

Learning with Linear Bellman Completion & Generative Model

CS 6789: Foundations of Reinforcement Learning

Announcements

1. HW1 is going to be out Thursday.
2. Wen's office hour: after lectures

Recap: Generative model + Tabular

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At any (s, a) , we can sample $s' \sim P(\cdot | s, a)$

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Q: why this could be a strong assumption in practice?

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2. For each (s, a, s') , construct $\hat{P}(s' | s, a) = \frac{\sum_{i=1}^N \mathbf{1}(s'_i = s')}{N}$
3. Find optimal policy under \hat{P} , i.e., $\hat{\pi}^* = \text{PI}(\hat{P}, r)$

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Result:

When $N \geq \frac{\ln(SA/\delta)}{\epsilon^2(1-\gamma)^6}$, then w/ prob $1 - \delta$, we will learn a $\hat{\pi}^\star$, such that $\|Q^\star - Q^{\hat{\pi}^\star}\|_\infty \leq \epsilon$

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Remarks:

1. Horizon factor is not tight at all (Ch2 in AJKS optimizes it to $1/(1-\gamma)^5$)
2. Remarkably, our learned model \hat{P} in this case is not necessarily accurate at all

Today: Generative model + linear function approximation

Key question: what happens when state-action space is large or even continuous?

Outline:

1. The Linear Bellman Completion Condition
2. The Least Square Value Iteration Algorithm
3. Guarantee and the proof sketch

Finite Horizon MDPs and DP

$$\mathcal{M} = \{S, A, P_h, r, H\}$$

$$P_h : S \times A \mapsto \Delta(S), \quad r : S \times A \rightarrow [0,1]$$

Compute π^\star via DP (backward in time):

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2. At h , set $Q_h^\star(s, a) = r(s, a) + \mathbb{E}_{s' \sim P_h(\cdot|s,a)} V_{h+1}^\star(s')$,
 $\pi_h^\star(s) = \arg \max_a Q_h^\star(s, a)$, $V_h^\star(s) = \max_a Q_h^\star(s, a)$

Recall Error amplification

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Similar results hold in finite horizon, with the effective horizon

$1/(1 - \gamma)$ being replaced by H

Linear Bellman Completion

Given feature ϕ , take any linear function $w^\top \phi(s, a)$:

$$\forall h, \exists \theta \in \mathbb{R}^d, s.t., \theta^\top \phi(s, a) = r(s, a) + \mathbb{E}_{s' \sim P_h(s, a)} \max_{a'} w^\top \phi(s', a'), \forall s, a$$

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Notation: we will denote such $\theta := \mathcal{T}_h(w)$, where $\mathcal{T}_h : \mathbb{R}^d \mapsto \mathbb{R}^d$

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reward $r(s, a)$ is linear in ϕ , i.e., $Q_{H-1}^\star(s, a)$ is linear,
now recursively show that Q_h^\star is linear

Why this is a reasonable assumption?

It captures at least two special cases: tabular MDP and linear dynamical systems

1. Tabular MDP:

Set $\phi(s, a)$ to be a one-hot encoding vector in \mathbb{R}^{SA} , i.e., $\phi(s, a) = [0, \dots, 0, 1, 0, \dots, 0]^T$

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$$s \in \mathbb{R}^2, a \in \mathbb{R}, P_h(\cdot | s, a) = \mathcal{N}(As + ba, \sigma^2 I)$$

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Claim: $r(s, a) + \mathbb{E}_{s' \sim P(s, a)} \max_{a'} w^\top \phi(s', a')$ is a linear function in ϕ

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This is counter-intuitive: in SL (e.g., linear regression),
adding elements to features is ok!

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For any RL algorithm, there exist MDPs with $Q_h^*(s, a)$ is linear in $\phi(s, a)$ (known), such that in order to find a policy π with $V^\pi(s_1) \geq V^*(s_1) - 0.05$, it requires at least $\min\{2^d, 2^H\}$ many samples!

