

Logarithmic Regret for Learning Linear Quadratic Regulators Efficiently

Asaf Cassel

Joint work with: Alon Cohen, Tomer Koren

Reinforcement Learning



Reinforcement Learning



	<u>Discrete MDP</u>	<u>Linear Quadratic Regulator (LQR)</u>
Space	$x_t \in S, u_t \in A$	
Transition	Unstructured $x_{t+1} \sim P(\cdot x_t, u_t)$	
Costs	Unstructured $c_t = c(x_t, u_t)$	
Optimal Policy	Dynamic programming	
Problem Size	$ S , A $	

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	<u>Discrete MDP</u>	<u>Linear Quadratic Regulator (LQR)</u>
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Transition	Unstructured $x_{t+1} \sim P(\cdot x_t, u_t)$	Linear $x_{t+1} = A_\star x_t + B_\star u_t + w_t$
Costs	Unstructured $c_t = c(x_t, u_t)$	Quadratic $c_t = x_t^\top Q x_t + u_t^\top R u_t$
Optimal Policy	Dynamic programming	$u_t = -K_\star x_t$
Problem Size	$ S , A $	$d, k, \ A_\star\ , \ B_\star\ $

“Adaptive Control”

Minimize regret (costs) when A_\star, B_\star are unknown

Important Milestones:

