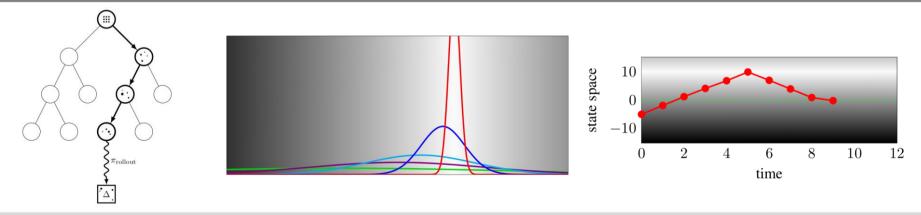


#### Information Particle Filter Tree: An Online Algorithm for POMDPs with Belief-Based Rewards on Continuous Domains

Johannes Fischer \* and Ömer Sahin Tas \*

\*Equal contribution

International Conference on Machine Learning 2020





#### POMDPs



Model decision problems under uncertainty

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### POMDPs

- Model decision problems under uncertainty
- Cover uncertainties in
  - Models
  - Environment
  - Future behavior of others

**IPFT** 

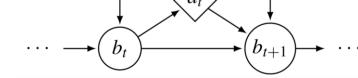
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## Model decision problems under uncertainty

**POMDPs** 

#### Cover uncertainties in

- Models
- Environment
- Future behavior of others



**Experiments** 

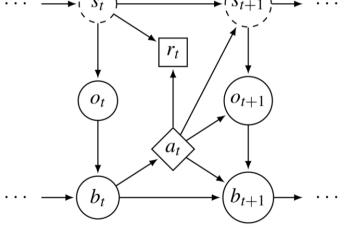
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Figure: Probabilistic graphical model of a POMDP.

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#### POMDPs

- Model decision problems under uncertainty
- Cover uncertainties in
  - Models
  - Environment
  - Future behavior of others
- Reasoning in high dimensional belief space

→ Difficult to solve!



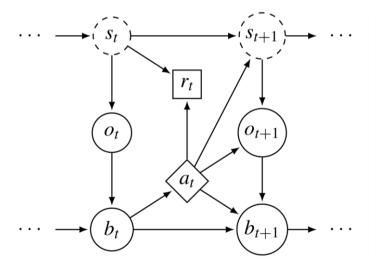
Experiments

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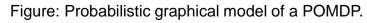
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Conclusion

#### POMDPs

- Model decision problems under uncertainty
- Cover uncertainties in
  - Models
  - Environment
  - Future behavior of others
- Reasoning in high dimensional belief space
  - $\rightarrow$  Difficult to solve!

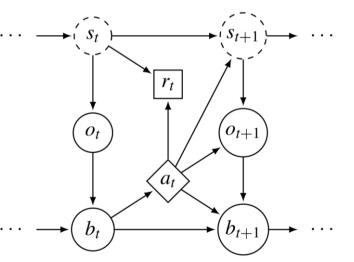
Can POMDP solvers be improved by considering information?



Experiments

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Conclusion





#### **Information Measures**

measures have similar shape

 $\rightarrow$  "more information = higher value"

Optimal value function V\* and information



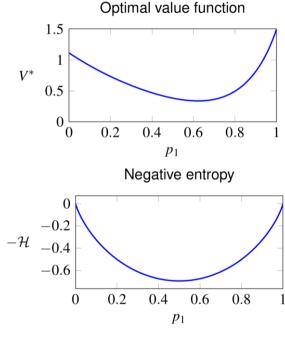


Figure: Shape of optimal value function and negative entropy.

IPFT 00 Conclusion o

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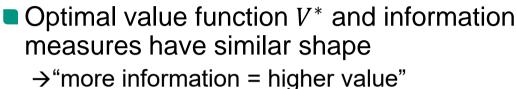
### **Information Measures**



Optimal value function 1.5  $V^*$ 0.5 0 0.2 0.40.6 0.8 0  $p_1$ Negative entropy 0 -0.2 $-\mathcal{H}$ -0.4-0.60.2 0.4 0.8 0 0.6

Figure: Shape of optimal value function and negative entropy.

