





Online Learning with Implicit Exploration in Episodic Markov Decision Processes

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Sequential Decision Making



Sequential Interaction with the environment





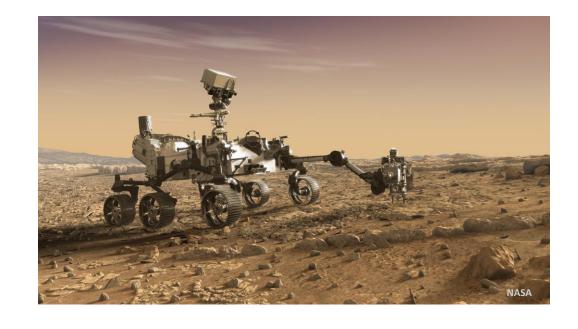
Learning from a fixed reward

Offline: access to a lot of data



Sequential Decision Making with Varying Tasks





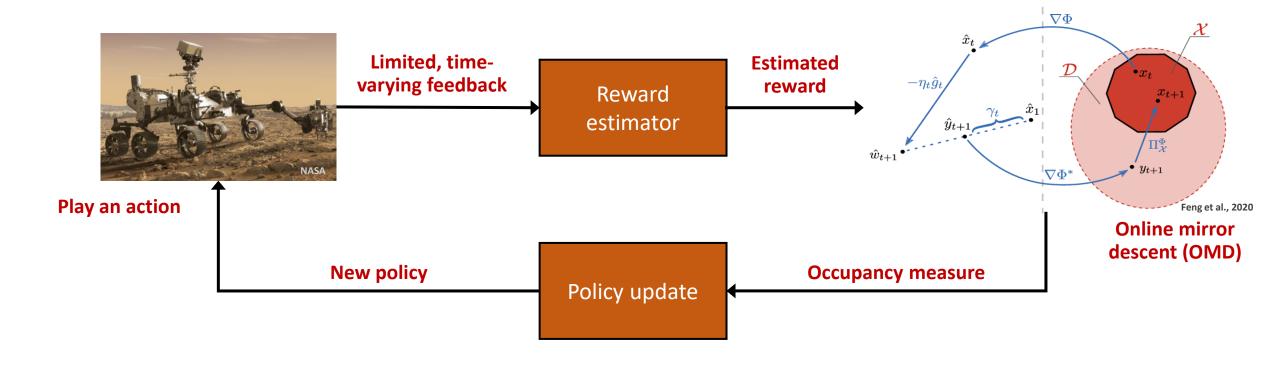
Evolving environment and task

Safety-critical operation

Limited feedback from the environment

How can we design online algorithms with high probability guarantees for varying tasks?

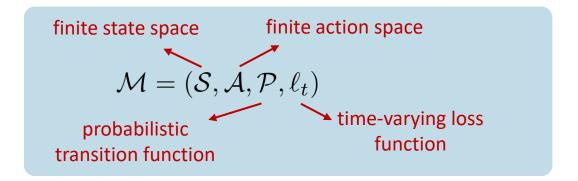
Online Learning with Implicit Exploration for Varying Tasks



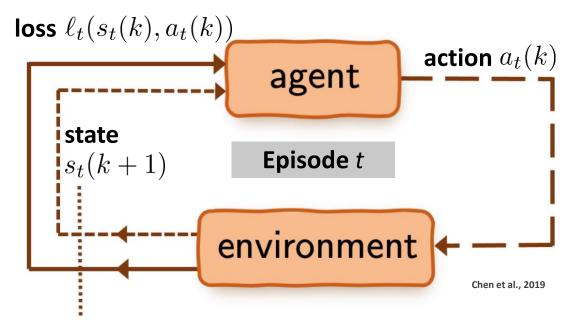
Contributions:

- A novel optimistically-biased reward estimator for implicit exploration
- Policy search using online mirror descent (OMD)
- Minimax optimal regret bound with high probability

Adversarial Markov Decision Process (A-MDP)

