

PID Accelerated Value Iteration Algorithm

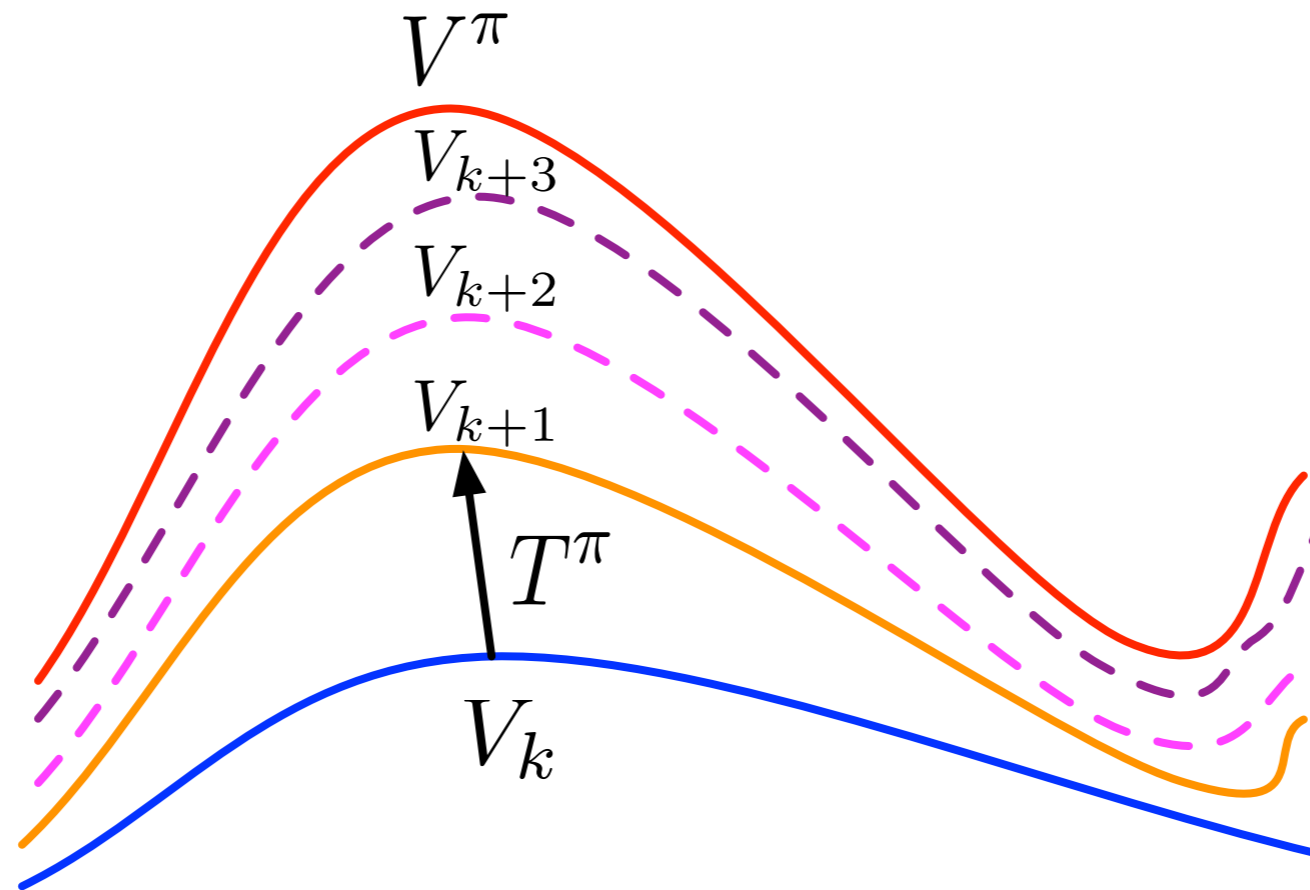
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Value Iteration