 $p_1$ 



#### Motivation

- Speed up planning
- Allow active information gathering

Introduction Reward Shaping o o Information Particle Filter Tree Algorithm for Continuous  $\rho$ POMDPs

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#### **POMDPs**



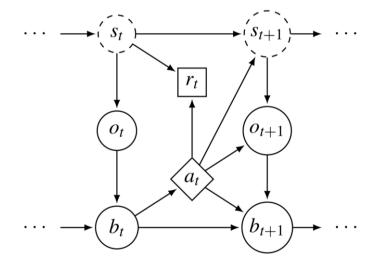


Figure: Probabilistic graphical model of a POMDP.

 $\begin{array}{c} \text{Introduction} \\ \circ \circ \bullet \circ \end{array} \\ \hline \text{Reward Shaping} \\ \circ \circ \end{array} \\ \hline \text{Information Particle Filter Tree Algorithm for Continuous } \rho \text{POMDPs} \end{array}$ 

IPFT 00 Experiments

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#### $\rho {\rm POMDPs}$



Extension of POMDP framework
 Belief-dependent reward model  $\rho(b, a)$ 

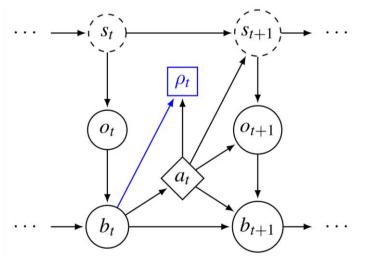


Figure: Probabilistic graphical model of a  $\rho$ POMDP.

[1] Araya-López et al., "A POMDP Extension with Belief-dependent Rewards," (2010)

IntroductionReward ShapingIPFTο ο ο οο οο οInformation Particle Filter Tree Algorithm for Continuous ρPOMDPs

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## $\rho {\rm POMDPs}$

- Extension of POMDP framework
- Belief-dependent reward model  $\rho(b, a)$
- Solvers exist only for
  - Discrete problems
  - Piecewise linear and convex  $\rho$
  - Offline computation

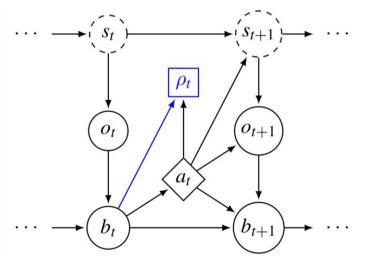


Figure: Probabilistic graphical model of a  $\rho$ POMDP.

[1] Araya-López et al., "A POMDP Extension with Belief-dependent Rewards," (2010)

Experiments

Conclusion

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## $\rho {\rm POMDPs}$

- Extension of POMDP framework
- Belief-dependent reward model  $\rho(b, a)$
- Solvers exist only for
  - Discrete problems
  - Piecewise linear and convex  $\rho$
  - Offline computation

How can  $\rho$ POMDPs on continuous domains be solved online?

 $\cdots \rightarrow (s_t) \rightarrow (s_{t+1}) \rightarrow \cdots$   $\downarrow \qquad (s_{t+1}) \rightarrow \cdots$   $o_t \qquad (s_{t+1}) \rightarrow \cdots$   $o_t \qquad (s_{t+1}) \rightarrow \cdots$   $b_t \qquad (b_{t+1}) \rightarrow \cdots$ 

Figure: Probabilistic graphical model of a  $\rho$ POMDP.

