

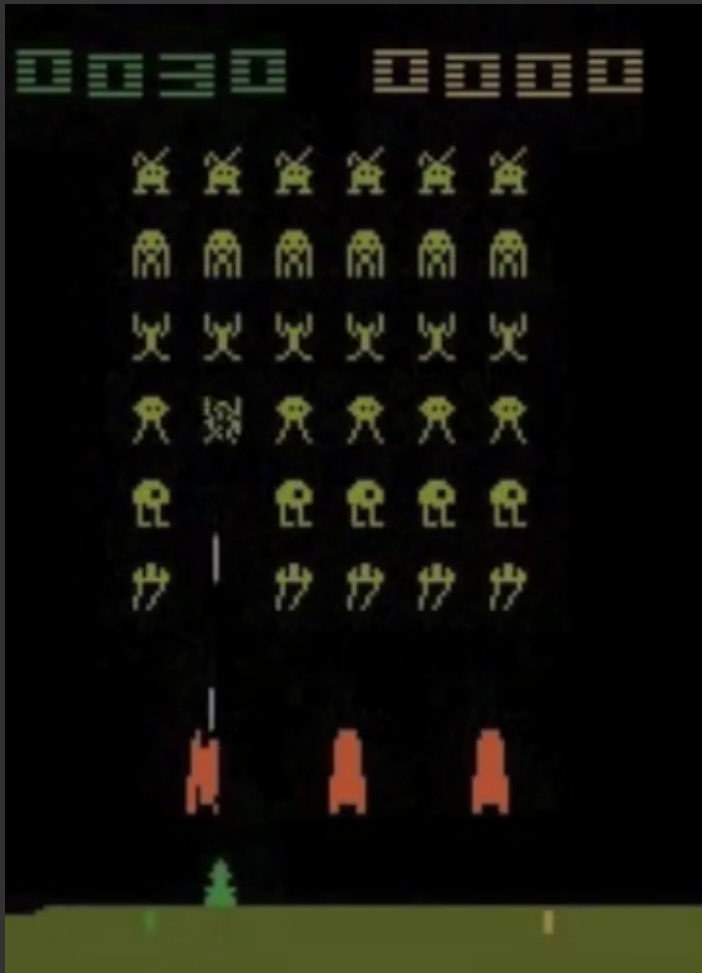
Thompson Sampling is Asymptotically Optimal in General Environments

