

Formal Approaches to Decision-Making under Uncertainty

Lecture 2-2: Markov Decision Processes

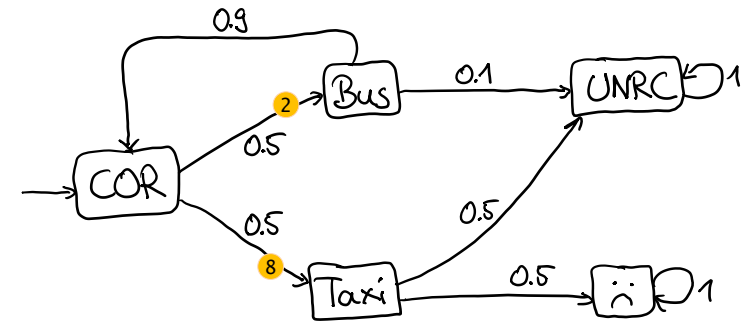
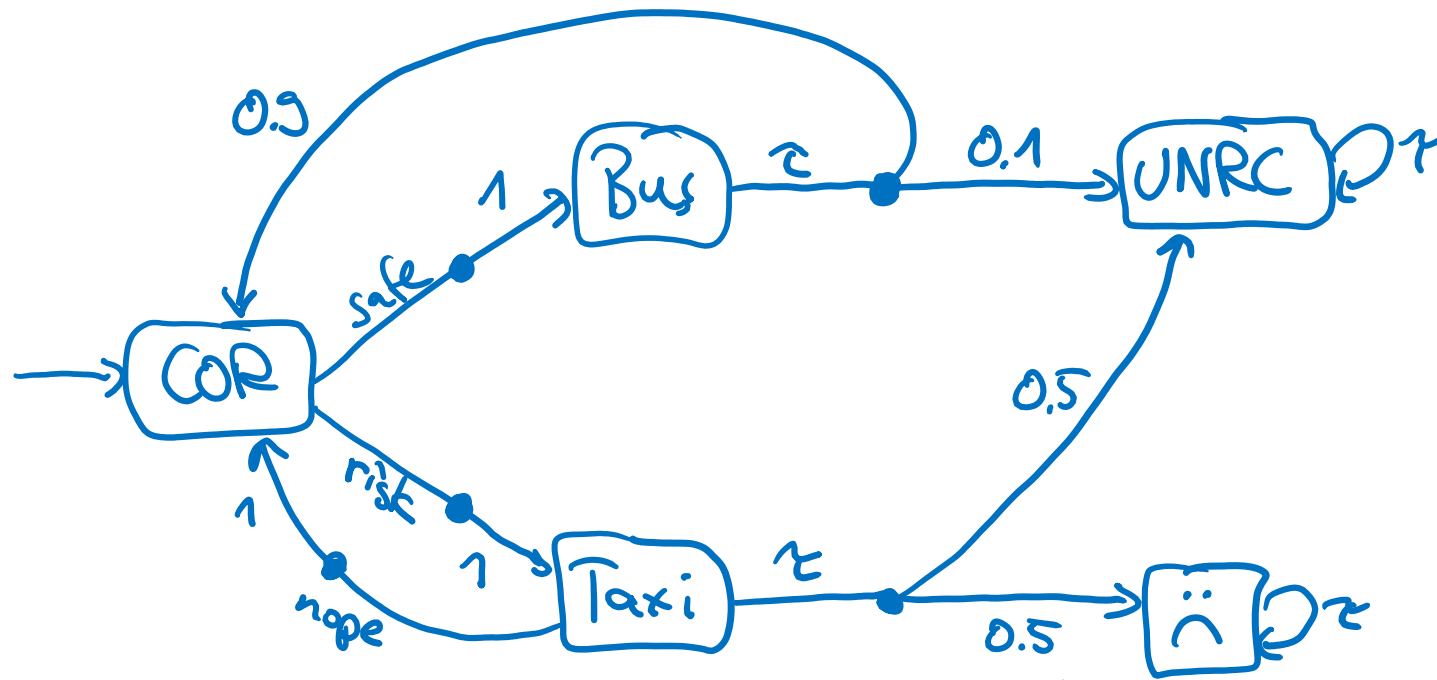
Arnd Hartmanns

Formal Methods and Tools

UNIVERSITY OF TWENTE

Markov Decision Processes

A Markov decision process **MDP**
from Córdoba airport to Rio Cuarto:

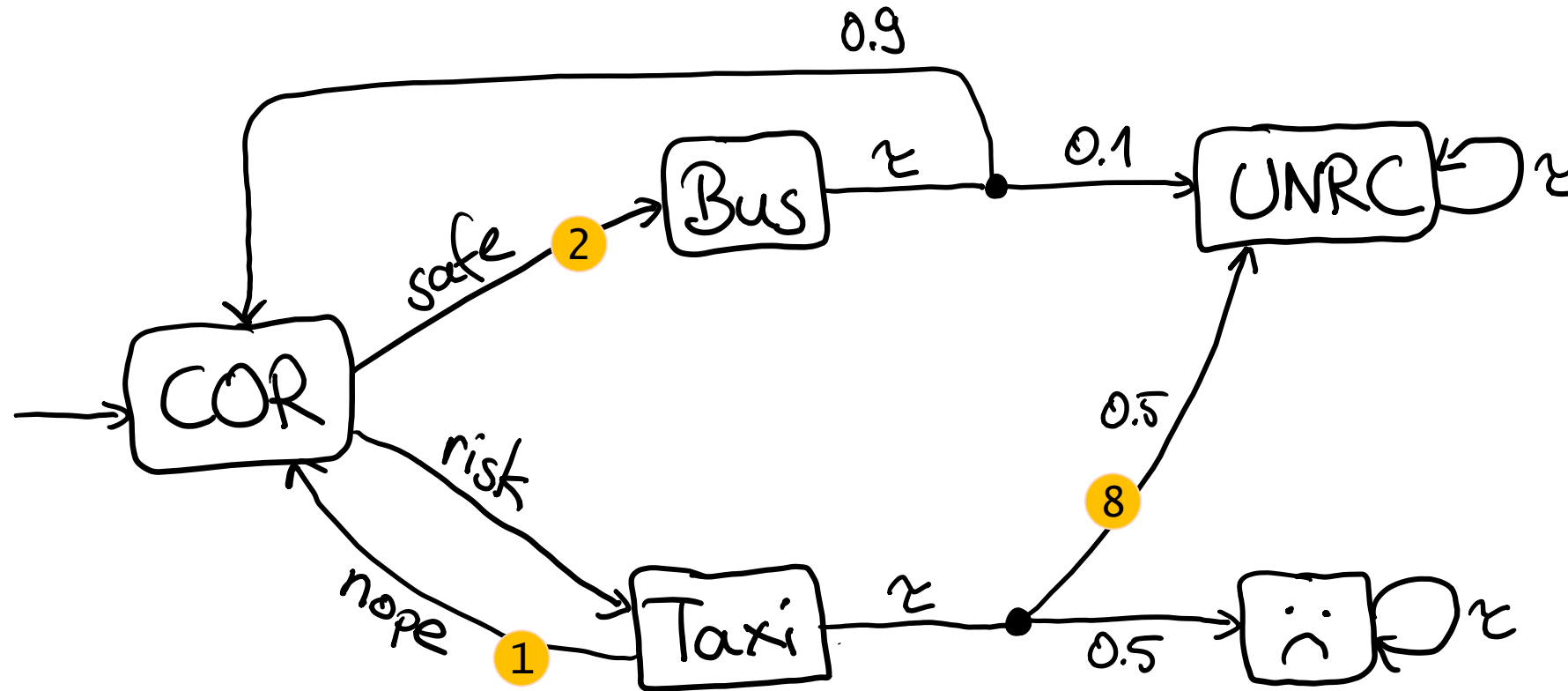


Markov Decision Processes

A Markov decision process **MDP**
from Córdoba airport to Rio Cuarto:

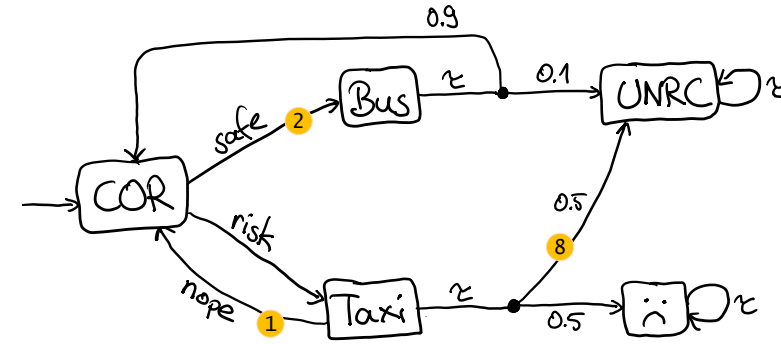
DTMC: $P(\diamond \{UNRC\}) = ?$

here: $P_{\max}(\diamond \{UNRC\}) = ?$



Markov Decision Processes

An **MDP** is a 4-tuple $M = \langle S, A, T, s_I \rangle$ where
 S are the states with initial state s_I ,
 A is the finite set of action names,
 $T: S \rightarrow 2^{A \times \text{Dist}(S)}$ is the
nondeterministic transition function.