Experiments

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[1] Araya-López et al., "A POMDP Extension with Belief-dependent Rewards," (2010)

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Introduction Reward Shaping  $\circ \circ \circ \circ$  Information Particle Filter Tree Algorithm for Continuous  $\rho$ POMDPs

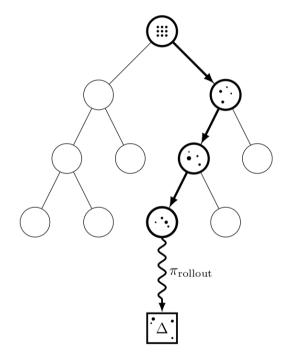
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Conclusion



#### **Approach - Information Particle Filter Tree**

Adapt MCTS-based POMDP solver
 Approximate belief by particles
 Evaluate *ρ* on particle sets



#### Figure: Simulation phase of IPFT.

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Experiments

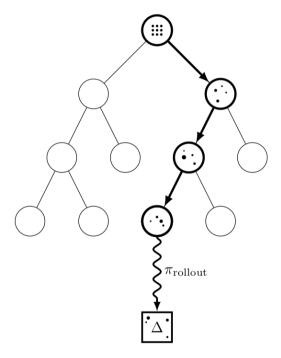
Conclusion



#### **Approach - Information Particle Filter Tree**

Adapt MCTS-based POMDP solver
 Approximate belief by particles
 Evaluate *ρ* on particle sets

→Online anytime algorithm→Continuous problems



#### Figure: Simulation phase of IPFT.

Introduction Reward Shaping  $0 \ 0 \ 0$  Information Particle Filter Tree Algorithm for Continuous  $\rho$ POMDPs Conclusion

#### **Potential-Based Reward Shaping**



Reward shaping changes the optimal policy

$$\tilde{R}(b_t, a_t) = R(b_t, a_t) + F(b_t, a_t, b_{t+1})$$

#### **Potential-Based Reward Shaping**



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Reward shaping changes the optimal policy

$$\tilde{R}(b_t, a_t) = R(b_t, a_t) + F(b_t, a_t, b_{t+1})$$

BUT: Optimal policy is invariant under potential-based reward shaping for infinite horizon [2]

$$F(b_t, a_t, b_{t+1}) = \gamma \phi(b_{t+1}) - \phi(b_t)$$

[2] Eck et. al. "Potential-based reward shaping for finite horizon online POMDP planning." (2016)

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#### **Potential-Based Reward Shaping**



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BUT: Optimal policy is invariant under potential-based reward shaping for infinite horizon [2]

$$F(b_t, a_t, b_{t+1}) = \gamma \phi(b_{t+1}) - \phi(b_t)$$

#### V\* serves as a particularly effective potential

[2] Eck et. al. "Potential-based reward shaping for finite horizon online POMDP planning." (2016)

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 Information Particle Filter Tree Algorithm for Continuous ρPOMDPs
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## **Information-Theoretic Reward Shaping**



Information measures have similar shape to V\*

- Convex on belief space
- →Use as heuristic for  $V^*$

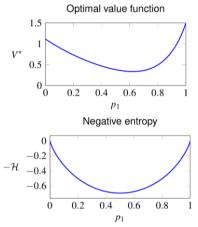


Figure: Shape of optimal value function and negative entropy.

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#### **Information-Theoretic Reward Shaping**

Information measures have similar shape to V\*

- Convex on belief space
- $\rightarrow$ Use as heuristic for  $V^*$



Optimal value function

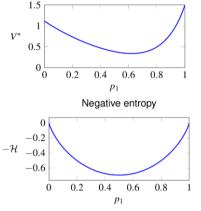
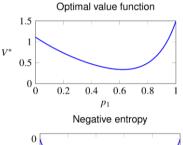


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#### **Information-Theoretic Reward Shaping**

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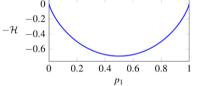


Figure: Shape of optimal value function and negative entropy.

$$\rho(b,a,b') = \int_S R(s,a)b(s)ds + \lambda \Delta \mathcal{I}(b,b')$$

Introduction Reward Shaping  $\circ \circ$   $\circ \circ$  Information Particle Filter Tree Algorithm for Continuous  $\rho$ POMDPs