Jan Leike, Tor Lattimore, Laurent Orseau, Marcus Hutter



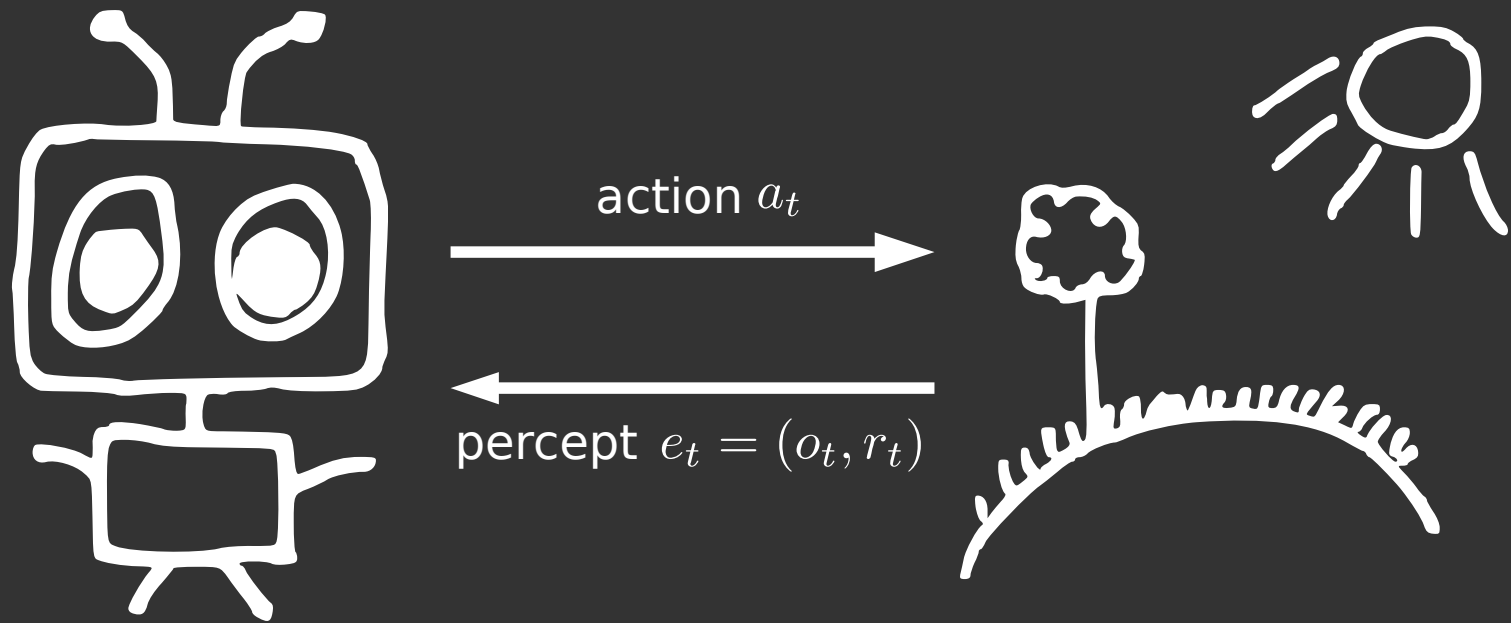
Australian
National
University

Atari 2600



- Fully observable
- Ergodic
- ϵ -exploration works

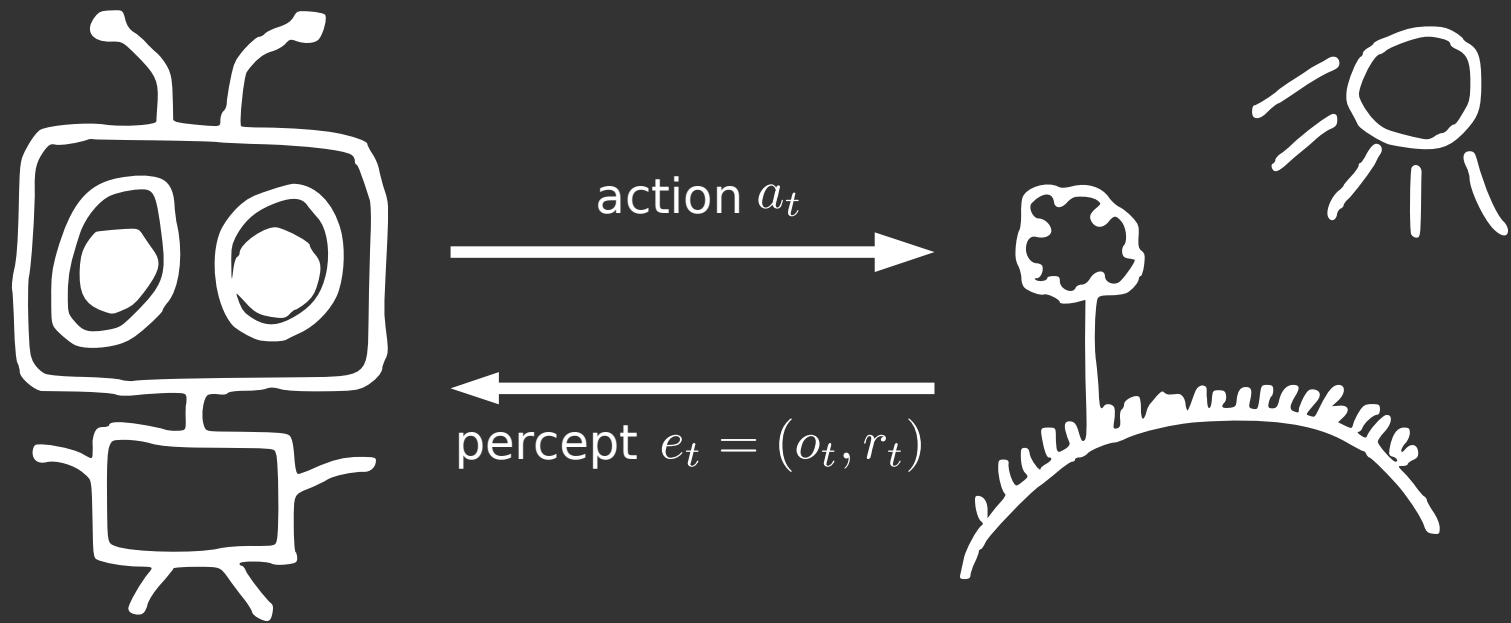
The General RL Problem



Goal: maximize $\sum_{t=1}^{\infty} \gamma_t r_t$

where $\gamma : \mathbb{N} \rightarrow \mathbb{R}^{\geq 0}$ and $\sum_{t=1}^{\infty} \gamma_t < \infty$

