

CSE 150A-250A AI: Probabilistic Models

Lecture 15

Fall 2025

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Slides adapted from previous versions of the course (Prof. Lawrence, Prof. Alvarado, Prof Berg-Kirkpatrick)

Agenda

Review

Value functions

Planning in MDPs

Policy Based

Policy Evaluation

Policy Improvement

Policy Iteration

Review

Reinforcement learning (RL)

- Learning from experience in the world



- Formalization as Markov decision process

\mathcal{S}	state space	<i>finite</i>
\mathcal{A}	action space	"
$P(s' s, a)$	transition probabilities	
$R(s)$	reward function	
MDP	$\{\mathcal{S}, \mathcal{A}, P(s' s, a), R(s)\}$	

Decision-making in MDPs

- Definition

$\pi(s)$.

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If there are $|\mathcal{A}|$ possible actions in each of $|\mathcal{S}|$ states, then there are *combinatorially* many policies:

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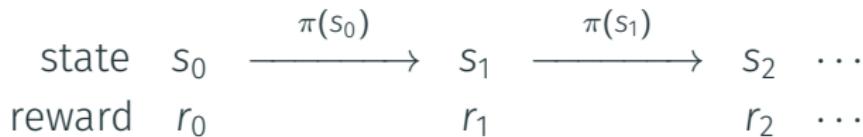
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- **Experience under policy π**



Transitions occur with probabilities $P(s'|s, \pi(s))$.

Test your understanding

deterministic

A policy π completely determines the next state s' that an agent will end up in after taking an action from state s .

True (A) or False (B)?

How to measure long-term return?

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These are the most obvious ways to accumulate rewards.
But they are **not** the most commonly used in practice ...

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What does it mean when the discount factor $\gamma \ll 1$?

- A. Immediate and future rewards are valued equally.
- B. Future rewards are heavily discounted compared to immediate.
- C. Future rewards are lightly discounted compared to immediate.
- D. Only future rewards are considered.

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When $\gamma \ll 1$, future rewards are heavily discounted.

These returns can be optimized by **short-sighted agents**.

When γ is close to 1, future rewards are lightly discounted.

These returns can only be optimized by **far-sighted agents**.

Motivation for $\gamma \in [0, 1)$

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2. Mathematical convenience

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2. Mathematical convenience

Discounted returns lead to simple iterative algorithms
with strong guarantees of convergence.

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Maximizing the expected return is:

- generally wiser than maximizing the best-case return,
- but not as robust as minimizing the worst-case return.

Value functions

State value function

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- **Values versus rewards:**

The reward $R(s)$ give **immediate** feedback to the agent.

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Sacrifice now for long-term gain: $R(s) < 0, V^\pi(s) > 0$.

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- Types of behaviors:

Sacrifice now for long-term gain: $R(s) < 0, V^\pi(s) > 0$.

Win now at the expense of later: $R(s) > 0, V^\pi(s) < 0$.

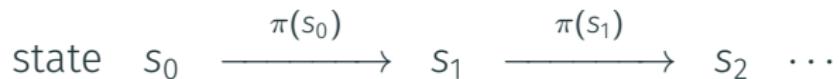
Properties of the state value function

Properties of the state value function

- Experience under policy π

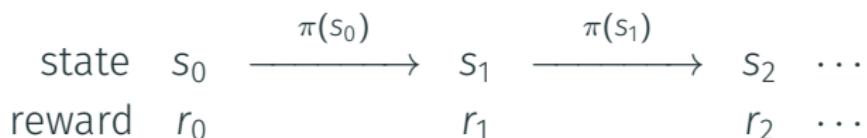
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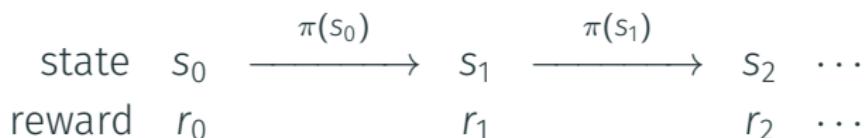
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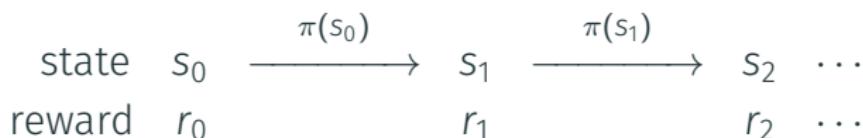
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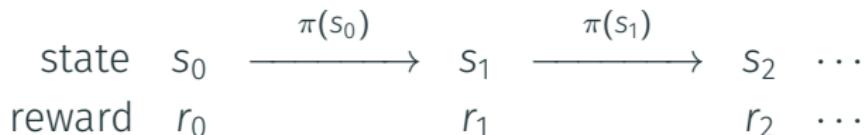
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States (s, s') can be visited in succession if