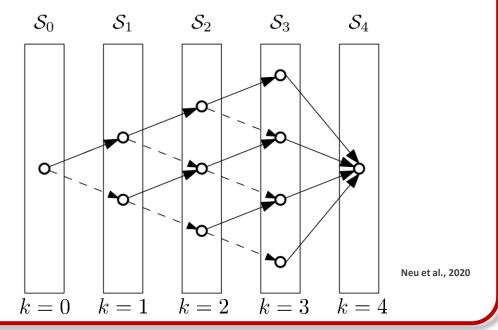


Bandit feedback



Loop-free episodic A-MDP:

- States are partitioned into layers
- Transition only exists from one layer to the next



Agent's Policy Representation via Occupancy Measure

Looking for a time-varying stochastic policy $\pi_t : \mathcal{S} \times \mathcal{A} \to [0,1]$

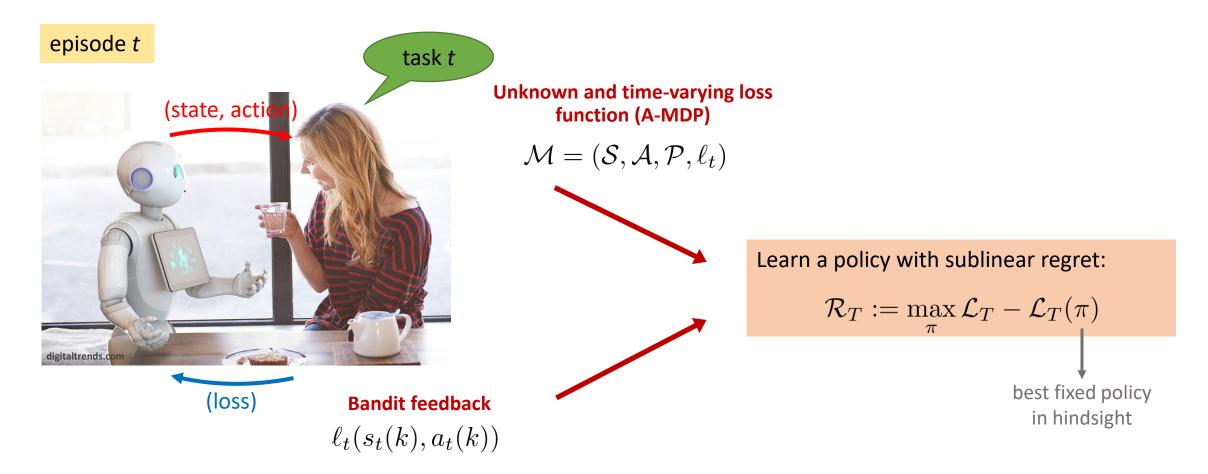
Occupancy measure: the probability induced over state-action pairs by executing a policy

$$\rho^{\pi}(s, a) = \Pr(\mathbf{s}_{k(s)} = s, \mathbf{a}_{k(s)} = a | \pi)$$

Stochastic stationary policy given an occupancy measure

$$\pi^{\rho}(a|s) = \frac{\rho(s,a)}{\sum_{a' \in \mathcal{A}} \rho(s,a')}, \quad \forall (s,a) \in \mathcal{S} \times \mathcal{A}$$

Regret Minimization



Question: Can we obtain low regret with high probability?

Optimistic Loss Estimator

Bandit feedback — Estimating the loss of all state-action pairs

Goal: Obtain a low-variance loss estimator

A novel optimistically biased estimator for the loss function:

$$\hat{\boldsymbol{\ell}}_t(s,a) = \frac{\ell_t(s,a)}{\boldsymbol{\rho}_t(s,a) + \gamma} \mathbb{I}\{(s,a) \in \mathbf{h}(t)\}$$
 exploration parameter

Optimistically biased

$$\mathbb{E}\left[\hat{\boldsymbol{\ell}}_t(s,a)|\mathbf{h}(t-1)\right] \leq \ell_t(s,a)$$