The General RL Problem



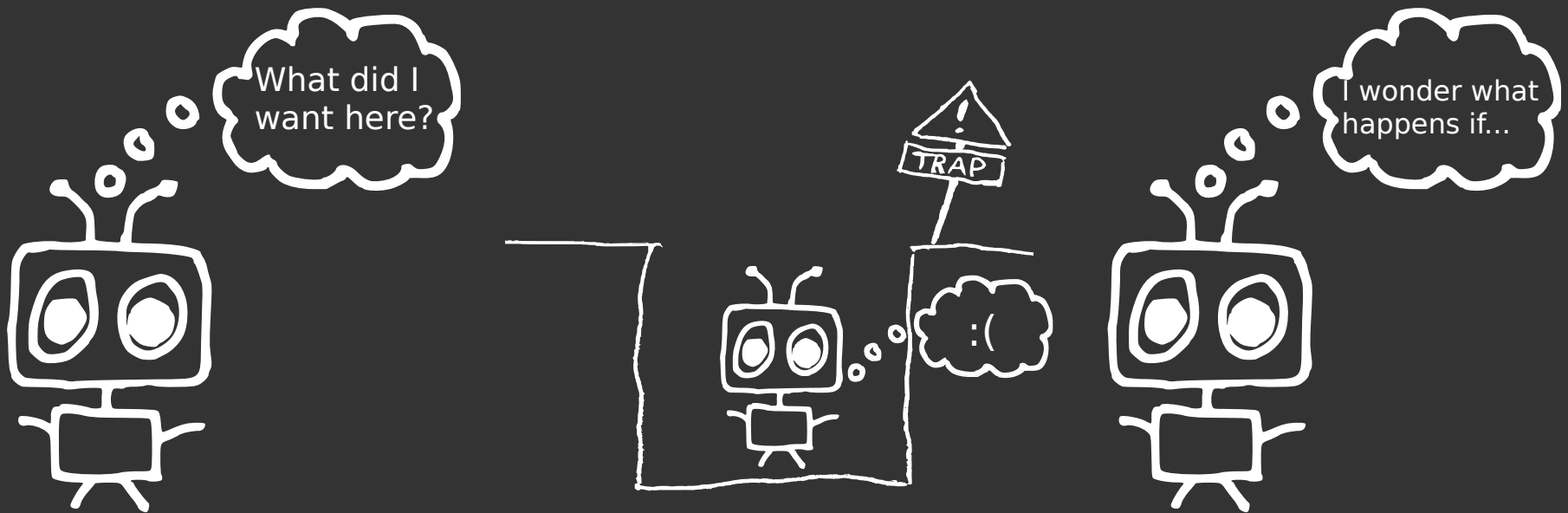
History: $\mathfrak{x}_{<t} = a_1 e_1 \dots a_{t-1} e_{t-1}$

Value function:

$$V^\pi(\mathfrak{x}_{<t}) := \frac{1}{\sum_{k=t}^{\infty} \gamma^k} \mathbb{E}^\pi \left[\sum_{k=t}^{\infty} \gamma^k r_k \mid \mathfrak{x}_{<t} \right]$$