1. Non-efficient \sqrt{T} regret - Abbasi-Yadkori and Szepesvári (2011)
2. Efficient $T^{2/3}$ regret - Dean et al. (2018)
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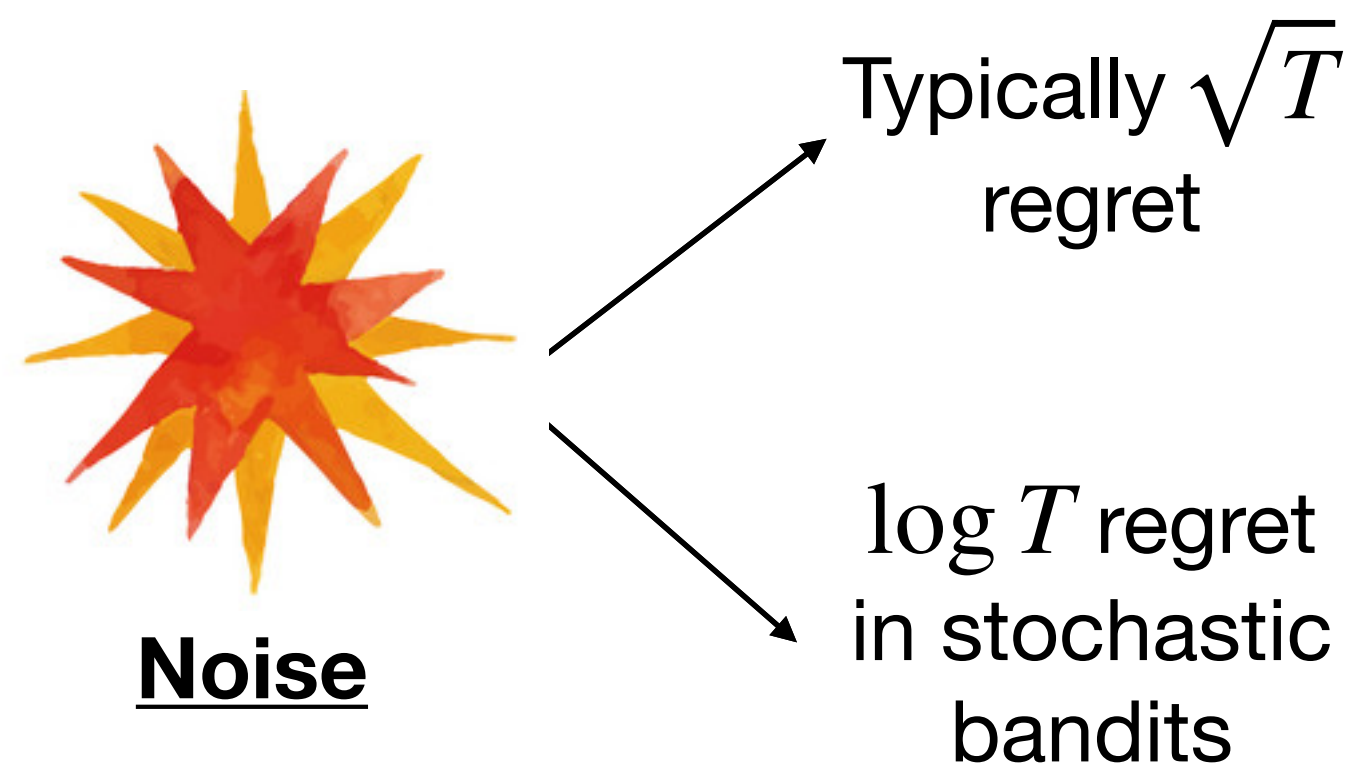
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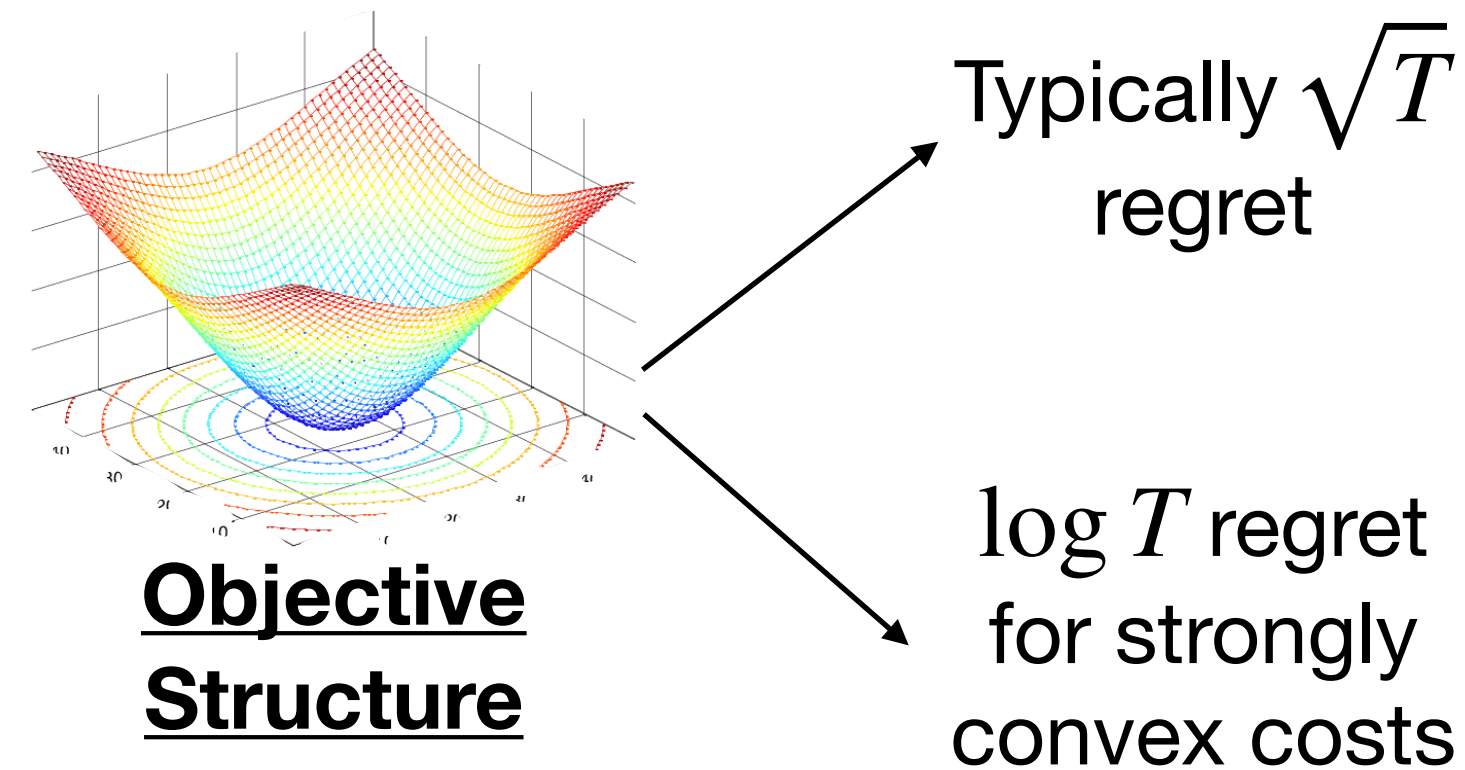
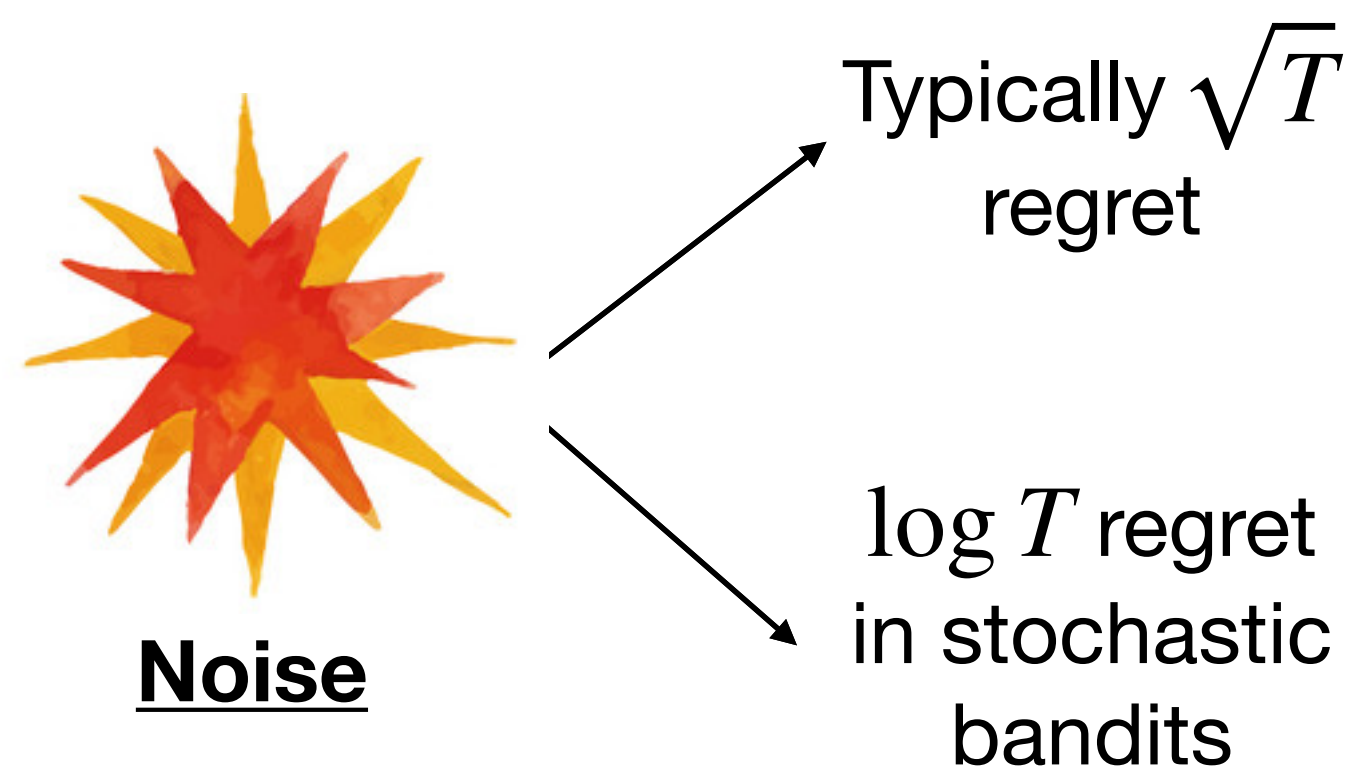
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Main Results