Implicit exploration

Policy Optimization via Online Mirror Descent

Goal: Compute a new policy from the estimated loss function

An OMD algorithm utilizing the proposed loss estimator:

$$\pmb{\rho}_{t+1} = \arg\min_{\rho \in \Delta(\mathcal{M})} \left\{ \eta \langle \rho, \hat{\boldsymbol{\ell}}_t \rangle + D(\rho \| \pmb{\rho}_t) \right\}$$
 loss policy change

Constrained optimization
$$\longrightarrow$$
 Two-step procedure
$$\begin{array}{c} \tilde{\boldsymbol{\rho}}_{t+1} = \arg\min_{\boldsymbol{\rho}} \left\{ \eta \langle \boldsymbol{\rho}, \hat{\boldsymbol{\ell}}_t \rangle + D(\boldsymbol{\rho} \| \boldsymbol{\rho}_t) \right\} \\ \boldsymbol{\rho}_{t+1} = \arg\min_{\boldsymbol{\rho} \in \Delta(\mathcal{M})} \left\{ D(\boldsymbol{\rho} \| \tilde{\boldsymbol{\rho}}_{t+1}) \right\} \end{array}$$

No-Regret Learning with High-Probability

Result: Establishing sublinear regret bounds both on expectation and with high-probability

Theorem: (high-probability regret bound)

Let
$$\delta \in (0,1)$$
. If
$$\eta = \gamma = \sqrt{L \frac{\log(|\mathcal{S}||\mathcal{A}|/L)}{2T|\mathcal{S}||\mathcal{A}|}},$$

with probability at least $1 - \delta$,

$$\operatorname{regret} \leq \mathcal{O}(\sqrt{LT|\mathcal{A}||\mathcal{S}|\log(|\mathcal{S}||\mathcal{A}|/L)}\log\frac{1}{\delta}).$$
 episode length
$$\operatorname{number of episodes} \operatorname{number of states} \operatorname{number of actions}$$

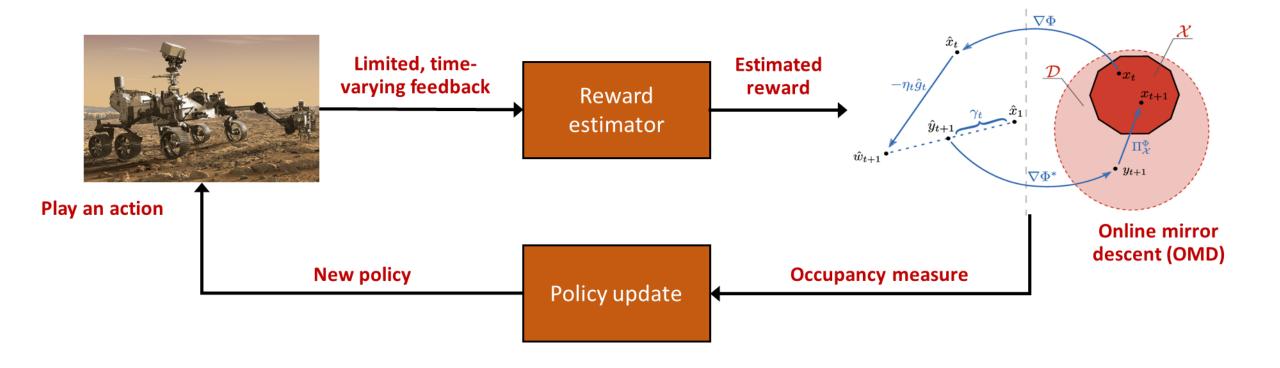
Minimax optimal regret (up to logarithmic terms)

Conclusion and Future Work

- Proposed an optimistic loss estimator for learning in episodic A-MDP under bandit feedback
- Developed an OMD policy optimization utilizing the proposed loss estimator
- Established a minimax optimal regret bound with high probability

Future Directions

- Parameter-free and anytime algorithms
- Unknown, time-varying dynamics and large-scale state spaces



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