General Environments

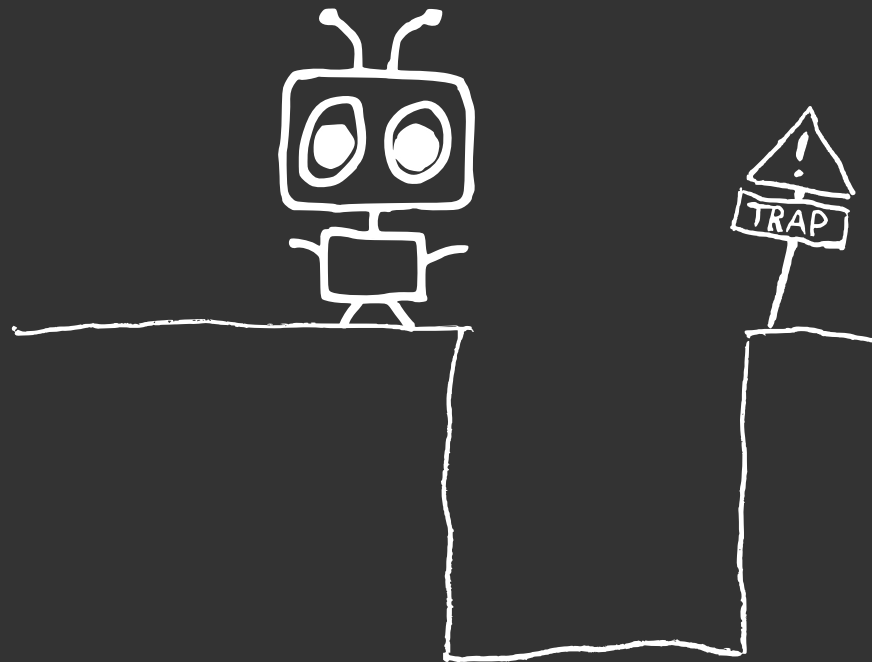
- Partially observable
- Non-ergodic
- Difficult to explore