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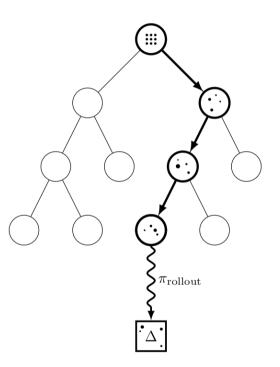
Conclusion o

#### Solving $\rho {\rm POMDPs}$ in Continuous Domains



#### Based on Particle Filter Tree (PFT) Algorithm [3]

- MCTS  $\rightarrow$  continuous states
- Double Progressive Widening (DPW)
  - $\rightarrow$  continuous actions & observations



[3] Sunberg and Kochenderfer, "Online Algorithms for POMDPs with Continuous State, Action, and Observation Spaces," (2018)

Figure: Simulation phase of PFT.

Introduction Reward Shaping o o o o POMDPs Information Particle Filter Tree Algorithm for Continuous pPOMDPs IPFT ● 0 Experiments

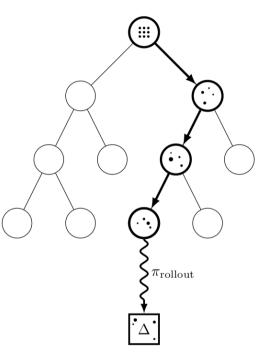
Conclusion

#### Solving $\rho {\rm POMDPs}$ in Continuous Domains



Based on Particle Filter Tree (PFT) Algorithm [3]

- MCTS → continuous states
- Double Progressive Widening (DPW)
  - $\rightarrow$  continuous actions & observations
- Solves belief MDP
- Small weighted particle sets (m = 20)
- Update with mean particle return



[3] Sunberg and Kochenderfer, "Online Algorithms for POMDPs with Continuous State, Action, and Observation Spaces," (2018)

**Reward Shaping** 

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#### Figure: Simulation phase of PFT.

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IPFT

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Conclusion

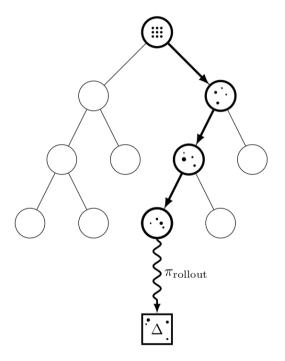
Information Particle Filter Tree Algorithm for Continuous  $\rho$ POMDPs

Introduction

## Solving $\rho {\rm POMDPs}$ in Continuous Domains - Information Particle Filter Tree (IPFT)

Particle set approximates belief





#### Figure: Simulation phase of IPFT.

Introduction Reward Shaping o o o o Information Particle Filter Tree Algorithm for Continuous pPOMDPs IPFT o● Experiments

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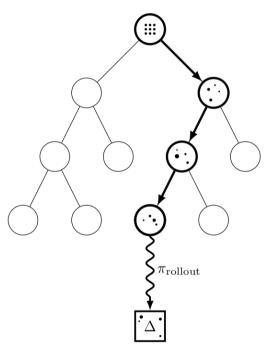
# Solving $\rho {\rm POMDPs}$ in Continuous Domains - Information Particle Filter Tree (IPFT)

Particle set approximates belief

• Evaluate  $\rho$  on weighted particle sets, e.g.

 $-\mathcal{H}(b) = \int_{S} b(s) \log b(s) \, \mathrm{d}s \approx \sum_{i} w_{i} \log b(s_{i})$ 





#### Figure: Simulation phase of IPFT.

Introduction Reward Shaping o o o o Information Particle Filter Tree Algorithm for Continuous pPOMDPs IPFT 0● Experiments 0000

Conclusion

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# Solving $\rho {\rm POMDPs}$ in Continuous Domains - Information Particle Filter Tree (IPFT)

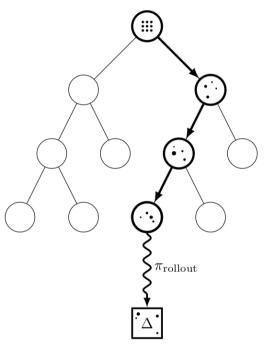
Particle set approximates belief

• Evaluate  $\rho$  on weighted particle sets, e.g.