$\log T$ regret is possible, sometimes...

- If A_\star unknown (B_\star known) \implies efficient algorithm with $\tilde{O}(\log T)$ regret
- If B_\star unknown (A_\star known) \implies efficient algorithm with $\tilde{O}\left(\frac{\log T}{\lambda_{\min}(K_\star K_\star^\top)}\right)$ regret

\tilde{O} only hides polynomial dependence on problem parameters

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... but in general, \sqrt{T} regret is unavoidable

- First* $\Omega(\sqrt{T})$ regret lower bound for the adaptive LQR problem
- Holds even when A_\star is known
- Construction relies on small $\lambda_{\min}(K_\star K_\star^\top)$

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* concurrently with Simchowitz and Foster (2020)

Formalities

Linear Quadratic Control

Choose u_1, u_2, \dots that minimize $J = \lim_{T \rightarrow \infty} \mathbb{E} \left[\frac{1}{T} \sum_{t=1}^T c_t \right]$

- Optimal policy: $u_t = -K_\star x_t$, Optimal infinite horizon average cost: $J(K_\star)$
- $K_\star := K_\star(A_\star, B_\star, Q, R)$ can be efficiently calculated (Riccati equation)

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Learning Objective

Regret minimization under parameter uncertainty.

$$\text{Regret} = \mathbb{E} \left[\sum_{t=1}^T (c_t - J(K_\star)) \right]$$

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Formalities

Regret Reparameterization

$$\text{Playing } u_t = -K_t x_t \xrightarrow{*} \text{Regret} \approx \mathbb{E} \left[\sum_{t=1}^T (J(K_t) - J(K_\star)) \right]$$

*As long as K_t does not change too often

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Strong Stability (Cohen et al. 2018)

$$\text{Playing } u_t = -Kx_t \implies \mathbb{E} \left[\frac{1}{T} \sum_{t=1}^T c_t \right] \xrightarrow{\text{exponentially}} J(K)$$

Definition:

$K \in \mathbb{R}^{k \times d}$ is (κ, γ) -strongly stable for A_\star, B_\star if $\exists H, L$ such that:

1. $A_\star + B_\star K = HLH^{-1}$
2. $\|L\| \leq 1 - \gamma$, and $\|H\|, \|H^{-1}\|, \|K\| \leq \kappa$

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A Recipe for \sqrt{T} Regret?

First order estimation

Assuming $J(K)$ is Lipschitz:

$$\text{Regret} \approx \mathbb{E} \left[\sum_{t=1}^T (J(K_t) - J(K_\star)) \right] \approx \mathbb{E} \left[\sum_{t=1}^T \|K_t - K_\star\| \right]$$