$$V_{k+1} = T^\pi V_k \quad (\text{policy evaluation})$$

$$V_{k+1} = T^* V_k \quad (\text{control})$$

$$(T^\pi V)(x) \triangleq r^\pi(x) + \gamma \int \mathcal{P}^\pi(dy|x) V(y),$$

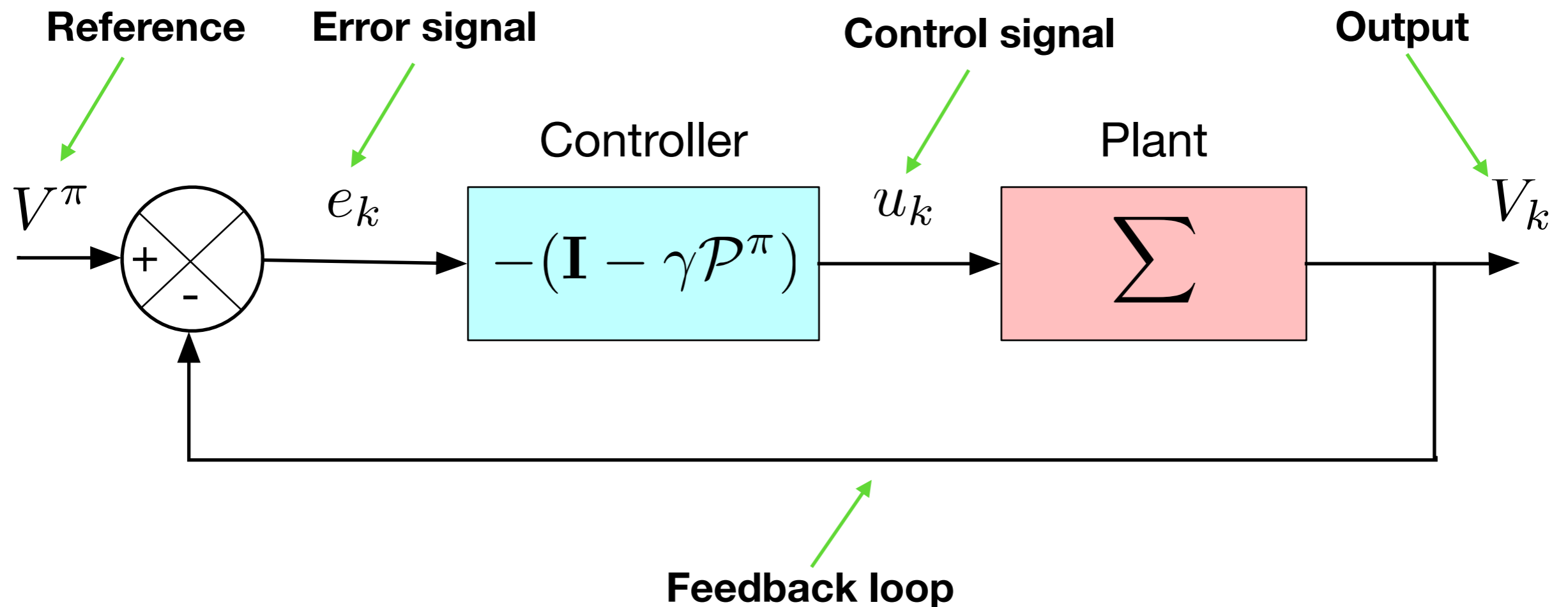
$$(T^* Q)(x, a) \triangleq r(x, a) + \gamma \int \mathcal{P}(dy|x, a) \max_{a' \in \mathcal{A}} Q(y, a').$$

Value Iteration is Slow

- **Challenge:** The convergence rate is $O(\gamma^k)$ and is slow when $\gamma \approx 1$.
- **Solution:**
 - Interpreting the VI as a dynamical system.
 - Use simple controllers from *control theory* to accelerate it.

