

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	finite
\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

A **policy** $\pi : \mathcal{S} \rightarrow \mathcal{A}$ is a mapping of states to actions.

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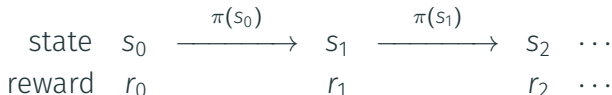
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- Experience under policy π



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)?

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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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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

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State value function

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

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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

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- Experience under policy π

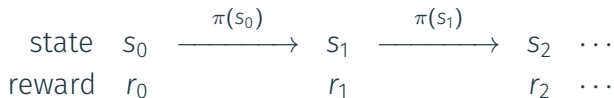
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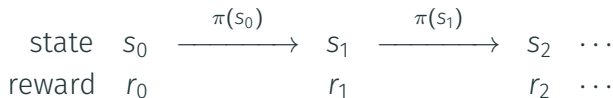
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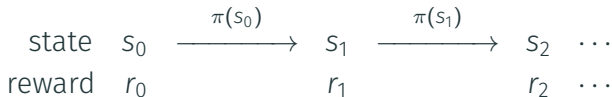
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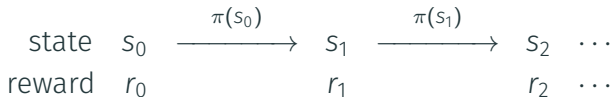
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States (s, s') can be visited in succession if

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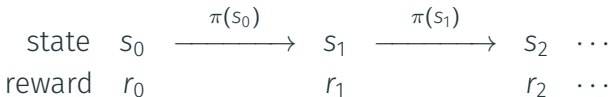
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The values $V^\pi(s)$ and $V^\pi(s')$ should be related, but how?

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The **Bellman equation** tells us how.

Bellman equation

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


=

Bellman equation

$$\begin{aligned} V^\pi(s) &= E^\pi \left[\underbrace{R(s_0)} + \underbrace{\gamma} R(s_1) + \underbrace{\gamma^2} R(s_2) + \cdots \mid \underbrace{s_0 = s} \right] \\ &= \underbrace{R(s)} + \underbrace{\gamma} E^\pi \left[\underbrace{R(s_1)} + \underbrace{\gamma} R(s_2) + \cdots \mid \underbrace{s_0 = s} \right] \\ &= \end{aligned}$$

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

$s_1 = s', s_0 = s$

Value at s'

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

S

$$\underline{V^\pi(s)} = \underline{R(s)} + \gamma \left[\sum_{s'} P(s'|s, \pi(s)) \underline{V^\pi(s')} \right]$$

S' → all adjacent states.

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

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Useful to imagine how small changes affect expected outcomes.

$\pi(s) \rightarrow a$

not necessarily true
 $\rightarrow a \neq \pi(s)$
after \downarrow
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These optimal value functions are **unique**.
(All optimal policies share the same value functions.)

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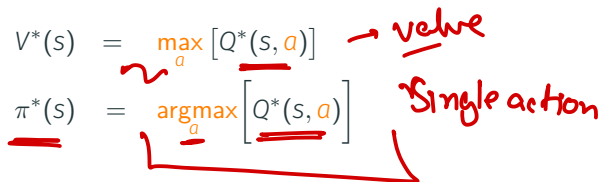
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$$\begin{aligned} V^*(s) &= \max_a [Q^*(s, a)] \quad \rightarrow \text{value} \\ \pi^*(s) &= \operatorname{argmax}_a [Q^*(s, a)] \quad \text{Single action} \end{aligned}$$


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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.

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

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

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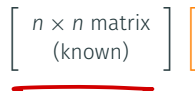
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Handwritten notes: s_1 , s_2 , 0.2 , 0.3 with arrows pointing to the matrix elements.

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

Greedy policies

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following
→ π after iteration
a

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- Theorem:

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

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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

Proof — 1. Deriving the inequality

- Comparing value functions:

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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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Policy iteration

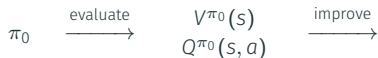
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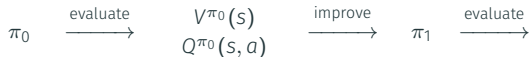
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True (A) or False (B)?

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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!