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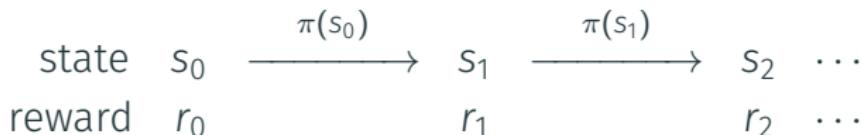
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The values $V^\pi(s)$ and $V^\pi(s')$ should be related, but how?

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States (s, s') can be visited in succession if
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The Bellman equation tells us how.

Bellman equation

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$$V^\pi(s) =$$

Bellman equation

$$V^\pi(s) = \mathbb{E}^\pi \left[R(s_0) + \gamma R(s_1) + \gamma^2 R(s_2) + \dots \middle| s_0 = s \right]$$

$$=$$

Bellman equation

$$V^\pi(s) = \mathbb{E}^\pi \left[R(s_0) + \gamma \mathbb{E}^\pi \left[R(s_1) + \gamma^2 \mathbb{E}^\pi \left[R(s_2) + \dots \middle| s_0 = s \right] \right] \right]$$

$$= R(s) + \gamma \mathbb{E}^\pi \left[R(s_1) + \gamma \mathbb{E}^\pi \left[R(s_2) + \dots \middle| s_0 = s \right] \right]$$

=

Bellman equation

$$\begin{aligned} V^\pi(s) &= \mathbb{E}^\pi \left[R(s_0) + \gamma R(s_1) + \gamma^2 R(s_2) + \dots \mid s_0 = s \right] && \text{markov prop} \\ &= R(s) + \gamma \mathbb{E}^\pi \left[R(s_1) + \gamma R(s_2) + \dots \mid s_0 = s \right] && \text{law of total expectation.} \\ &= R(s) + \gamma \sum_{s'} P(s' \mid s, \pi(s)) \mathbb{E}^\pi \left[R(s_1) + \gamma R(s_2) + \dots \mid s_0 = s, s_1 = s' \right] \\ &= \end{aligned}$$

Value at s'

$s_1 = s', s_0 = s$

Bellman equation

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$V^\pi(s')$
 $= R(s')$
 $+ \gamma \sum_{s'} P(s'|s, \pi(s))$
 $V(s')$

The Bellman equation is the basis for much that will follow:

s

$$V^\pi(s) = R(s) + \gamma \sum_{s'} P(s'|s, \pi(s)) V^\pi(s')$$

$s' \rightarrow$ all adjacent states.

Action value function

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not ness true

Useful to imagine how small changes affect expected outcomes.

$\pi(s) \rightarrow a$

$\rightarrow a \neq \pi(s)$
after \downarrow
 $\pi(s)$

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$$V^\pi(s) = R(s) + \gamma \sum_{s'} P(s'|s, \pi(s)) V^\pi(s')$$

Optimality

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Find the optimal policy given the environment that the agent is in.

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- Planning

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If reward function and transition probabilities are known.

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$$Q^*(s, a) =$$

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$$\begin{aligned} \overrightarrow{V^*(s)} &= V^{\pi^*}(s) \\ \overrightarrow{Q^*(s, a)} &= Q^{\pi^*}(s, a) \end{aligned}$$

These optimal value functions are **unique**.