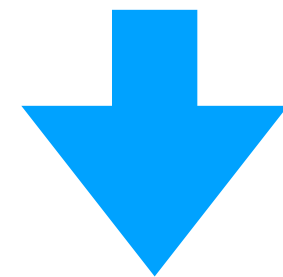
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Perform minimal exploration to get $\|K_t - K_\star\| \leq 1/\sqrt{T}$ and then play K_t :

$$\text{Regret} \approx \sqrt{T} + \text{exploration cost}$$

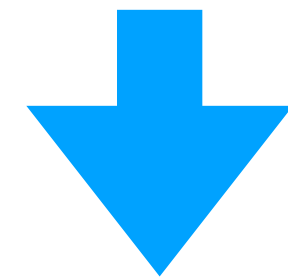
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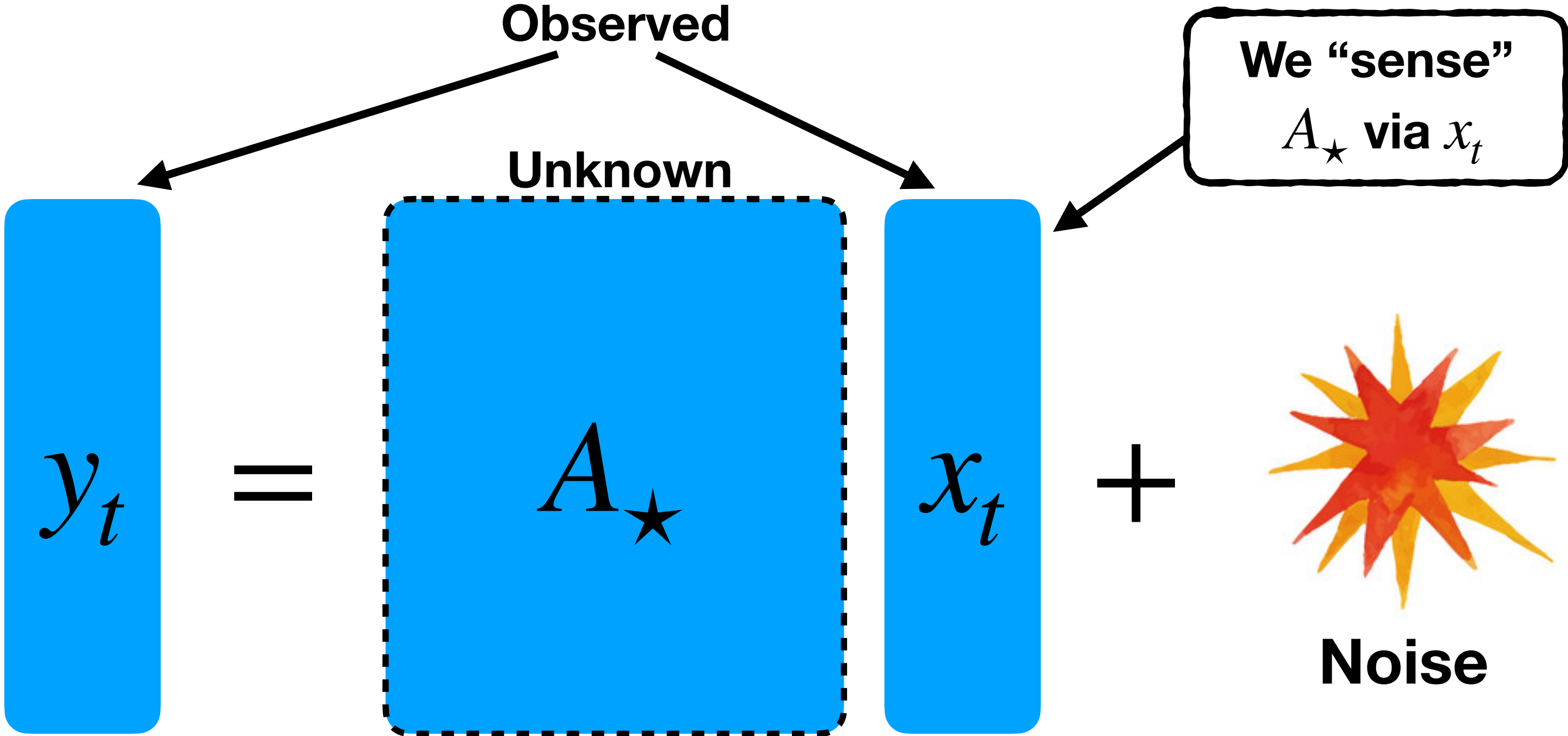
Challenges

- Estimation rate is $\|K_t - K_\star\| \gtrsim 1/\sqrt{T}$
- Exploration can be expensive! e.g., in previous work $\|K_t - K_\star\| \leq T^{-1/4}$

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Case 1: Unknown A_\star (Known B_\star)