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i.e., polynomial bound $\text{poly}(d, H)$ is not possible for linear Q^* (Ch5 AJKS)

What we will show today:

1. Generative Model

(i.e., we can reset system to any (s, a) , query $r(s, a)$, $s' \sim P(\cdot | s, a)$)

+

2. Linear Bellman Completion

=

Sample efficient Learning
(poly time)

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LSVI: Least-Square Value Iteration

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For $h = H-1$ to 0 :

$$\theta_h = \arg \min_{\theta} \sum_{\mathcal{D}_h} \left(\theta^\top \phi(s, a) - (r + V_{h+1}(s')) \right)^2$$

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Why LSVI may work?

When we do linear regression at step h :

$$x := \phi(s, a), \quad y := r + V_{h+1}(s')$$

Set $V_H(s) = 0, \forall s$

For $h = H-1$ to 0 :

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$$\mathbb{E}[y | x] = r(s, a) + \underbrace{\mathbb{E}_{s' \sim P_h(s, a)} \max_{a'} \theta_{h+1}^\top \phi(s', a')}_{\mathcal{T}_h(\theta_{h+1})^\top \phi(s, a) \text{ due to Linear BC}}$$

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$\mathcal{T}_h(\theta_{h+1})^\top \phi(s, a)$ due to Linear BC

i.e., our regression target is indeed linear in ϕ , and it is close to Q_h^\star if

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Then we should hope $\theta_h^\top \phi(s, a) \approx Q_h^\star(s, a)$

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Sample complexity of LSVI

Theorem: There exists a way to construct datasets $\{\mathcal{D}_h\}_{h=0}^{H-1}$, such that with probability at least $1 - \delta$, we have:

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w/ total number of samples in these datasets scaling $\widetilde{O}(d^2 + H^6 d^2 / \epsilon^2)$

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Plans: (1) OLS and D-optimal design; (2) construct \mathcal{D}_h using D-optimal design; (3) transfer regression error to $\|\theta_h^\top \phi - Q_h^\star\|_\infty$

Detour: Ordinary Linear Squares

Consider a dataset $\{x_i, y_i\}_{i=1}^N$, where $y_i = (\theta^\star)^\top x_i + \epsilon_i$, $\mathbb{E}[\epsilon_i | x_i] = 0$, ϵ_i are independent with $|\epsilon_i| \leq \sigma$, assume $\Lambda = \sum_{i=1}^N x_i x_i^\top / N$ is full rank;

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Standard OLS guarantee: with probability at least $1 - \delta$, we have:

$$(\hat{\theta} - \theta^\star)^\top \Lambda (\hat{\theta} - \theta^\star) \leq O\left(\frac{\sigma^2 d \ln(1/\delta)}{N}\right)$$

