(t)-1}{|\mathcal{T}(s)|}$$

(CONSIDER A MODIFIED ENVIRONMENT WHERE ALL REWARDS ARE ZERO, EXCEPT THE REWARD MOVING TO A TERMINAL STATE, WHICH IS 1)

PROS AND CONS :

- (A) IS UNBIASED, I.E. ITS MEAN IS  $V\pi(s)$
- (A) HAS LARGE VARIANCE, BECAUSE THE RATIOS MIGHT BE LARGE
- (B) IS BIASED, I.E. ITS MEAN  $\neq V\pi(s)$
- (B) HAS MUCH SMALLER VARIANCE, WHICH IS OVERALL, (B) IS PREFERABLE

FOR EXAMPLE, COMPARE (A), (B) WHEN  $|T(s)| = 1$   
(FOR FIRST-VISIT CASE) AND THERE IS A SINGLE RETURN  $G_t$

- (A)  $V(s) = \frac{P_t: T(t)-1}{SPT} G_t$  WHICH IS UNBIASED, BUT HAS LARGE VARIANCE
- (B)  $V(s) = G_t$  WHICH IS BIASED, BUT HAS SMALLER VARIANCE

(NOTE: EVERY-VISIT ESTIMATES ARE BOTH BIASED)

## 5.6 INCREMENTAL IMPLEMENTATION

WE DEVELOP ALGORITHM THAT SIMULATES ACCORDING TO POLICY  $\pi$  AND COMPUTES

$$V(s) = \frac{\sum_{t \in T(s)} P_t: T(t)-1 G_t}{\sum_{t \in T(s)} P_t: T(t)-1}$$

WE HAVE SEQUENCE OF

$$G_1, G_2, \dots, G_{n-1}, \dots$$

$$W_1, W_2, \dots, W_{n-1}, \dots \quad (W_i = P_{t_i} - T(t_i))^{-1}$$

WE NEED TO FORM ESTIMATE

$$V_n = \frac{\sum_{k=1}^{n-1} W_k G_k}{\sum_{k=1}^{n-1} W_k}, \quad n \geq 2, \quad V_1 = \text{ARBITRARY}$$

WE ALSO DEFINE

$$C_n = \sum_{k=1}^n W_k, \quad C_0 = 0$$

WE NOTE THAT

$$V_{n+1} = \frac{\sum_{k=1}^n W_k G_k}{\sum_{k=1}^n W_k} = \frac{\sum_{k=1}^{n-1} W_k G_k}{C_n} + \frac{W_n G_n}{C_n}$$

$$= \frac{\sum_{k=1}^{n-1} W_k G_k}{C_n} + \frac{W_n V_n}{C_n} + \frac{W_n}{C_n} [G_n - V_n]$$

$$= \underbrace{\frac{\sum_{k=1}^{n-1} W_k G_k}{C_{n-1}}}_{V_n} + \frac{C_n}{C_n} + \frac{W_n V_n}{C_n} + \frac{W_n}{C_n} [G_n - V_n]$$

$$= V_n \left[ \frac{C_{n-1} + W_n}{C_n} \right] + \frac{W_n}{C_n} [G_n - V_n] \Rightarrow$$

$$V_{n+1} = V_n + \frac{W_n}{C_n} [G_n - V_n], \quad n \geq 1$$

THIS LEADS TO following ALGORITHM (pg. 110)

OFF-POLICY MC PREDICTION FOR ESTIMATION  $\varphi \approx q\pi$

INPUT: TARGET POLICY  $\pi$

INITIALIZE,  $\forall s \in S, w \in A(s)$

$Q(s, a) \in \mathbb{R}$  (TRANSITION)

$C(s, a) \leftarrow 0$

loop forever (for EACH EPISODE)

$b \leftarrow$  ANY POLICY WITH COVERAGE OF  $\pi$

GENERATE AN EPISODE following  $b: S_0, A_0, R_1, \dots, S_{T-1}, A_{T-1}, R_T$

$G \leftarrow 0$

$W \leftarrow 1$

Loop for EACH STEP OF EPISODE,  $t = T-1, T-2, \dots, 0$   
 while  $W \neq 0$

$G \leftarrow \gamma G + R_{t+1}$   
 $C(S_t, A_t) \leftarrow C(S_t, A_t) + W$   
 $Q(S_t, A_t) \leftarrow Q(S_t, A_t) + \frac{W}{C(S_t, A_t)} [G - Q(S_t, A_t)]$   
 $W \leftarrow W \frac{\pi(A_t | S_t)}{b(A_t | S_t)}$

THIS CAN BE EASILY MODIFIED TO BECOME A  
CONTROL ALGORITHM, AS WE SHOW NEXT

⊗ SHOULD PROBABLY BE UP!