Particle-based kernel density estimate  $\hat{b}$ 

 $-\mathcal{H}(b) = \int_{S} b(s) \log b(s) \, \mathrm{d}s \approx \sum_{i} w_{i} \log \hat{b}(s_{i})$ 





#### Figure: Simulation phase of IPFT.

Introduction Reward Shaping o o o o Information Particle Filter Tree Algorithm for Continuous pPOMDPs IPFT

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# Solving $\rho$ POMDPs in Continuous Domains -Information Particle Filter Tree (IPFT)

Particle set approximates belief

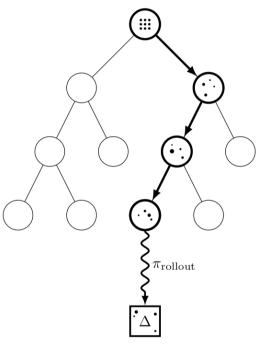
• Evaluate  $\rho$  on weighted particle sets, e.g.

**Particle-based kernel density estimate**  $\hat{b}$ 

Averaging over many particle sets leads to

 $-\mathcal{H}(b) = \int_{S} b(s) \log b(s) \, \mathrm{d}s \approx \sum_{i} w_{i} \log \hat{b}(s_{i})$ 





#### Figure: Simulation phase of IPFT.

**Reward Shaping** Introduction 0000 00 Information Particle Filter Tree Algorithm for Continuous pPOMDPs

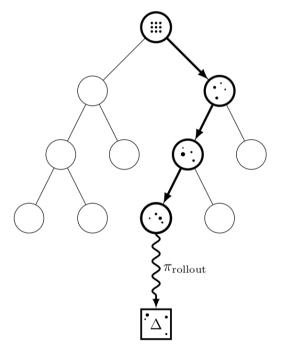
better entropy estimate

IPFT 0

Conclusion

# Solving $\rho \rm POMDPs$ in Continuous Domains - Information Particle Filter Tree (IPFT)





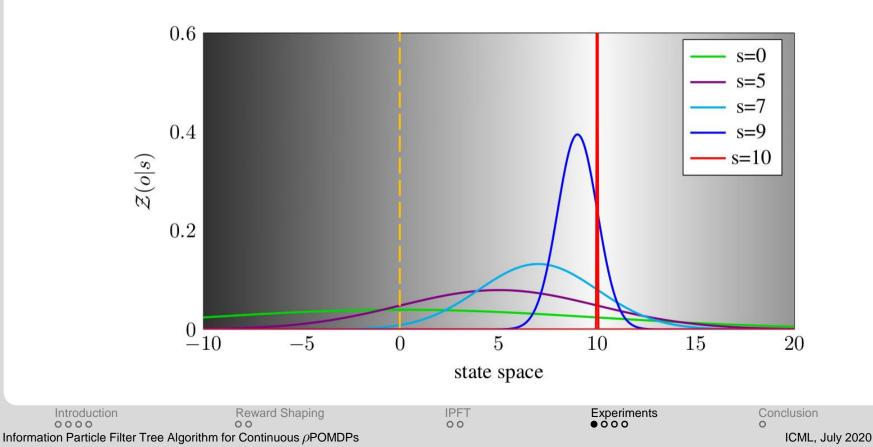
- Particle set approximates belief
- Evaluate  $\rho$  on weighted particle sets, e.g.
  - $-\mathcal{H}(b) = \int_{S} b(s) \log b(s) \, \mathrm{d}s \approx \sum_{i} w_{i} \log \hat{b}(s_{i})$
  - Particle-based kernel density estimate  $\hat{b}$
- Averaging over many particle sets leads to better entropy estimate
- →IPFT can solve arbitrary  $\rho$ POMDPs on continuous domains