Detour: Issues in Ordinary Linear Squares

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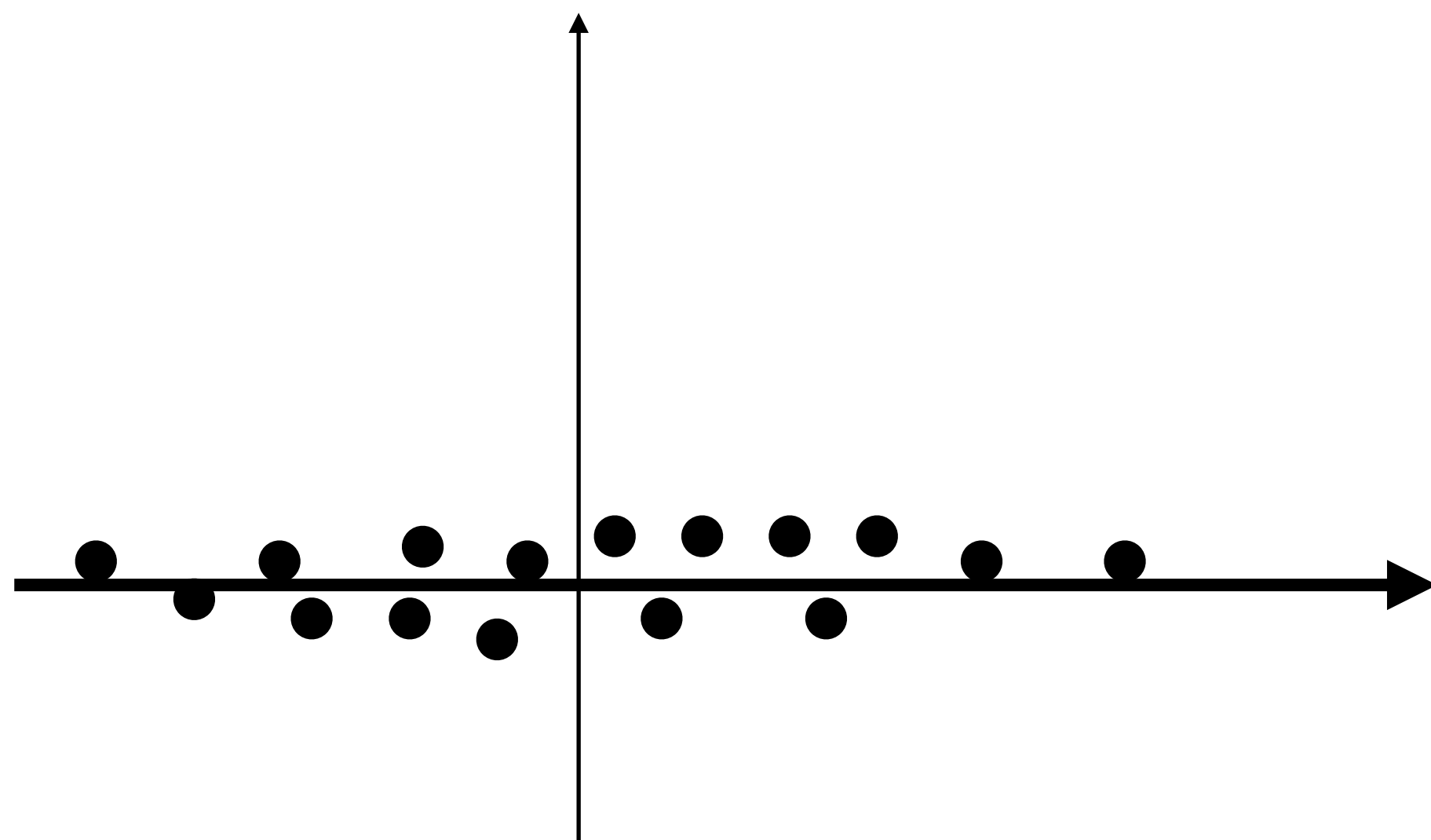
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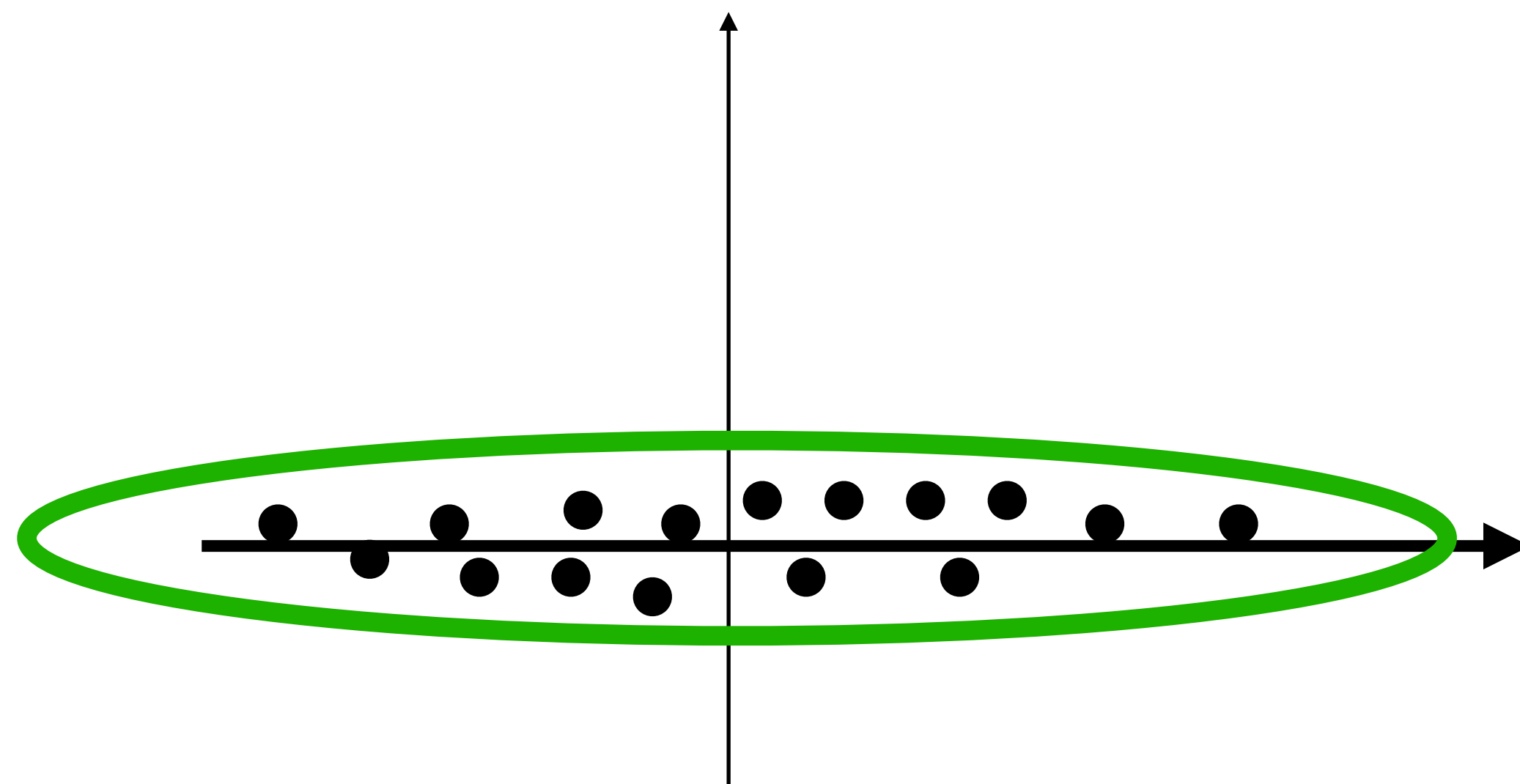
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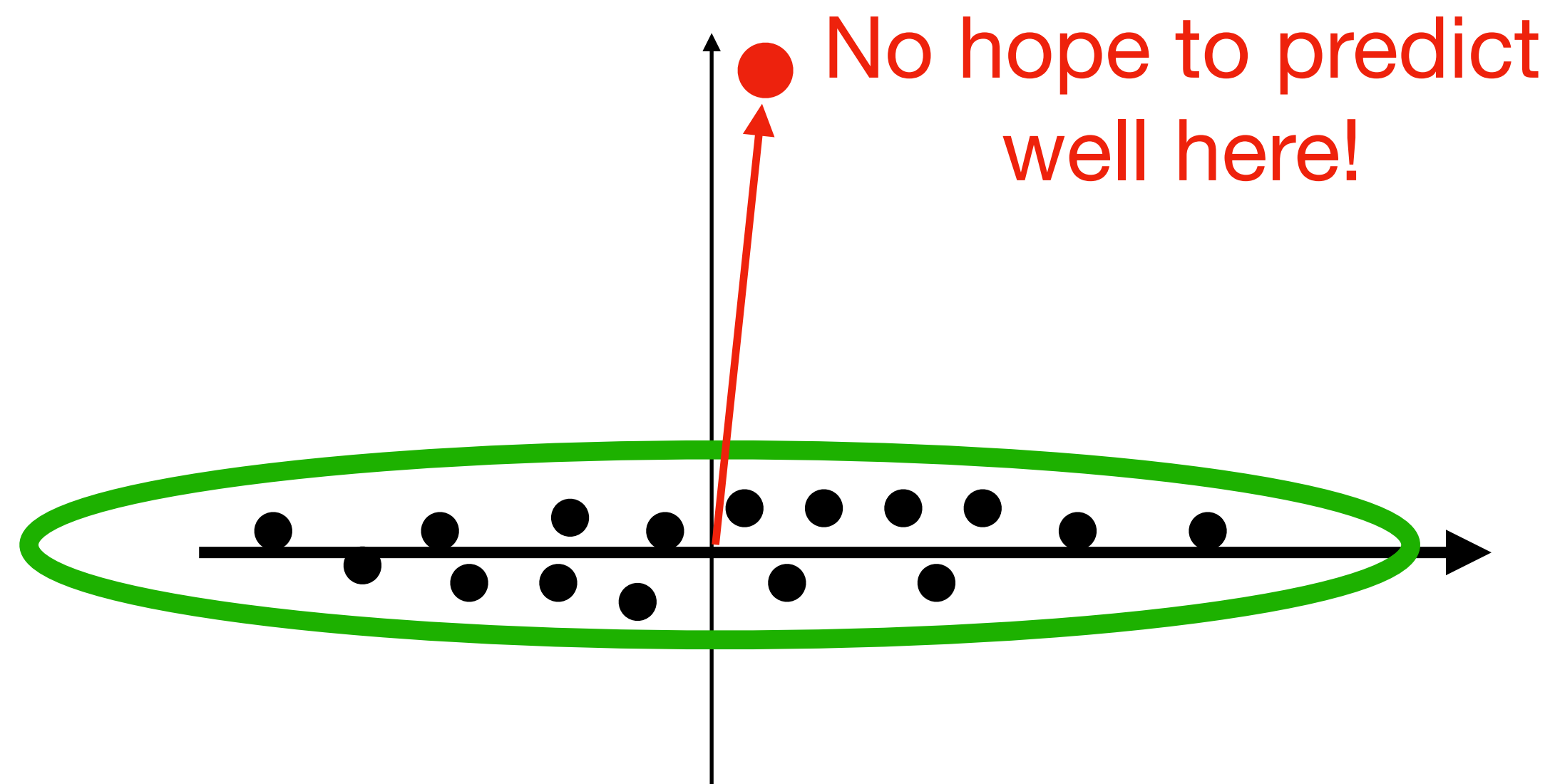