Asymptotic Optimality

$$V^*(\mathfrak{a}_{<t}) - V^\pi(\mathfrak{a}_{<t}) \rightarrow 0$$

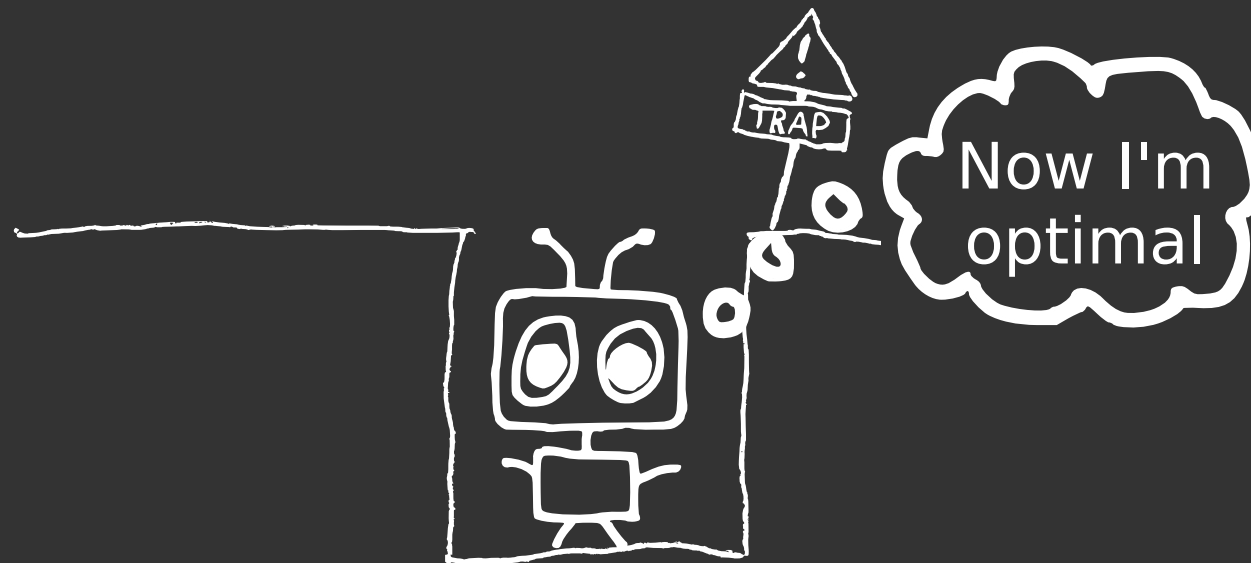
on histories generated by μ and π



Asymptotic Optimality

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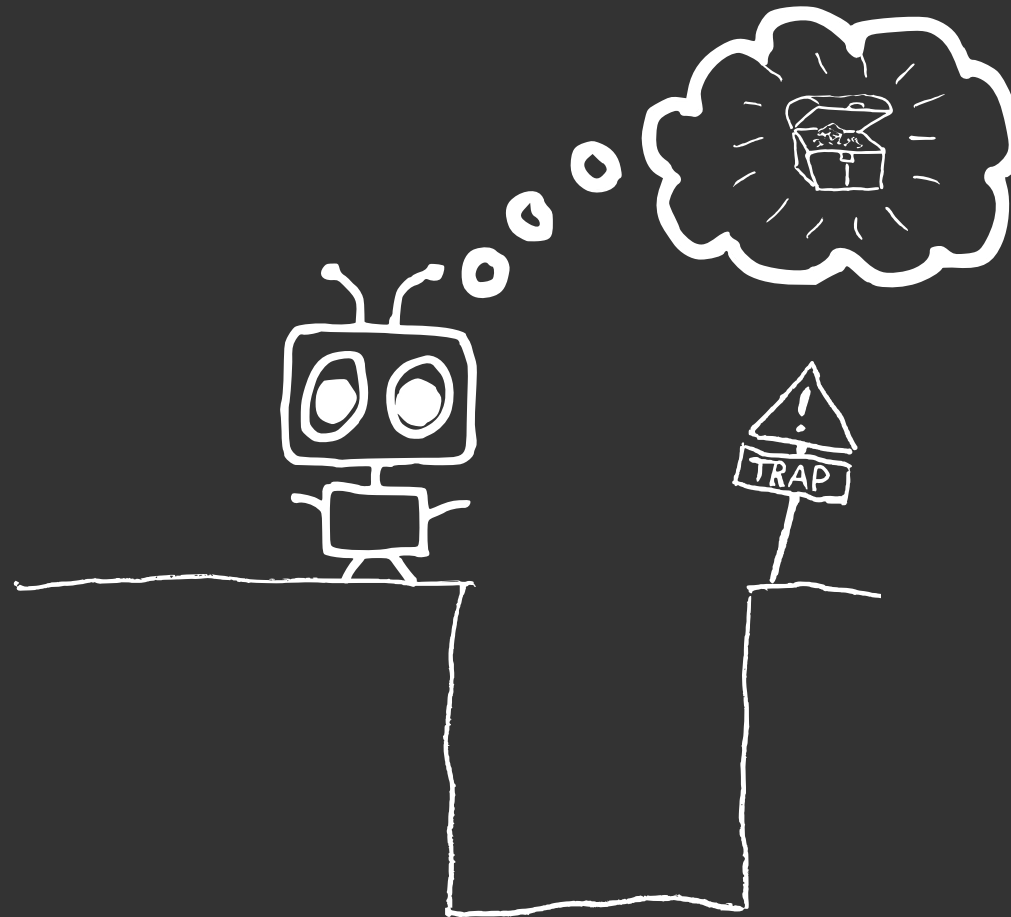
on histories generated by μ and π