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IPFT O● Conclusion



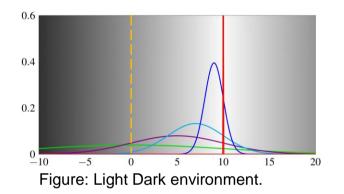
#### **Experiments – Light Dark**





#### **Experiments – Light Dark**

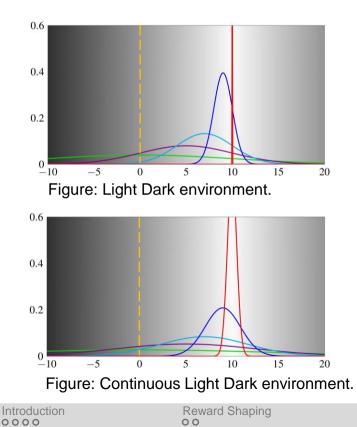




- Goal: execute a = 0 at s = 0
- Consider action spaces  $\mathbb{A}_{10} = \{-10, -1, 0, 1, 10\}$  $\mathbb{A}_3 = \{-3, -1, 0, 1, 3\}$

#### **Experiments – Light Dark**





- Goal: execute a = 0 at s = 0
- Consider action spaces  $\mathbb{A}_{10} = \{-10, -1, 0, 1, 10\}$  $\mathbb{A}_3 = \{-3, -1, 0, 1, 3\}$
- Continuous state space
  Transition noise
  Increased observation noise

**IPFT** 

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Conclusion o



## **Results – Light Dark**

	Light Dark problem						
Algorithm	action space $\mathbb{A}_{10}$	action space $\mathbb{A}_3$					
$IPFT(\Delta \mathcal{I}_1)$	$58.2 \pm 0.4$	$34.8 \pm 0.7$					
$\operatorname{IPFT}(\Delta \mathcal{I}_{\gamma})$	$55.4 \pm 0.5$	$27.8 \pm 0.8$					
POMCPOW	$58.6 \pm 0.5$	$-2.6 \pm 0.9$					
PFT-DPW	$57.4 \pm 0.5$	$33.9 \pm 0.8$					

Table: Mean reward and standard deviation of 1000 simulations.

Conclusion o

## **Results – Light Dark**



	Light Dark problem			Continuous Light Dark problem				
Algorithm	action space	$e \mathbb{A}_{10}$	action space	$e \mathbb{A}_3$	action spac	$e \mathbb{A}_{10}$	action spac	$e \mathbb{A}_3$
IPFT( $\Delta \mathcal{I}_1$ )	$58.2 \pm 0.4$		$34.8\pm0.7$		$35.7 \pm 1.8$		$35.9 \pm 1.0$	
IPFT( $\Delta \mathcal{I}_{\gamma}$ )	$55.4\pm0.5$		$27.8\pm0.8$		$38.4 \pm 1.7$		$32.3 \pm 1.4$	
POMCPOW	$58.6\pm0.5$		$-2.6\pm0.9$		$-8.5\pm2.3$		$-2.9\pm2.1$	
PFT-DPW	$57.4\pm0.5$		$33.9\pm0.8$		$-33.1\pm2.4$		$-19.6\pm2.3$	

Table: Mean reward and standard deviation of 1000 simulations.

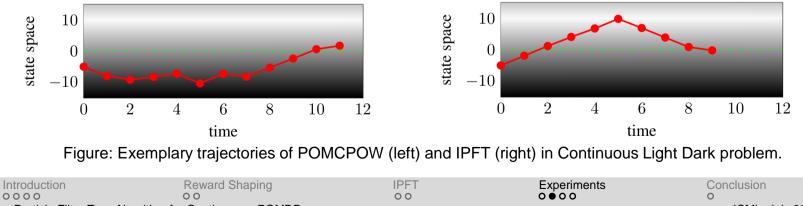
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## **Results – Light Dark**



	Light Dark problem			Continuous Light Dark problem				
Algorithm	action space	$e \mathbb{A}_{10}$	action spac	$e \mathbb{A}_3$	action spac	$e \mathbb{A}_{10}$	action spac	$e \mathbb{A}_3$
IPFT( $\Delta \mathcal{I}_1$ )	$58.2\pm0.4$		$34.8 \pm 0.7$		$35.7 \pm 1.8$		$35.9 \pm 1.0$	
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PFT-DPW	$57.4\pm0.5$		$33.9\pm0.8$		$-33.1\pm2.4$		$-19.6\pm2.3$	

Table: Mean reward and standard deviation of 1000 simulations.