VI as a Dynamical System

$$V_{k+1} = T^\pi V_k = r^\pi + \gamma \mathcal{P}^\pi V_k$$



VI as a Proportional Controller

$$\begin{aligned} V_{k+1} &= T^\pi V_k = r^\pi + \gamma \mathcal{P}^\pi V_k \\ &= V_k + \text{BR}(V_k) && \text{(Bellman Residual } \text{BR}(V_k) = T^\pi V_k - V_k) \\ &= V_k + u_k && \text{with } u_k = -(\mathbf{I} - \gamma \mathcal{P}^\pi)e_k \text{ and } e_k = V_k - V^\pi \end{aligned}$$



Special case of Proportional (P) controller

$$\begin{aligned} V_{k+1} &= V_k + \kappa_p \text{BR}(V_k) && \text{(Bellman Residual } \text{BR}(V_k) = T^\pi V_k - V_k) \\ &= V_k + \kappa_p u_k && \text{with } u_k = -(\mathbf{I} - \gamma \mathcal{P}^\pi)e_k \text{ and } e_k = V_k - V^\pi \end{aligned}$$

Q: Can we use other controllers to modify (and accelerate) the dynamics?

We use Proportional-Derivative-Integral (PID) controllers.

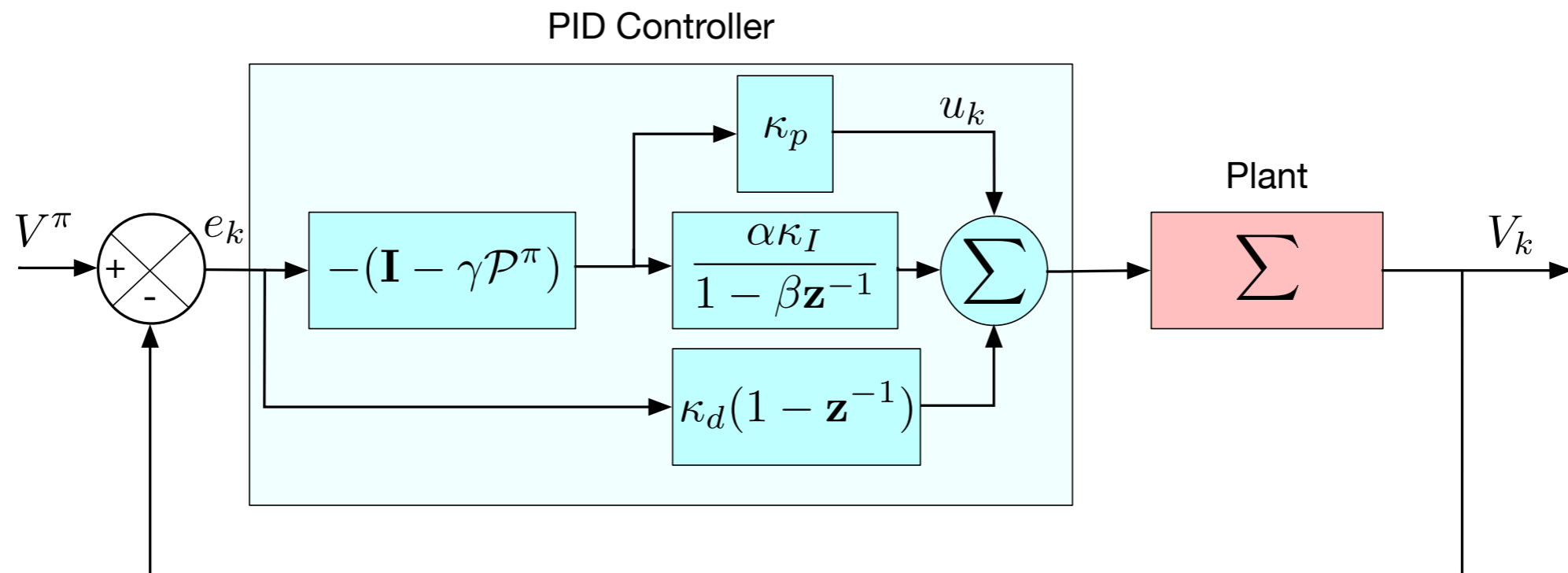
PID Value Iteration

$$z_{k+1} = \beta z_t + \alpha \text{BR}(V_k),$$

$$V_{k+1} = (1 - \kappa_p)V_k + \kappa_p T^\pi V_k + \kappa_I [\beta z_k + \alpha \text{BR}(V_k)] + \kappa_d (V_k - V_{k-1}).$$