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$$V^*(s) = V^{\pi^*}(s)$$

$$Q^*(s, a) = Q^{\pi^*}(s, a)$$

These optimal value functions are **unique**.

(All optimal policies share the same value functions.)

Relations at optimality

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- From the optimal action value function:

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- From the optimal action value function:

$$V^*(s) = \max_a [Q^*(s, a)]$$

Relations at optimality

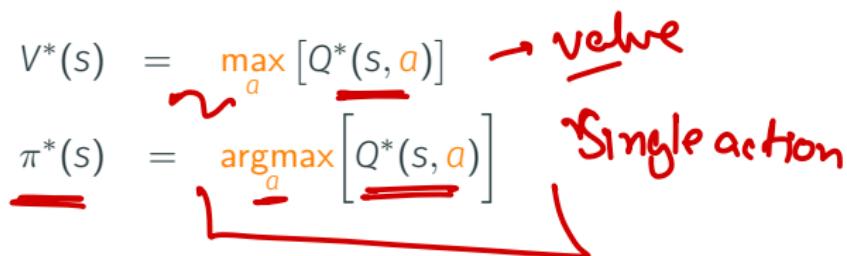
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Relations at optimality

- From the optimal action value function:

$$V^*(s) = \max_a [Q^*(s, a)] \quad \xrightarrow{\text{value}}$$
$$\underline{\pi^*(s)} = \underset{a}{\operatorname{argmax}} \underline{[Q^*(s, a)]} \quad \xrightarrow{\text{Single action}}$$


Relations at optimality

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- Why are these relations useful?

Sometimes it can be easier to estimate $Q^*(s, a)$ or $V^*(s)$ (which are **continuous**) than to learn $\pi^*(s)$ (which is **discrete**).

Planning in MDPs

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This is the problem of **planning** in MDPs.

Policy Based

Algorithms

1. Policy evaluation

How to compute $V^\pi(s)$ for some fixed policy π ?

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3. Policy iteration

How to compute an optimal policy $\pi^*(s)$?

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- Solve linear system: There are n equations for n unknowns (where $s = 1, 2, \dots, n$).

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$$\left[\begin{array}{c} \text{column vector of} \\ n \text{ known rewards} \end{array} \right] = \left[\begin{array}{c} n \times n \text{ matrix} \\ (\text{known}) \end{array} \right] \left[\begin{array}{c} \text{column vector of} \\ n \text{ unknown values} \end{array} \right]$$

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Why **greedy**? Because we change the action in state s to
whatever appears to improve the expected return.

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*following
π after
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Policy improvement

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$$\pi'(s) = \operatorname{argmax}_a Q^\pi(s, a)$$

- Theorem:

The greedy policy $\pi'(s) = \arg \max_a Q^\pi(s, a)$ improves everywhere on the policy π from which it was derived:

$$V^{\pi'}(s) \geq V^\pi(s) \quad \text{for all states } s \in \mathcal{S}$$

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- Proof idea:

We'll prove a key inequality for *one-step deviations* from π , then we'll extend this inequality by an iterative argument.

Proof – 1. Deriving the inequality

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- Intuition:

It is better to take **two** steps under π' , then revert to π , than to always follow π .

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It is better to follow π' (always) than to follow π (always).

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- Take the limit $t \rightarrow \infty$:

It is better to follow π' (always) than to follow π (always). Conclude that $V^\pi(s) \leq V^{\pi'}(s)$ for all states $s \in \mathcal{S}$.

Policy iteration

How to compute π^* ?

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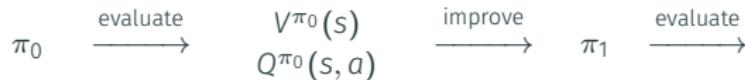
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Policy iteration is guaranteed to terminate.

True (A) or False (B)?

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Prove a key **equality/inequality** for **terminal/non-terminal**
policies; iterate t times, then compare the limits as $t \rightarrow \infty$.

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There are n equations for n unknowns (where $s = 1, 2, \dots, n$).

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The BOE only holds for a solution π from policy iteration.

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Since $\tilde{\pi}$ is arbitrary, we conclude that π is optimal.

That's all folks!