Information Particle Filter Tree Algorithm for Continuous  $\rho {\rm POMDPs}$ 

#### Laser Tag



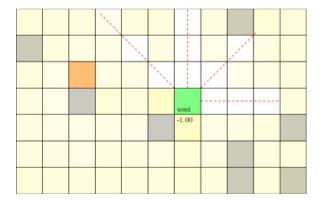


Figure: Laser Tag problem.

Introduction Reward Shaping

Conclusion o

Laser Tag



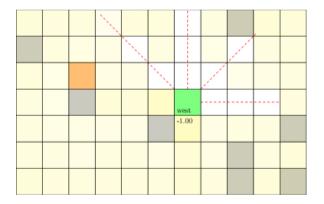


Figure: Laser Tag problem.

	Laser Tag				
$\operatorname{IPFT}(\Delta \mathcal{I}_1)$	$-9.0\pm0.2$				
IPFT( $\Delta \mathcal{I}_{\gamma}$ )	$-8.9\pm0.2$				
POMCPOW	$-9.9\pm0.2$				
PFT-DPW	$-12.0\pm0.2$				

Table: Mean reward and standard deviation of 1000 simulations.

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#### Hyperparameter Sensitivity Analysis



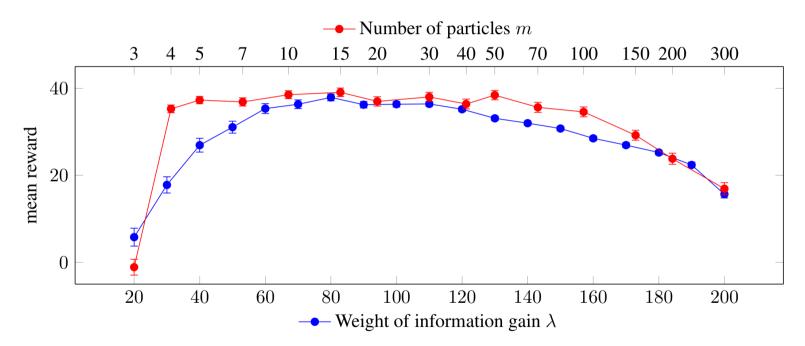


Figure: Mean reward and standard deviation of 1000 simulations of the Continuous Light Dark problem for different parameters.

Introduction Reward Shaping o o o o Information Particle Filter Tree Algorithm for Continuous pPOMDPs IPFT 00 Experiments

Conclusion o



Can POMDP solvers be improved by considering information?





Can POMDP solvers be improved by considering information?

Information-theoretic reward shaping
 Helps by guiding agent to informative beliefs





Can POMDP solvers be improved by considering information?

Information-theoretic reward shaping
 Helps by guiding agent to informative beliefs

How can  $\rho$ POMDPs on continuous domains be solved online?





Can POMDP solvers be improved by considering information?

Information-theoretic reward shaping
 Helps by guiding agent to informative beliefs

How can  $\rho$ POMDPs on continuous domains be solved online?

■ IPFT combines PFT algorithm with  $\rho$ POMDPs →General online solver for continuous  $\rho$ POMDPs

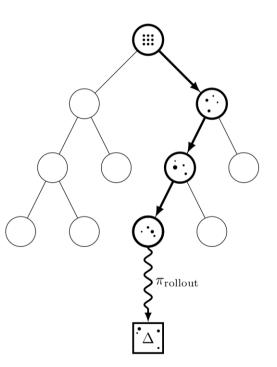


Figure: Simulation phase of IPFT.

Conclusion