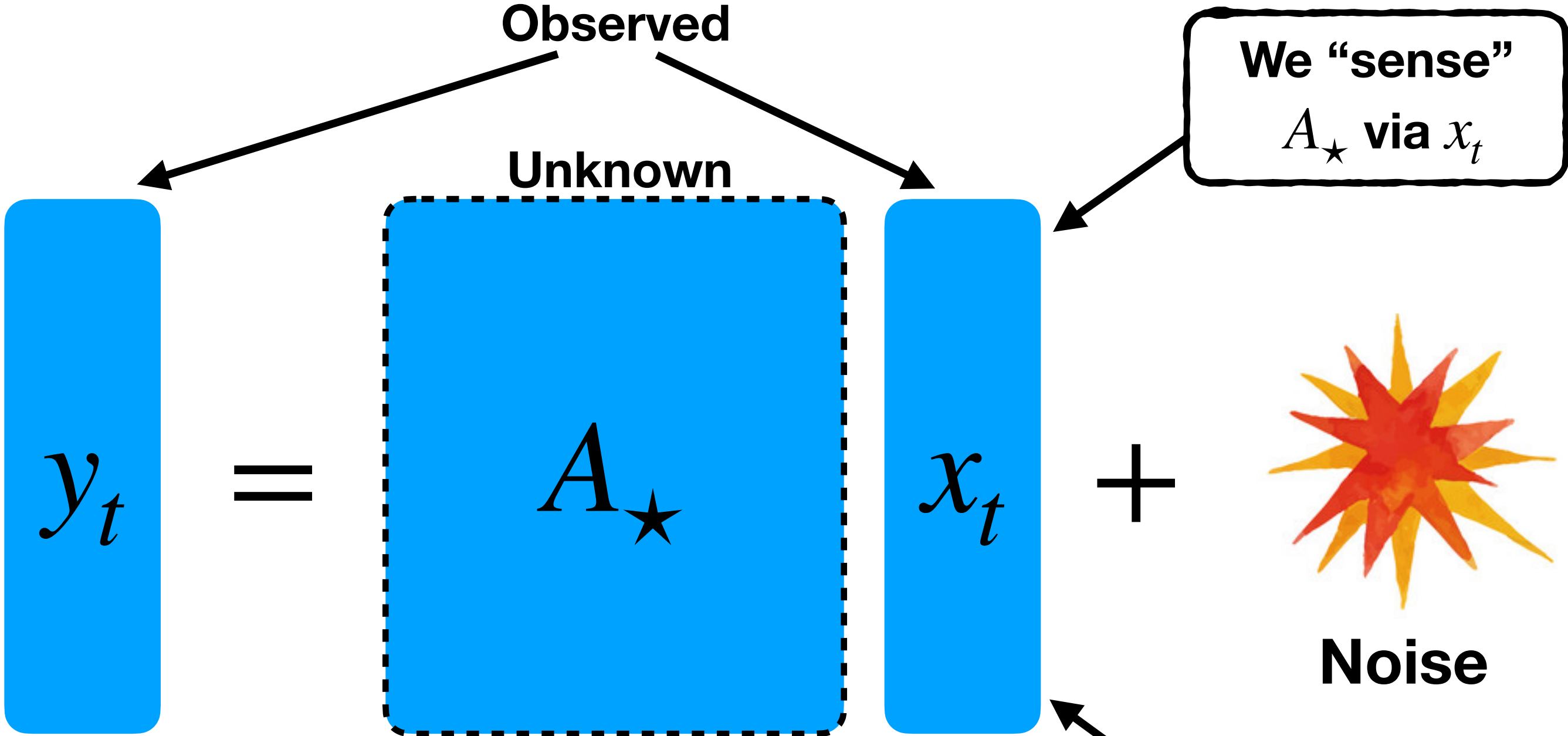
B_\star known $\implies y_t = x_{t+1} - B_\star u_t$



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Least Squares Estimation (\hat{A}_t) Error:

$$\|\hat{A}_t - A_\star\| \propto \frac{\sigma}{\sqrt{\lambda_{\min}(\sum_{s=1}^t w_s w_s^\top)}} \propto T^{-1/2}$$

**Free Exploration
By w_{t-1} !**

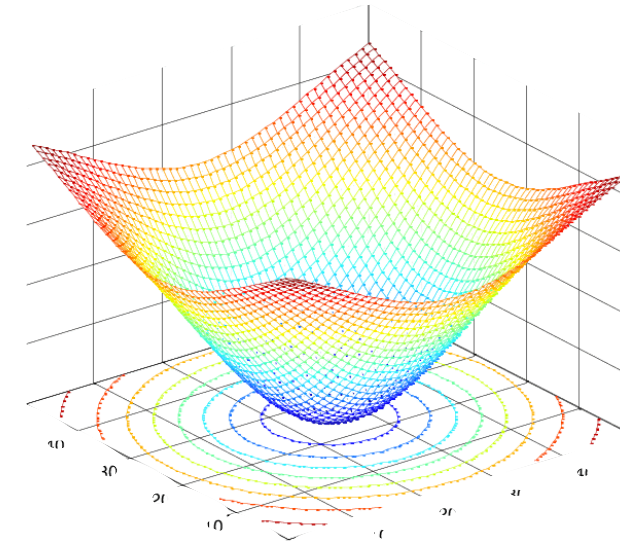
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Objective Structure

Results by Mania et al. (2019)

- “Strong Convexity”:

$$J(K) - J(K_\star) \leq c_1 \|K - K_\star\|^2$$



- **System** estimation \implies **Policy** estimation:

$$\|K_\star(\hat{A}, \hat{B}) - K_\star(A_\star, B_\star)\| \leq c_2 \max \left\{ \|\hat{A} - A_\star\|, \|\hat{B} - B_\star\| \right\}$$