DMC: $T: S \rightarrow \text{Dist}(S)$

Shorthand for transitions: write $s \xrightarrow{a} \mu$ if $\langle a, \mu \rangle \in T(s)$.

Paths: $s_0 \xrightarrow{a_0} \mu_0 \xrightarrow{s_1} a_1 \mu_1 \dots$
(Handwritten annotations: 'state' under s_0 , 'transition' under $a_0 \mu_0$, 'next state' under s_1)

$T(\text{Taxi}) = \{ \langle \text{nope}, \{ \text{COR} \mapsto 1 \} \rangle, \langle \epsilon, \{ \text{UNRC} \mapsto 0.5, \text{sad} \mapsto 0.5 \} \rangle \}$

A **reward structure** maps *branches* of transitions to reward values:

$R: S \times (A \times \text{Dist}(S)) \times S \rightarrow \mathbb{R}$

DMC: $R: S \times S \rightarrow \mathbb{R}$

Markov Decision Processes

Typical restrictions:

– no deadlocks: $\forall s \in S: |T(s)| \geq 1$

– all branch probabilities in \mathbb{Q}

– action determinism (in ML and planning):

$$s \xrightarrow{a} \mu_1 \wedge s \xrightarrow{a} \mu_2 \Rightarrow \mu_1 = \mu_2$$

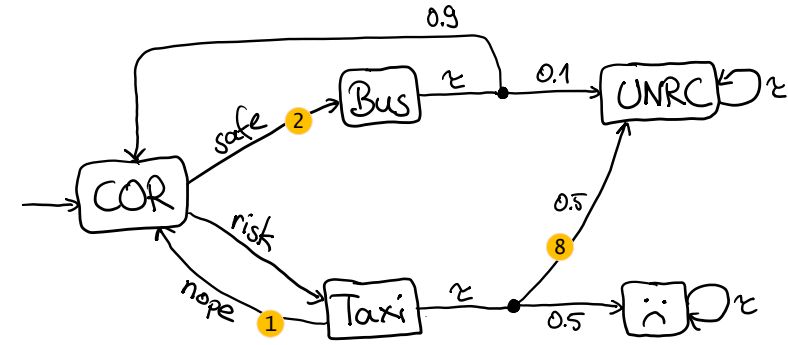
– discrete-time Markov chain (DTMC):

$$\text{no nondeterminism} \rightarrow \forall s \in S: |T(s)| = 1$$

– rewards in $[0, \infty)$ or \mathbb{N}

– state rewards:

same reward on every incoming branch to a state



Markov Decision Makers

strategies, policies, adversaries

Schedulers resolve all nondeterminism; e.g.

$$S: S \rightarrow A \times \text{Dist}(S)$$

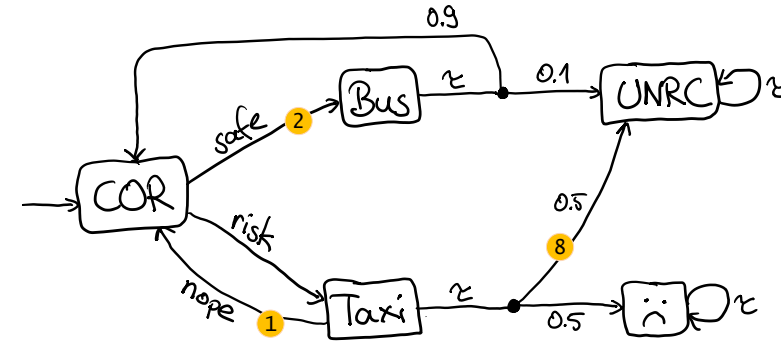
= memoryless deterministic scheduler

Example:

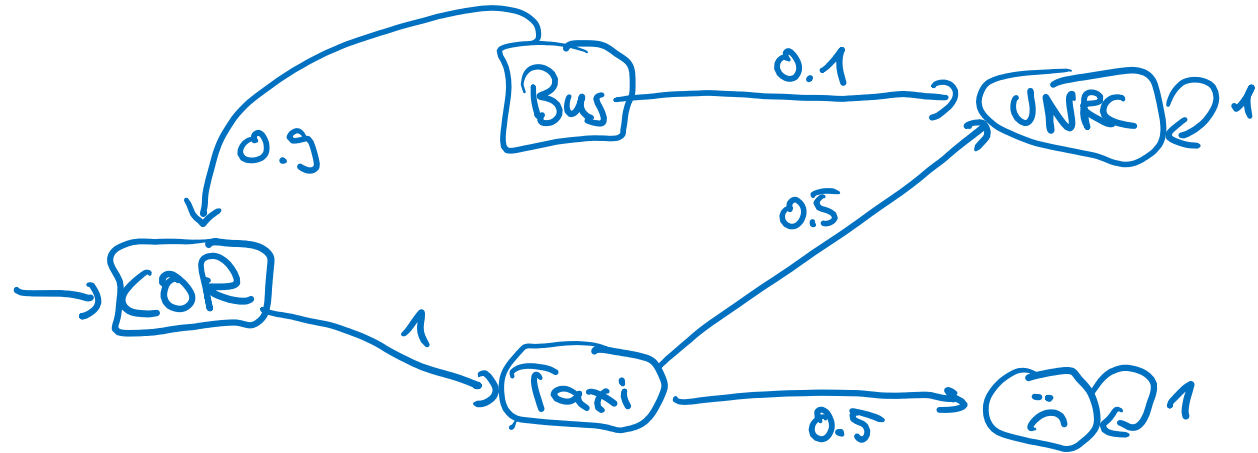
$$S(\text{COR}) = \langle \text{risk}, \{ \text{Taxi} \mapsto 1 \} \rangle$$

$$S(\text{Bus}) = \tau \quad S(\text{Taxi}) = \tau$$

simplicity: risk } definition of one
of many possible schedulers



Induced DTMC $M|_S$:



Reachability Probabilities

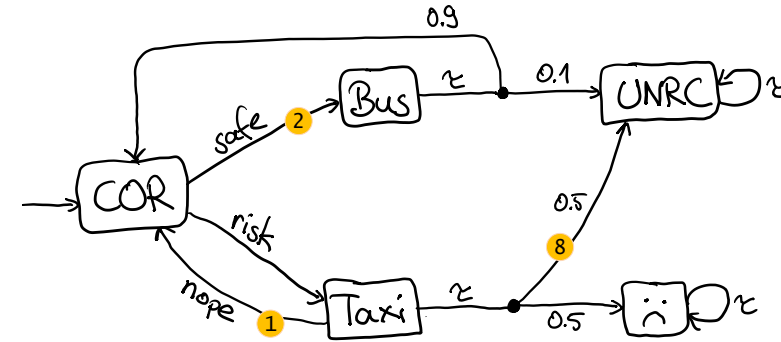
Unbounded probabilistic reachability:

$$P_{opt}(\diamond G)$$

for $opt \in \{\max, \min\}$ and $G \subseteq S$:

$$P_{\max}(\diamond G) = \sup_S \mathbb{P}_{M|_S}(\{s_0 \dots \in \text{Paths}(M) \mid \exists i: s_i \in G\})$$

$$P_{\min}(\diamond G) = \inf_S \mathbb{P}_{M|_S}(\{s_0 \dots \in \text{Paths}(M) \mid \exists i: s_i \in G\})$$



Examples:

$$P_{\max}(\diamond \{\ddot{\smile}\}) = 0.5$$

$$P_{\min}(\diamond \{\ddot{\smile}\}) = 0$$



Reachability Probabilities

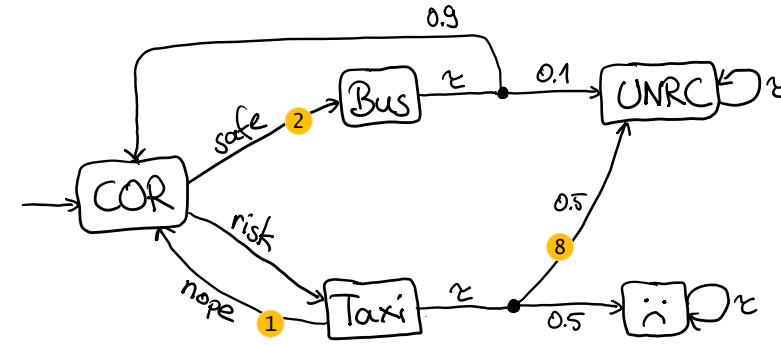
Step-bounded probabilistic reachability:

$$P_{opt}(\diamond^{\leq b} G)$$

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$$P_{\max}(\diamond^{\leq b} G) = \sup_{\mathcal{S}} \mathbb{P}_{M|_{\mathcal{S}}}(\{s_0 \dots \in \text{Paths}(M) \mid \exists i < b: s_i \in G\})$$

$$P_{\min}(\diamond^{\leq b} G) = \inf_{\mathcal{S}} \mathbb{P}_{M|_{\mathcal{S}}}(\{s_0 \dots \in \text{Paths}(M) \mid \exists i < b: s_i \in G\})$$



