

Identification of Blackwell Policies for Deterministic MDPs

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We consider the problem of the identification of Blackwell optimal policies for deterministic finite Markov Decision Processes (d-MDPs). Specifically, we are interested in algorithms that learn reward distributions by querying samples over time, that stop almost surely and return a Blackwell optimal policy with high probability. We provide a characterization of the class of MDPs over which such algorithms exist together with an algorithm identifying Blackwell optimal policies with arbitrarly high probability.

1 Blackwell Optimality & Identification Algorithms

Blackwell optimality. A deterministic Markov Decision Process (d-MDP) M is given by a state space \mathcal{S} , action space \mathcal{A} with reward distributions $q(x,a) \in \mathcal{P}([0,1])$ and degenerate transition distributions, that is, $\forall (x,a,y) \in \mathcal{S} \times \mathcal{A} \times \mathcal{S}, P(y|s,a) \in \{0,1\}$. In general, given $x,y \in \mathcal{S}$, there may be distincts actions a,b such that P(y|x,a) = P(y|x,b) = 1 but up to a state-wise elimination of actions, transitions may be seen as edges of a graph. One can think of P(y|x,a) = 1 as an edge (x,y) and write q(x,y) for q(x,a). The set of edges $\mathcal{E} := \{(x,y) \mid \exists a, P(y|x,a) = 1\}$ will be called edge space.

Upon choosing an edge (x,y) from a state x, the system changes state to y and produces a reward $r \sim q(x,y)$. A policy is an application $\pi: \mathcal{S} \to \mathcal{E}$ that, from each state $x \in \mathcal{S}$, selects an outgoing edge $\pi(x) \in \{(x,y) \in \mathcal{E} \mid y \in \mathcal{S}\}$. Iterating a policy over time gives a sequence of state-reward pairs $(x_t, r_t), t \geq 0$. Policies are usually discriminated with respect to the reward they score either at discounted infinite horizon $\nu_{\beta}^{\pi}(x_0) := \mathbb{E}_{x_0}^{M,\pi}[\sum_{t=0}^{\infty} \beta^t r_t]$ or at undiscounted infinite horizon $g_{\pi}(x_0) := \mathbb{E}_{x_0}^{M,\pi}[\lim_{t \to \infty} \frac{1}{T} \sum_{t=0}^{T-1} r_t]$. The discounted and undiscounted infinite settings are linked by the Laurent Serie Expansion

$$\nu_{\beta}^{\pi}(x) = \frac{g_{\pi}(x)}{1-\beta} + h_{\pi}(x) + \sum_{n=1}^{\infty} h_{\pi}^{(n)}(x)(1-\beta)^{n}$$
(1)

when β is close enough to 1, see [1]. It is known that as $\beta \to 1$, the class of discounted optimal policies stabilises onto a single class $\Pi_{\infty}^*(M)$, called Blackwell optimal policies. They are policies which maximize the whole vector $(g_{\pi}(x), h_{\pi}(x), h_{\pi}^{(1)}(x), h_{\pi}^{(2)}(x), \dots)$ for the lexicographic order. Namely, they maximize the asymptotical average reward or $gain\ g_{\pi}(x)$, but also the transient rewards i.e. the $bias\ h_{\pi}(x)$ and all higher order biases $h_{\pi}^{(n)}(x)$. Blackwell optimality is the last refinement of infinite horizon optimality that merges the discounted and undiscounted cases. When M is given, algorithms that compute Blackwell optimal policies are already known, see [1]. Our interest is to figure out if such policies can be learned.

Probably Correct Identification Algorithms. We are interested in the *identification* of Blackwell optimal policies in the *generative model* in a similar fashion as best-arm identification

algorithms for stochastic bandits [2]. By generative model, we mean that at each time step, the algorithm is allowed to sample any edge in edge space. An identification algorithm \mathcal{I} is made of three components:

- an allocation rule that chooses, according to past observations, the next edge (x_t, y_t) to be sampled;
- a stopping rule τ_{δ} to stop the learning phase of the algorithm;
- a recommendation rule to return a policy $\pi_{\tau_{\delta}}^{\mathcal{A}}$ at the end of the learning phase.

If \mathcal{M} is a class of MDP, \mathcal{I} is said to be δ -PC on \mathcal{M} if when executed on any $M \in \mathcal{M}$, it returns a Blackwell optimal policy with probability at least $1-\delta$. Recent works [3] have designed identification algorithms for the discounted setting. The undiscounted setting remained open.

2 An Identification Algorithm for Blackwell Optimality

The learning of Blackwell optimal policies is limited to a specific class of d-MDP that we denote \mathcal{M} , defined as the set of d-MDPs M such that :

- **(H1)** M has a unique optimal cycle i.e. the cycle $C_* \subseteq \mathcal{E}$ that maximize its average expected reward $g(C_*) := \frac{1}{|C_*|} \sum_{e \in C_*} r(e)$ is unique.
- (H2) Under H1, writing C_* as the sequence of states $u_0, u_1, \ldots, u_{c-1}$, we define the bias of a state $u_i \in C_*$ as $h_*(u_i) := \frac{1}{c} \sum_{\ell=1}^c \sum_{k=0}^\ell [r(u_{i+k}, u_{i+k+1}) g(C_*)]$ where indices are taken modulo c. Then for all state x_0 , there exists a unique path (x_0, x_1, \ldots, x_k) to C_* that maximizes $h_*(x_k) + \sum_{i=0}^{k-1} [r(x_i, x_{i+1}) g(C_*)], x_k \in C_*$.

These two assumptions are minimal. Specifically, we can show that if \mathcal{M}' is a space of d-MDPs such that $\mathcal{M}' \cap \mathcal{M}^{\complement} \neq \emptyset$, there is no $\frac{1}{4}S^{-A}$ -PC identification algorithm on \mathcal{M}' . Finally, we propose a δ -PC identification algorithm on \mathcal{M} for any $\delta > 0$.

Theorem 1 Consider the algorithm \mathcal{I} that samples edges uniformly with stopping time

$$\tau_{\delta} := \inf \left\{ t \ge A : \left(\frac{\frac{1}{2} \log(\frac{2At^2}{\delta})}{\lfloor t/A \rfloor} \right)^{\frac{1}{2}} \le \min \left\{ \frac{\Delta_0(\hat{M}_t)}{4S}, \frac{\Delta_{-1}(\hat{M}_t)}{2} \right\} \right\}$$
 (2)

where \hat{M}_t is the MDP of empirical observations up to time t and $\Delta_0(\hat{M}_t)$, $\Delta_{-1}(\hat{M}_t)$ are MDP dependent parameters and that returns any $\pi_{\tau_\delta}^{\mathcal{I}} \in \Pi_{\infty}^*(\hat{M}_{\tau_\delta})$. Then \mathcal{I} is δ -PC and stops almost surely. In addition, setting $\Delta(M) := \min\{\frac{1}{8S}\Delta_0(M), \frac{1}{4}\Delta_{-1}(M)\}$,

$$\mathbb{P}\left\{\tau_{\delta} \le 3A \max\left\{1, \frac{1}{2}\log(\frac{2A}{\delta})\Delta(M)^{-2}, 3A\Delta(M)^{-4}\right\}\right\} \ge 1 - \delta. \tag{3}$$

This uniform algorithm can be improved into a faster, non-uniform one. Moreover, these results can be generalized to MDPs with general probabilistic transitions.

References

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