Asymptotic Optimality

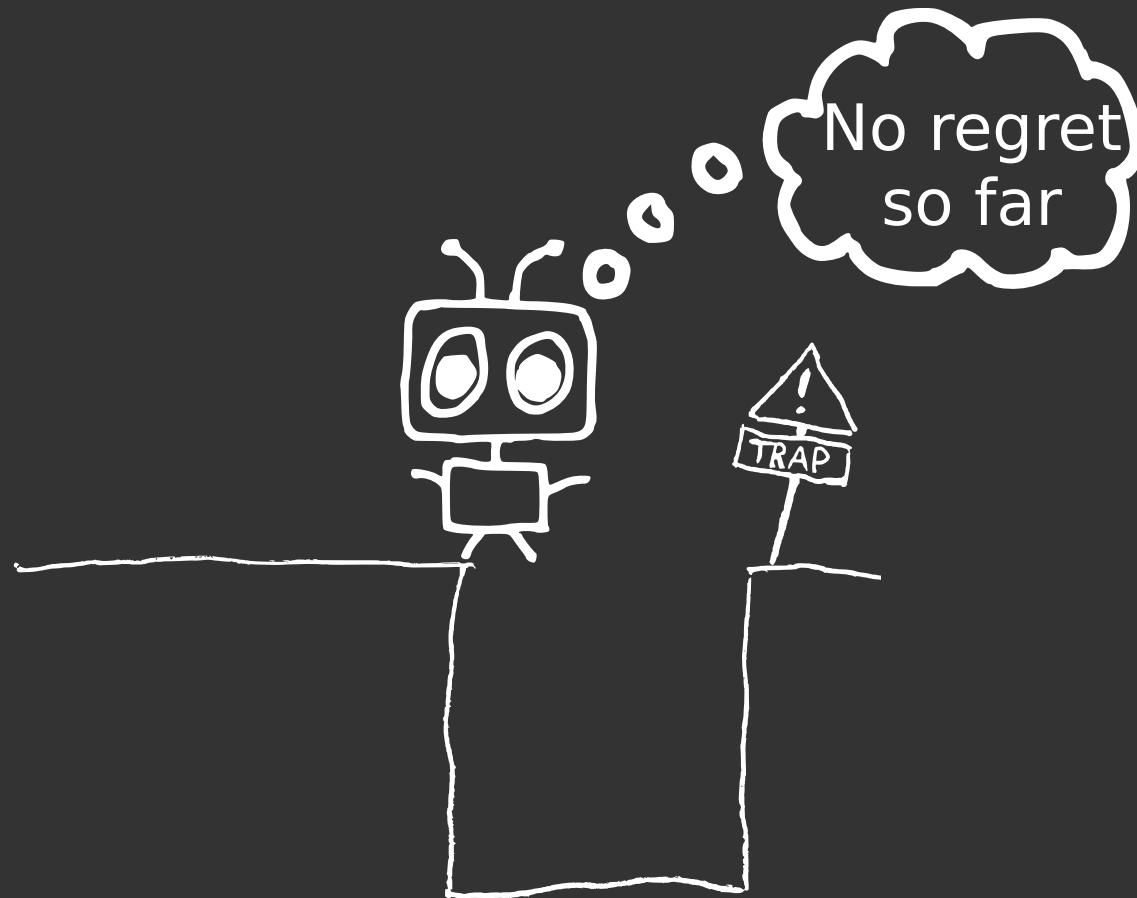
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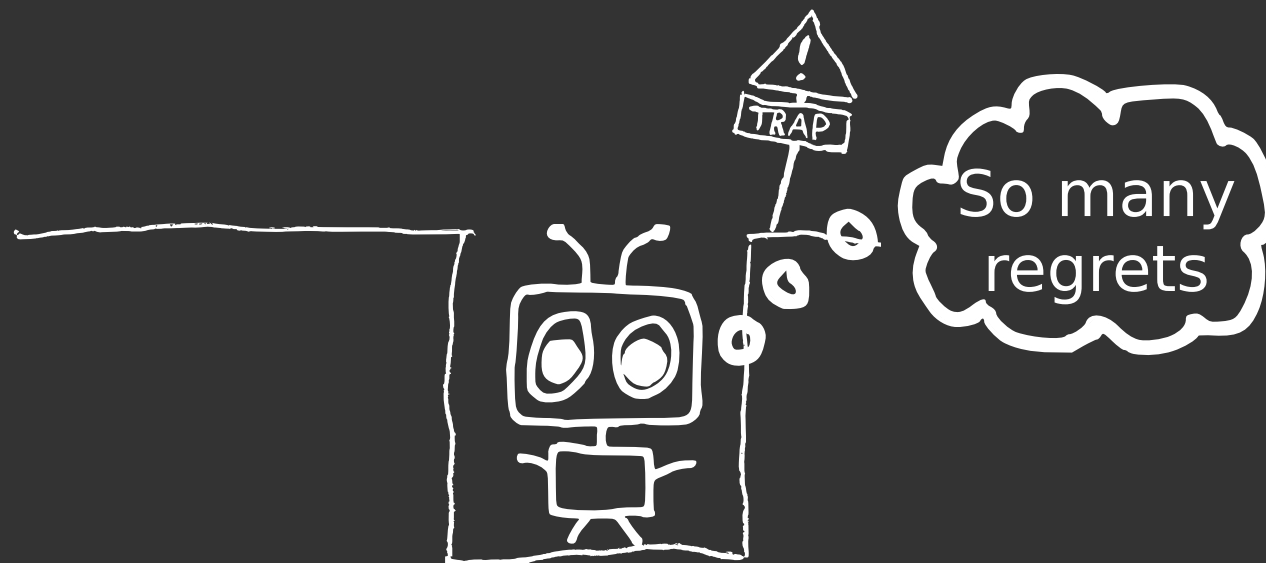
Regret

$$\sup_{\pi'} \mathbb{E}^{\pi'} \left[\sum_{t=1}^m r_t \right] - \mathbb{E}^{\pi} \left[\sum_{t=1}^m r_t \right]$$