INITIALIZE  $\forall s \in S, \forall a \in A(s)$ :

$$Q(s, a) \in \mathbb{R} \quad (\text{ARBITRARY})$$

$$C(s, a) \leftarrow 0 \quad (\text{sum of visit counts})$$

$$\pi(s) \leftarrow \operatorname{argmax}_a Q(s, a) \quad (\text{PI IS BMOVED CONSISTENTLY})$$

Loop forever (for each episode)

$$\theta \leftarrow \text{ONE SOFT POLICY}$$

GENERATE AN EPISODE USING  $b: S_0, A_0, R_1, \dots, S_{T-1}, A_{T-1}$

$$G \leftarrow 0$$

$$w \leftarrow 1$$

Loop for each step of episode,  $t = T-1, T-2, \dots, 0$ :

$$G \leftarrow \gamma G + R_{t+1}$$

$$C(S_t, A_t) \leftarrow C(S_t, A_t) + w$$

$$Q(S_t, A_t) \leftarrow Q(S_t, A_t) + \frac{w}{C(S_t, A_t)} [G - Q(S_t, A_t)]$$

$$\pi(S_t) \leftarrow \operatorname{argmax}_{\text{or}} Q(S_t, a) \quad (\text{PI IS BMOVED CONSISTENTLY})$$

IF  $A_t \neq \pi(S_t)$  THEN EXIT INNER LOOP

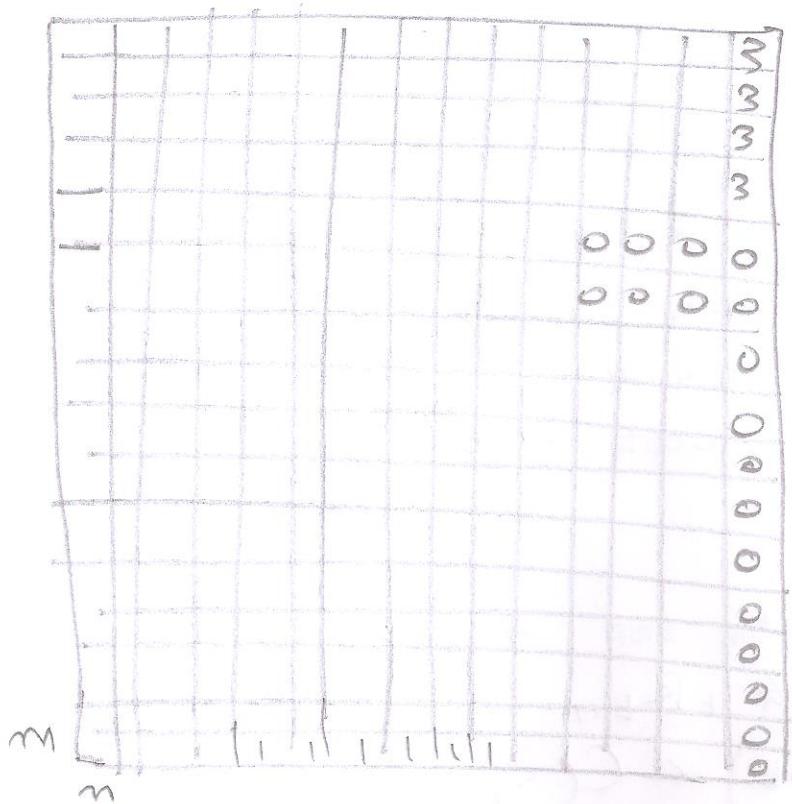
(AND GO TO NEXT EPISODE)

$$w \leftarrow w \cdot \frac{1}{b(A_t | S_t)}$$

⊕ PROBABLY PLACED WRONG IN THE BOOK

ONE PROBLEM: WE NEED TO CUT SHORT THE EPISODE WHEN WE CHANGE THE POLICY

HW #5: SOLVE THE RACE TRACK EXTRAGE, SIR



- 0: NO GO
- 1: START
- 2: LOAD
- 3: END

- STATE: LOCATION AND VELOCITY
- ACTION: CHOOSE LOCATION UP/DOWN AND LEFT/RIGHT  
(MAX +5)  $\Rightarrow$   $11 \times 11$  CASES
- ACTION: CHANGE VELOCITY COMPONENTS  $+1, -1, 0$
- REWARD:  $-1$  PER STEP NOT FINISHING
- IF YOU HIT BOUNDARY, YOU GO BACK AT START WITH ZERO VELOCITY
- WITH PROB 0.1, VELOCITY INCREMENT AND ZERO  
(0.1% OF THE TRACK!)
- USE off-POLICY METHOD OF PREVIOUS PAGE
- COMMENT: MOST EFFICIENT WAY TO SOLVE THIS IS  
WRITE IT AS A ROUTINE PROGRAM, ON A GRAPH,  
WHERE THERE IS A GRAPH NODE FOR EACH STATE  
BUT OUR METHOD GENERALIZES BETTER