

# Sample-Optimal Parametric Q-Learning Using Linearly Additive Features



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## Discounted Markov Decision Process:

- a set of states  $S$
- a set of actions  $A$
- a discount factor  $\gamma \in (0,1)$
- a transition probability  $P(\cdot | s, a)$  at each  $s \in S$  and  $a \in A$
- a reward function  $r(s, a) \in [0,1]$

**Goal:** find a good *policy*  $\pi: S \rightarrow A$ , such that the following expected reward is at most  $\epsilon$ -away from the maximum possible

$$\forall s: V^\pi(s) := E \left[ \sum_{t=0}^{\infty} \gamma^t r(s^t, \pi(s^t)) | s^0 = s \right] \geq V^*(s) - \epsilon$$

## Assumption 1: features for the transition kernel

$$P(s' | s, a) = \sum_{k \in [K]} \psi_k(s') \phi_k(s, a)$$

$\phi_k$ : known features for state-action pairs

$\psi_k$ : unknown linear coefficients

$$P \in \mathbb{R}^{(S \times A) \times S} = \Phi \times \Psi$$

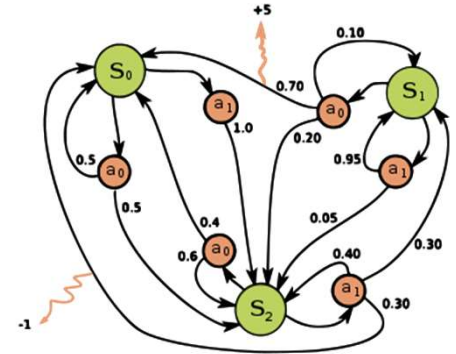
At any state  $s$ , an agent plays an action  $a$ , the agent will go to the next state  $s'$  with some probability  $P(s' | s, a)$  and at the same time receive reward  $r(s, a)$ .

## Curse of dimensionality:

- Go game: #states  $\sim 3^{361}$
- Autonomous driving: #states  $\sim$  infinity

## A basic model: generative model

- The agent can query as many samples as possible from any  $(s, a)$ .
- Each sample costs  $O(1)$  time to obtain.



## How to use features for provably efficient policy-learning in RL?

- Q1: How many observations of state-action-state transitions are necessary for finding an  $\epsilon$ -optimal policy?
- Q2: How many samples are sufficient for finding an  $\epsilon$ -optimal policy with high probability and how to find it?

## Equivalence to linear function approximator and advantages:

- Assumption 1 is equivalent to assuming linear function-approximators of the optimal Q-function with **zero** Bellman-error

## Algorithm 1: provable dimension reduction with a parametric Q-learning method

Represent Q-function with parameter  $w$ :

$$Q_w := r(s, a) + \gamma \phi(s, a)^\top w$$

$$V_w(s) := \max_{a \in A} Q_w(s, a)$$

$$\pi_w(s) := \operatorname{argmax}_{a \in A} Q_w(s, a)$$

Learning  $w$  via Q-Learning and linear-regression:

- Find a rep. state-action pairs  $\mathcal{L} \subset S \times A$ ,  $|\mathcal{L}| = K$  s.t.  $\Phi_{\mathcal{L}}$  is regular
- $w^{(0)} \leftarrow 0, i \leftarrow 1$
- For each  $(s, a) \in \mathcal{L}$ 
  - Obtain  $m$  samples from  $P(\cdot | s, a)$ :  $s_1, s_2, \dots$
  - Compute empirical average  $A^{(i)}(s, a) = m^{-1} \sum_{j=1}^m V_{w^{(i-1)}}(s_j)$
- $w^{(i)} \leftarrow \Phi_{\mathcal{L}}^{-1} A^{(i)}, i \leftarrow i + 1$

## Theorem 1: With

$$\tilde{O}(K(1-\gamma)^{-7}\epsilon^{-2})$$

samples, Algorithm 1 recovers an  $\epsilon$ -optimal policy with high probability.

## Optimality?

Need stronger assumption

## Assumption 2: convex-hull anchors

there exists  $\mathcal{L} \subset S \times A$  such that each  $P(\cdot | s, a)$  comes is in the convex-hull of  $\{P(\cdot | s_i, a_i) : (s_i, a_i) \in \mathcal{L}\}$

**Theorem 2:** Under Assumption 2, the optimal complexity of an obtaining  $\epsilon$ -optimal policy is

$$\tilde{O}[K(1-\gamma)^{-3}\epsilon^{-2}].$$