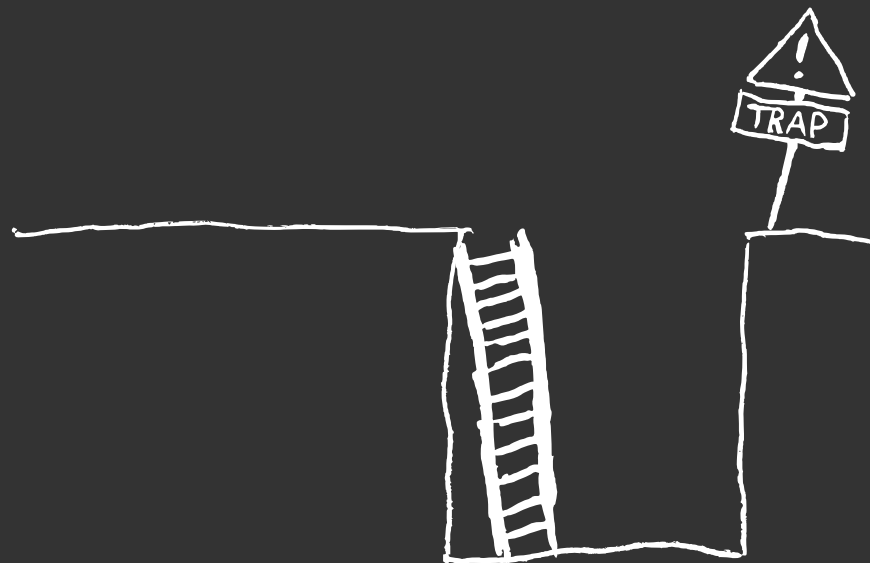
Regret

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Regret

$$\sup_{\pi'} \mathbb{E}^{\pi'} \left[\sum_{t=1}^m r_t \right] - \mathbb{E}^{\pi} \left[\sum_{t=1}^m r_t \right]$$



Recoverability



recoverability

$$\sup_{\pi, \pi'} \left| \mathbb{E}^{\pi} [V^*(\mathfrak{x}_{<t})] - \mathbb{E}^{\pi'} [V^*(\mathfrak{x}_{<t})] \right| \rightarrow 0$$