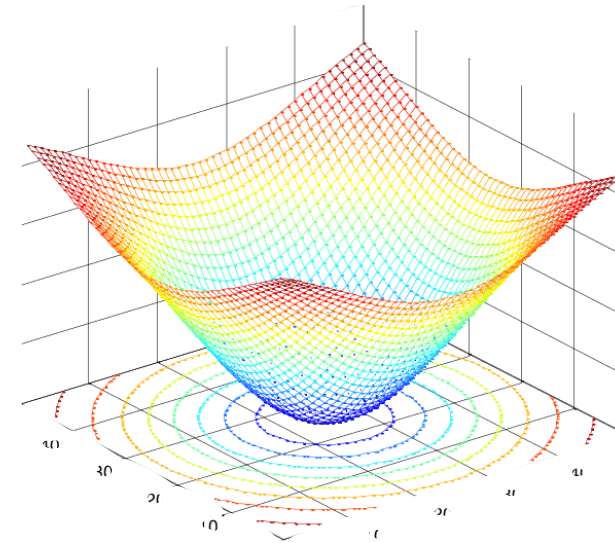
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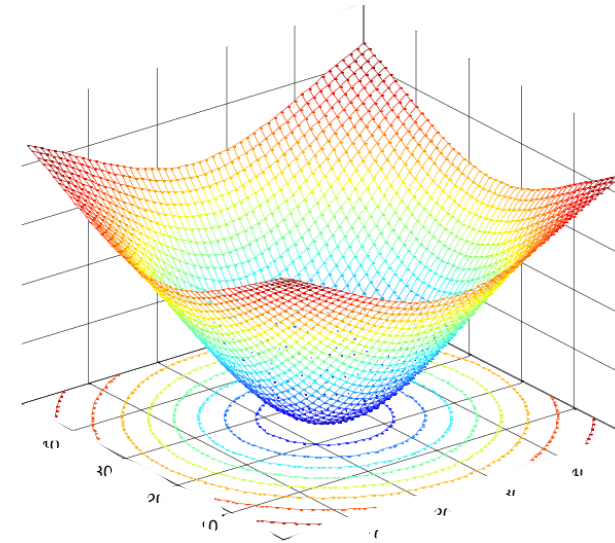
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→ $\frac{1}{\sqrt{t}}$ estimation \implies $\frac{1}{t}$ optimal policy $\stackrel{?}{\implies}$ $\sum_t \frac{1}{t} = \log T$ regret

Not Quite...

- K_t is not stable $\implies J(K_t) = \infty$
- Low probability event contributes unbounded regret

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Algorithm and Abort Mechanism

“Abort”

At every round before playing:

- $\|x_t\|, \|K_t\|$ bounded in high probability bounds? \implies Low probability trigger
- Otherwise “abort”: Play K_0 forever \implies Constant regret

Assumed
Stable



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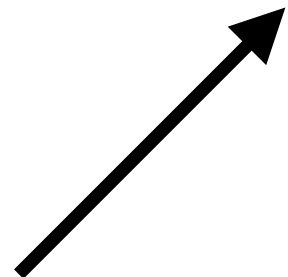
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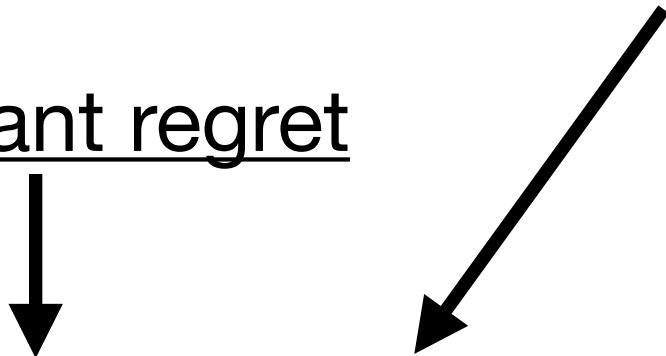
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Overall low order regret term!



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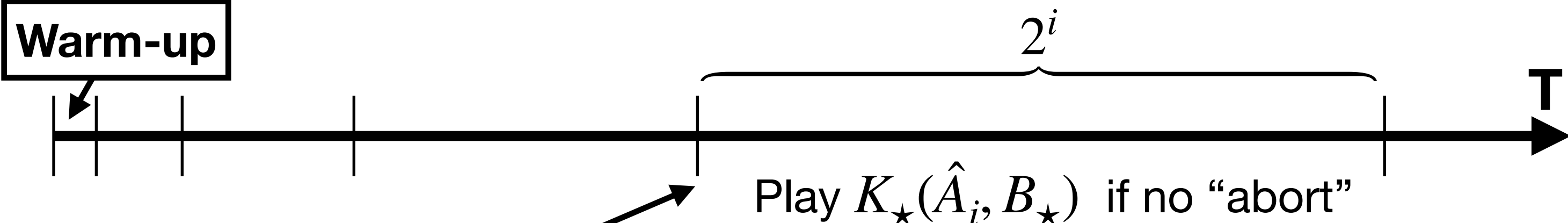
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Algorithm for Unknown A_\star



Epoch i start:
 Estimate (LSE) \hat{A}_i
 Calculate greedy $K_\star(\hat{A}_i, B_\star)$

Analysis Overview

Regret Decomposition

$$\text{Regret} \lesssim \mathbb{E} \left[\sum_{t=1}^T (J(K_t) - J(K_\star)) \mid \text{no abort} \right] + \text{Switching Cost} + \text{Abort Cost}$$