Example:

$$\begin{aligned} P_{\max}(\diamond^{\leq 2} \{UNRC\}) &= 0.5 \\ \text{---} \leq 3 &= 0.5 \\ \text{---} \leq 4 &= 0.1 + 0.9 \cdot 0.5 = 0.55 \end{aligned}$$

Reachability Probabilities

Step-bounded probabilistic reachability:

$$P_{opt}(\diamond^{\leq b} G)$$

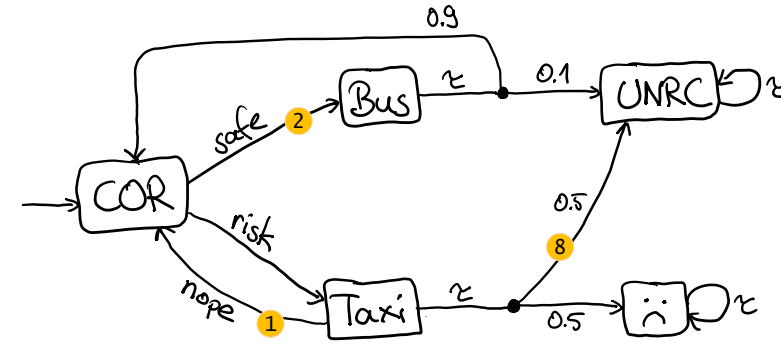
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Complication: need step-positional schedulers

$$\mathcal{S}_{st}: S \times \mathbb{N} \rightarrow A \times \text{Dist}(S)$$



Reachability Probabilities

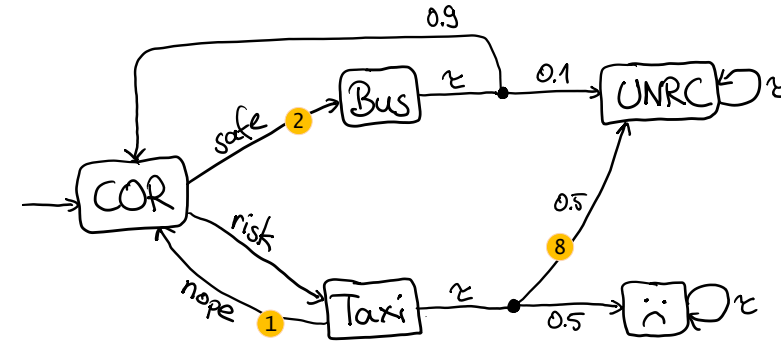
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Expected Rewards

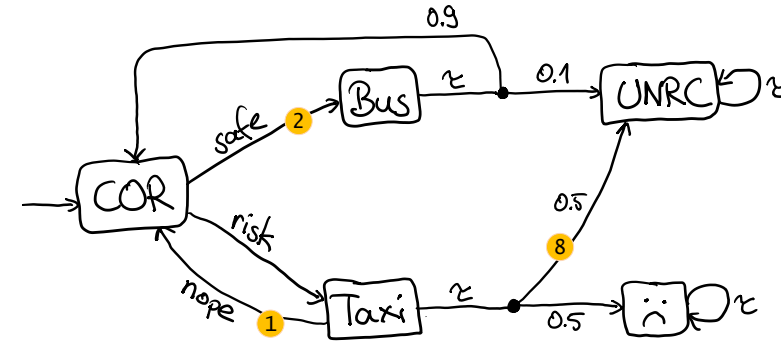
Expected accumulated **reward** to reach a goal:

$$R_{opt}(\diamond G)$$

for $opt \in \{\max, \min\}$ and $G \subseteq S$:

$$R_{\max}(\diamond G) = \sup_S \mathbb{E} \left(rew_{\diamond G}^M | S \right)$$

$$R_{\min}(\diamond G) = \inf_S \mathbb{E} \left(rew_{\diamond G}^M | S \right)$$



Example:

$$R_{\min}(\diamond \{UNRC\}) = \min \left\{ \infty, \infty, \underline{2 + 0.9 \cdot 2 + 0.9^2 \cdot 2 + \dots} \right\}$$

$$R_{\max}(\diamond \{UNRC\}) = \max \left\{ \text{---} \text{---} \text{---} \text{---} \right\} = \infty$$

Expected Rewards

Expected accumulated **reward** to reach a goal:

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$\rightarrow R_{\max}(\diamond G) = \infty$ if $P_{\min}(\square G) < 1$

$R_{\min}(\diamond G) = \infty$ if $P_{\max}(\square G) < 1$