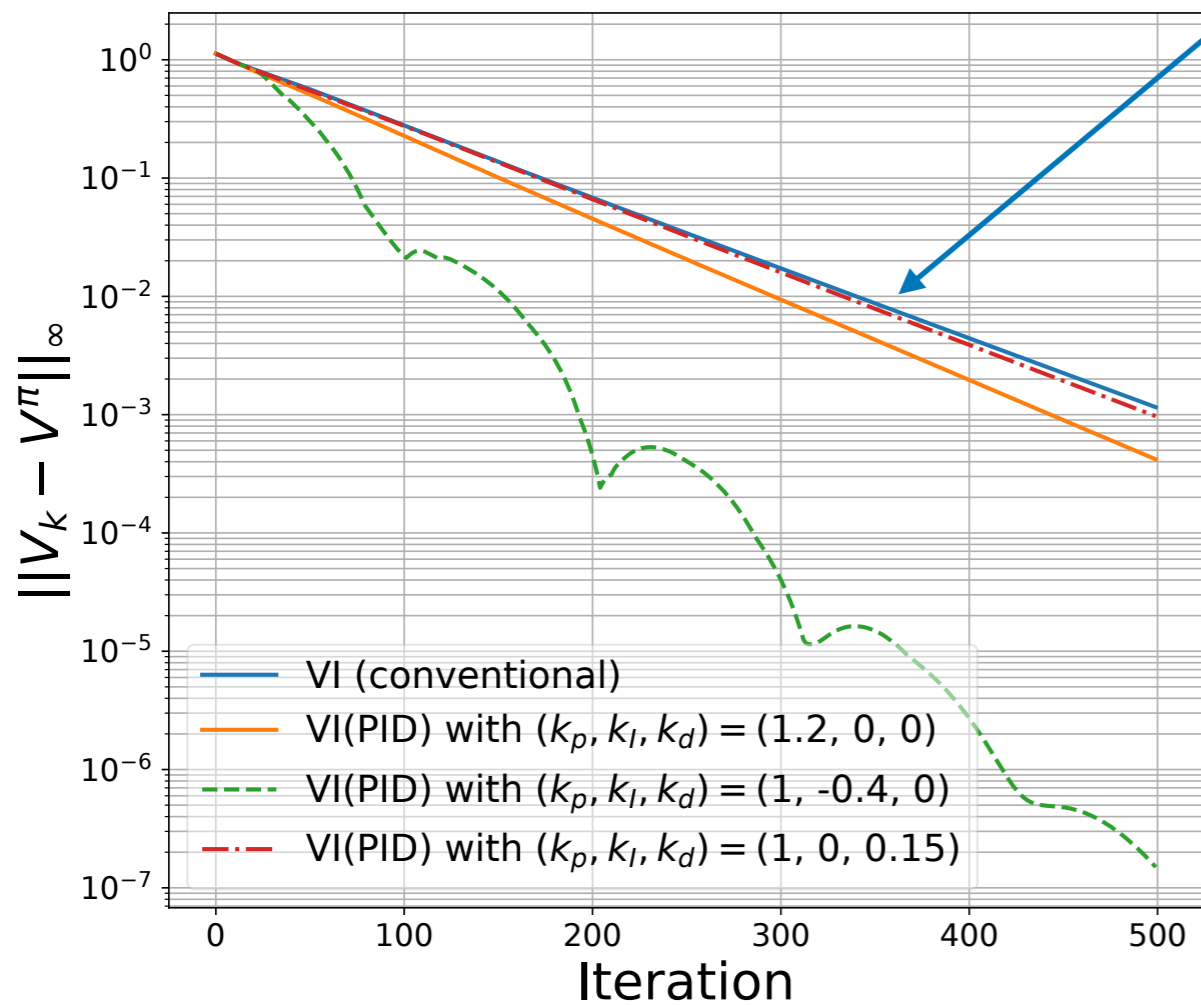
The I term performs a low-pass filter (or smoothing) on the Bellman Residuals.