$\leq \text{constant} \cdot \text{\#epochs} \approx \log T$

$\leq \text{constant} \cdot \text{low probability} \approx \text{constant}$

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Putting it all together

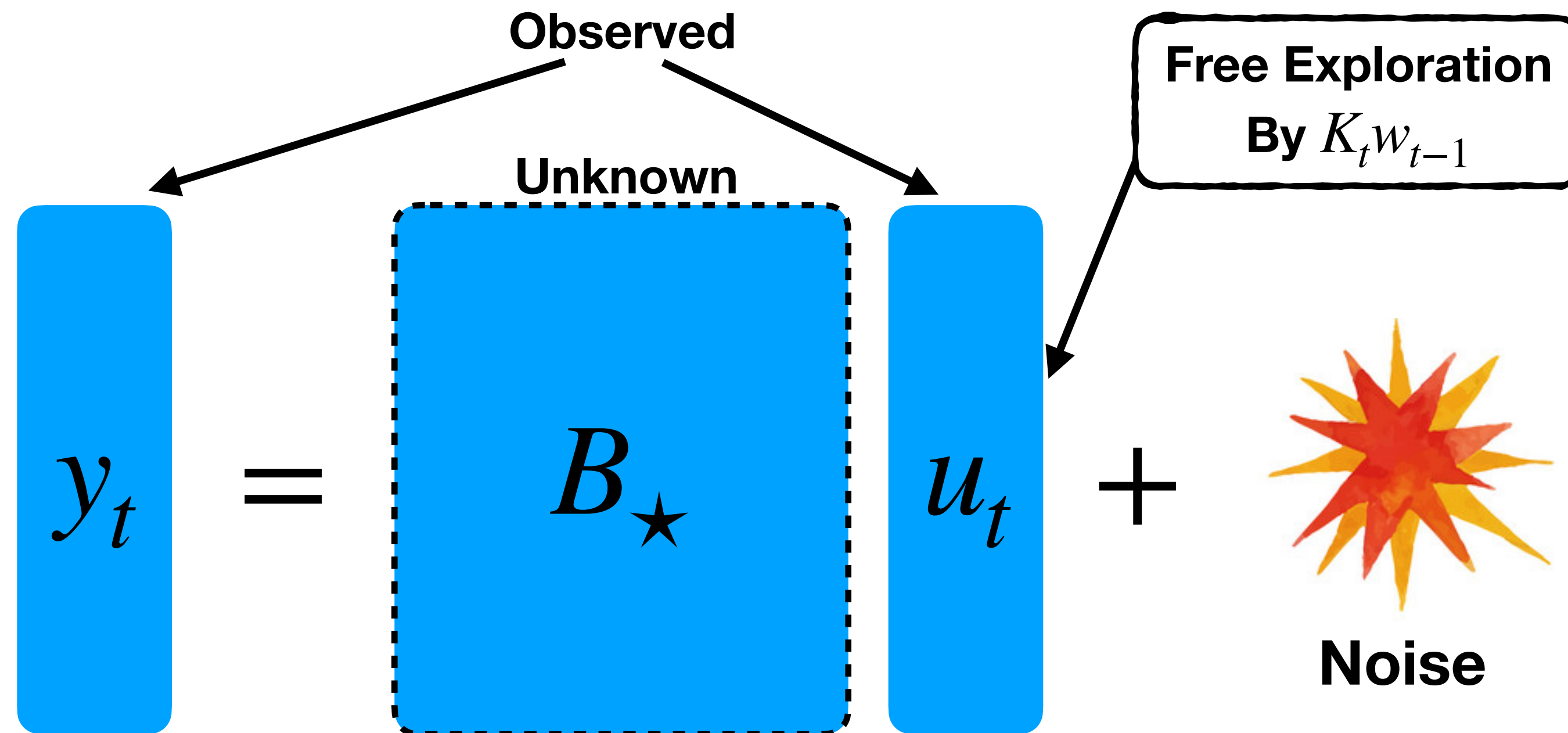
$$\mathbb{E} \left[\sum_{t=1}^T (J(K_t) - J(K_\star)) \mid \text{no abort} \right] \lesssim \sum_{i=1}^{\text{\#epochs}} 2^i \|\hat{A}_i - A_\star\|^2 \lesssim \text{\#epochs} \approx \log T$$