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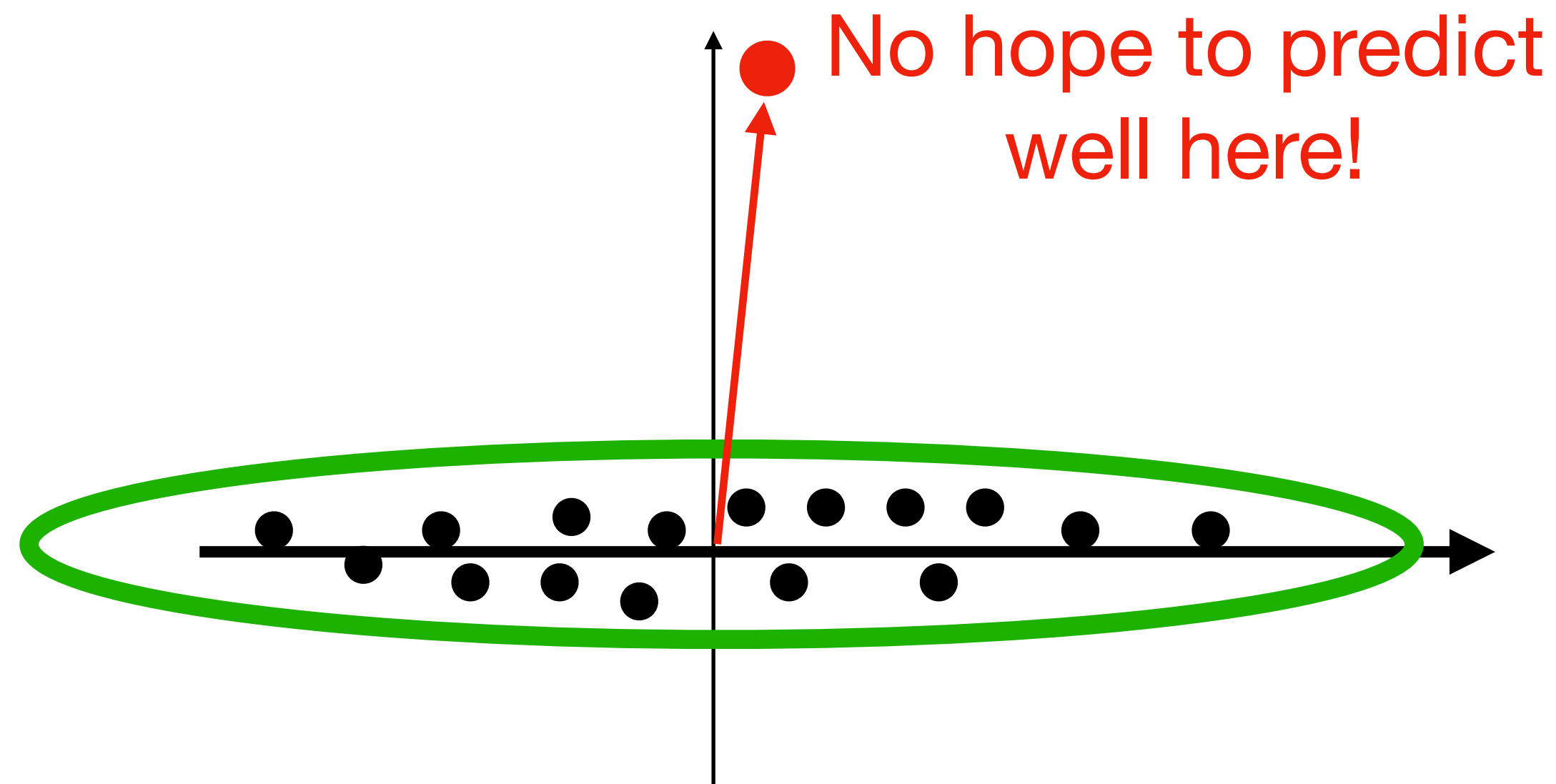
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Let's actively design a diverse dataset!
(D-optimal Design)

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The OLS solution $\hat{\theta}$ on \mathcal{D} has the following point-wise guarantee: w/ prob $1 - \delta$

$$\max_{x \in \mathcal{X}} \left| \langle \hat{\theta} - \theta^*, x \rangle \right| \leq \frac{\sigma d \ln(1/\delta)}{\sqrt{N}}$$

Summary so far on OLS & D-optimal Design

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D-optimal design allows us to **actively** construct a dataset $\mathcal{D} = \{x, y\}$, such that OLS solution is **POINT-WISE** accurate:

$$\max_{x \in \mathcal{X}} \left| \langle \hat{\theta} - \theta^*, x \rangle \right| \leq \frac{\sigma d \ln(1/\delta)}{\sqrt{N}}$$