The D term extrapolates based on linear trends



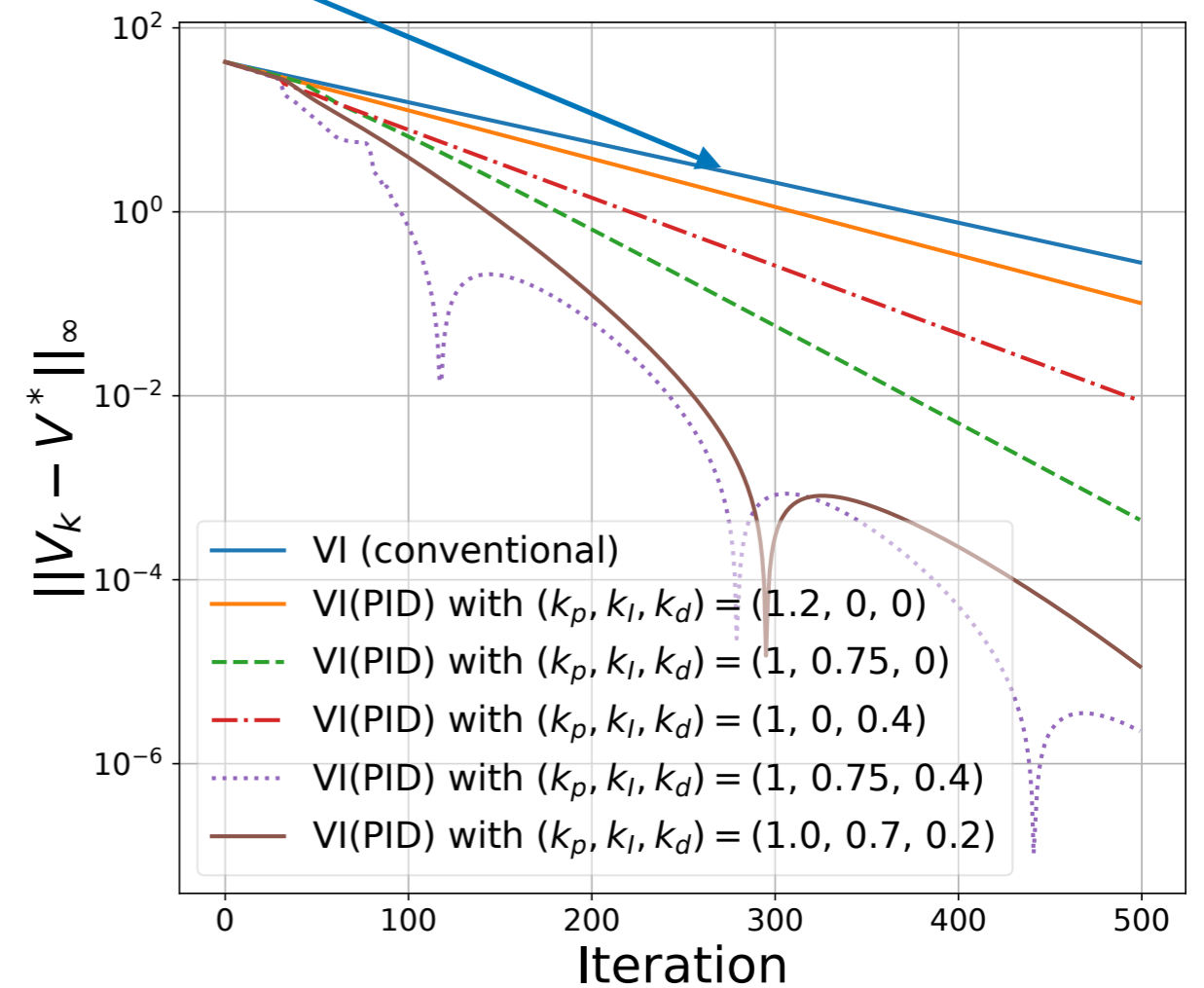
Sample Behaviour

Policy Evaluation



Conventional VI