$\lesssim 2^{-(i-1)} = \text{epoch length}$

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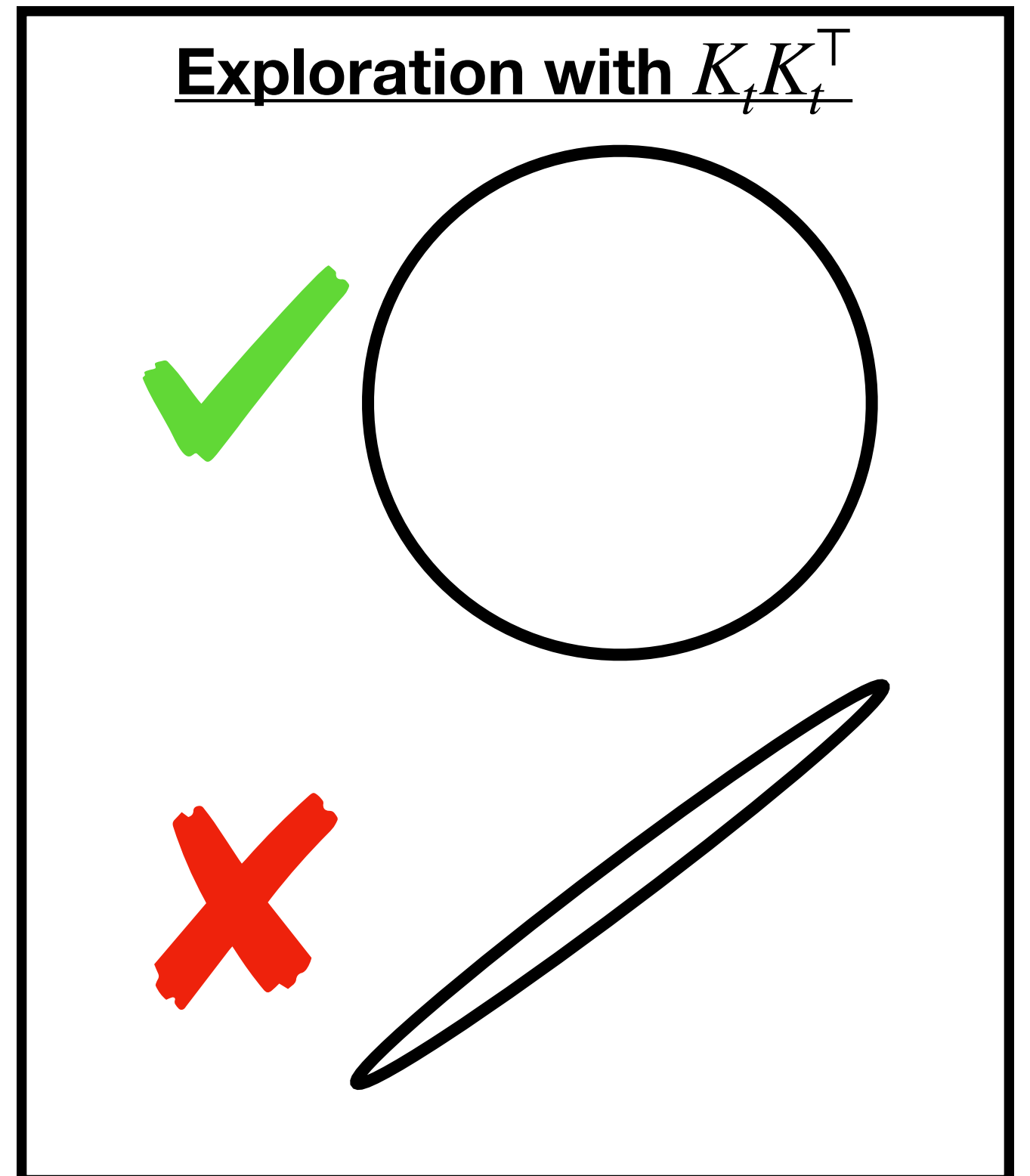
Case2: Unknown B_\star (Known A_\star)

Assume A_\star is known $\implies y_t = x_{t+1} - A_\star x_t$



- $K_t K_t^\top \rightarrow K_\star K_\star^\top \implies$ Must have $K_\star K_\star^\top > \mu_\star I$
- Convergence ensured by Adaptive Warm-up!
- No need to know μ_\star

- Transition $x_{t+1} = A_\star x_t + B_\star u_t + w_t$
- Cost $c_t = x_t^\top Q x_t + u_t^\top R u_t$
- Optimal Policy $u_t = -K_\star x_t$
- i.i.d noise $w_t \sim \mathcal{N}(0, \sigma^2 I)$



Lower Bound

Main Ideas

Construction inspired by upper bound $\implies k_\star$ near degenerate

Construction in 1-D

$$x_{t+1} = \frac{1}{2}x_t \pm \varepsilon u_t + w_t \implies k_\star \approx \mp \varepsilon$$

$$c_t = x_t^2 + u_t^2$$

Lower Bound

Main Ideas

Construction inspired by upper bound $\implies k_\star$ near degenerate

Construction in 1-D

$$x_{t+1} = \frac{1}{2}x_t \pm \varepsilon u_t + w_t \implies k_\star \approx \mp \varepsilon$$

$$c_t = x_t^2 + u_t^2$$

Learner's
Dilemma

$$\sum_{t=1}^T u_t^2$$

Good exploration but Regret $\gtrsim \sum_{t=1}^T u_t^2$

Bad exploration \implies Failed to identify $\text{sign}(k_\star)$

$\varepsilon = T^{-1/4} \implies$ **Best Tradeoff gives $\Omega(\sigma^2\sqrt{T})$ regret lower bound**

Summary

- $\log T$ regret is possible sometimes:
 - i) A_\star unknown (B_\star known)
 - ii) B_\star unknown (A_\star known) & K_\star non-degenerate
- In general \sqrt{T} regret is unavoidable

See you at the Q&A session!