



Solving MDPs

Value Iteration

Stopping

Policy Iteration

Reinforcement Learning

Solving MDPs

Value Iteration

Repeated Bellman updates:

- 1: **for all** States s **do**
 - 2: $U(s) \leftarrow R(s)$
 - 3: **while** unsatisfied **do**
 - 4: **for each** state s **do**
 - 5: $U'(s) \leftarrow R(s) + \gamma \max_a \sum_{s'} T(s, a, s') U(s')$
 - 6: $U \leftarrow U'$
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Utility values are guaranteed to converge with enough updates
This equilibrium gives an optimal policy

When To Stop

Eventually updates have diminishing returns

$$\|U_{i+1} - U_i\| = \text{max difference of } U \text{ between iterations}$$

$$\|U_{i+1} - U_i\| < \epsilon(1 - \gamma)/\gamma \implies \|U_{i+1} - U^*\| < \epsilon$$

Policy loss: the most utility an agent loses by following policy π_i instead of π^*

Policy is often optimal many iterations before U_i converges on optimal

Policy Iteration

U : utility for all states

π : action policy for all states

POLICYITER(mdp)

```
1: repeat
2:    $U \leftarrow \text{PolicyEval}(\pi, U, mdp)$ 
3:    $unchanged \leftarrow \text{true}$ 
4:   for all States  $s$  do
5:      $a^* \leftarrow \text{argmax}_{a \in A(s)} QVal(mdp, s, a, U)$ 
6:     if  $QVal(mdp, s, a^*, U) > QVal(mdp, s, \pi[s], U)$  then
7:        $\pi[s] \leftarrow a^*$ 
8:        $unchanged \leftarrow \text{false}$ 
9:   until  $unchanged$ 
10: return  $\pi$ 
```



Solving MDPs

**Reinforcement
Learning**

Definition

ADP

Sweeping

Reinforcement Learning

Definition

Build a good policy based on experience only: (s, a, s', r)

Objective:

- **finite horizon:** $R(s_0) + R(s_1) + R(s_2)$, or
- **infinite horizon:** $R(s_0) + \gamma R(s_1) + \gamma^2 R(s_2) + \dots$

Learning because we don't start with a model of the system

Adaptive Dynamic Programming

- Learn T and R functions through trials
- Easy approach to find rewards from each state, and transition probabilities
- Calculate π using MDP solution

Update utility and policy of all states until satisfied

Solving MDPs

Reinforcement
Learning

Definition

ADP

Sweeping

Prioritized Sweeping

Focus on areas of model where large changes are expected

UPDATE(s, a, s', r)

- 1: update model
 - 2: UPDATE(s)
 - 3: Do k times: update highest priority
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UPDATE(s)

- 1: update $U(s)$
 - 2: priority of $s \leftarrow 0$
 - 3:
 - 4: **for all** States s' that are predecessors of s **do**
 - 5: priority of $s' \leftarrow \max(\text{current}, \max_a \delta \hat{T}(s', a, s))$
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