Control

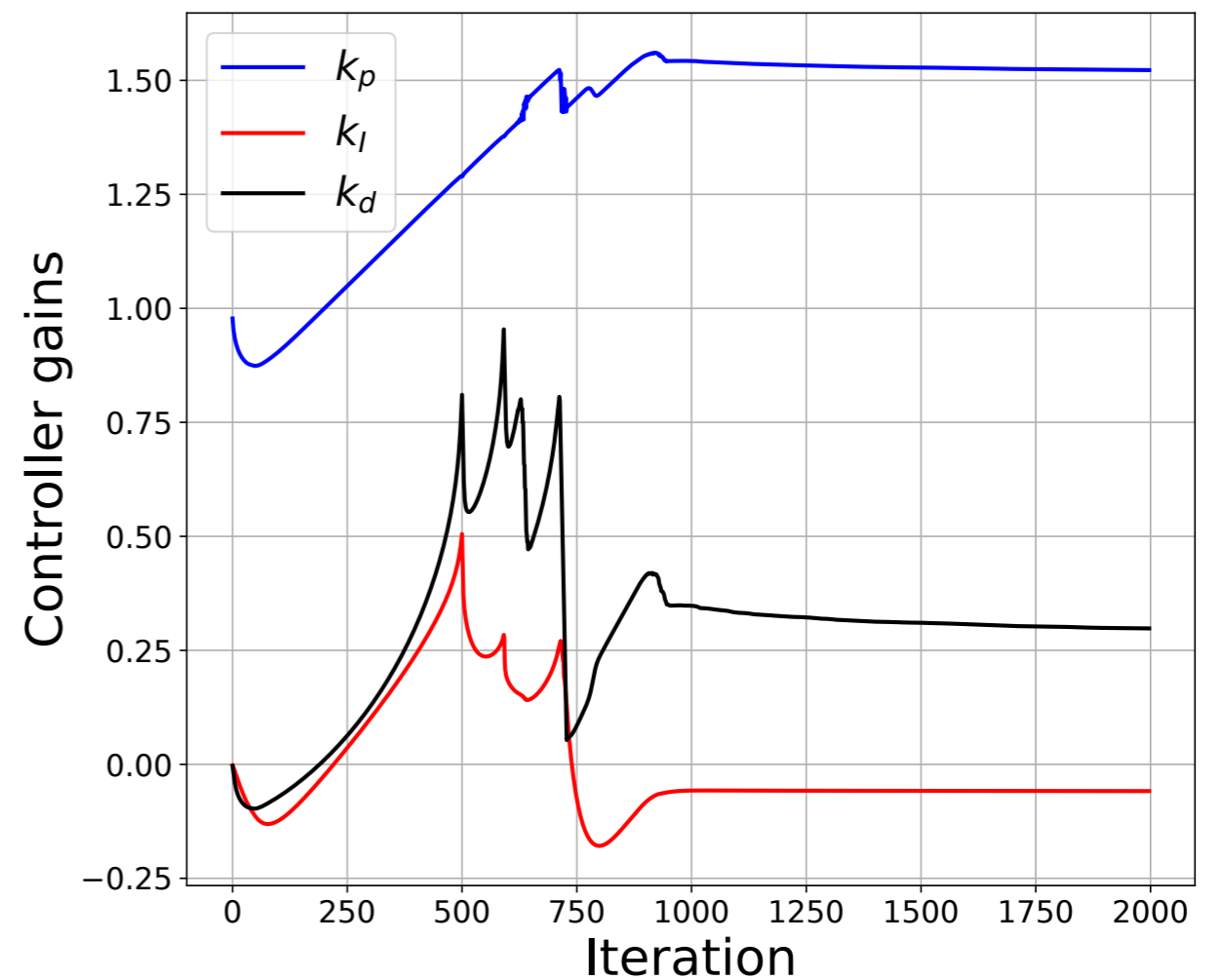
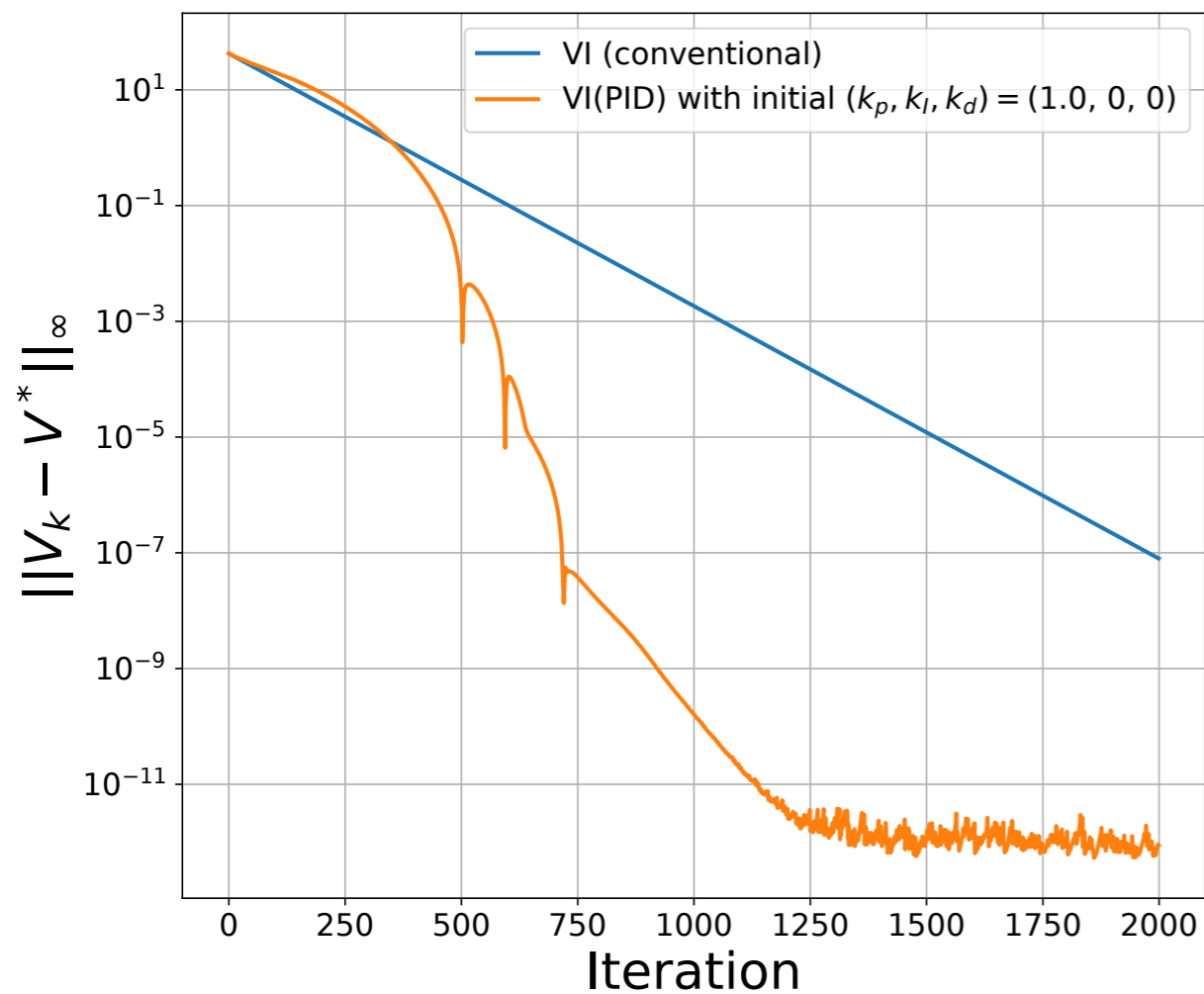


Domain: Chain Walk

Gain Adaptation

Q: How can we choose the controller gains?

We introduce a gain adaptation procedure.



Future Work

- Extension to RL
- Other controllers?

Thank you!