+ asymptotic optimality

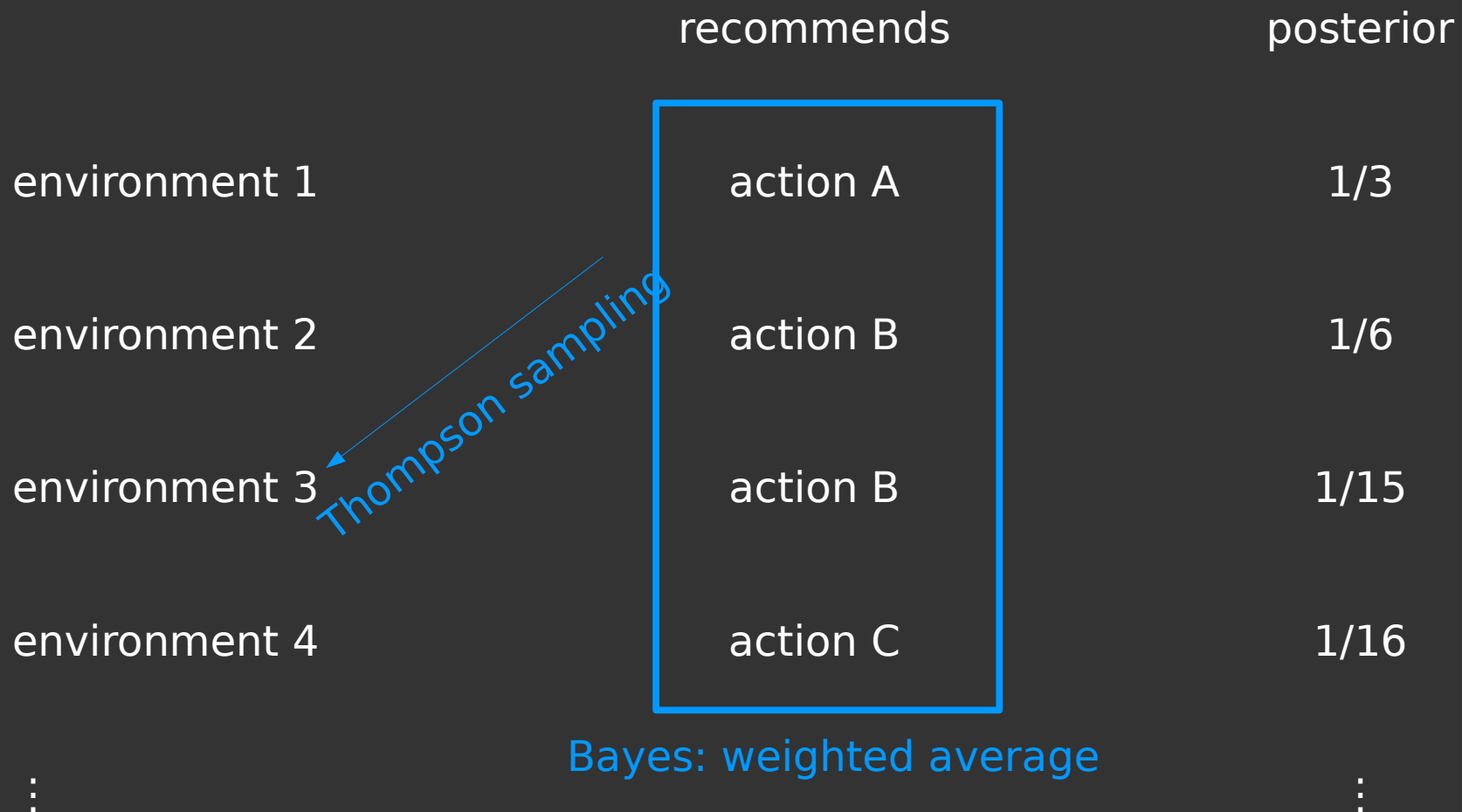
+ some assumptions on γ

$\Rightarrow$ regret is sublinear

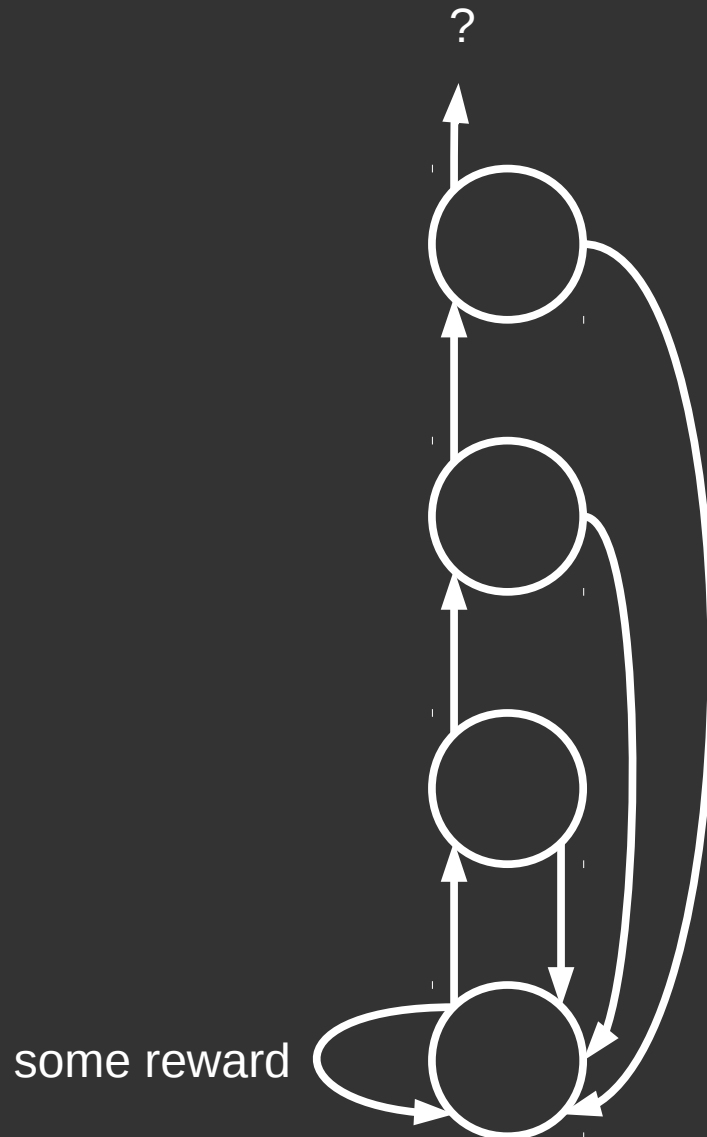
Thompson Sampling vs. Bayes

Important: resample after an effective horizon! (Strens, 2000)

	recommends	posterior
environment 1	action A	1/3
environment 2	action B	1/6
environment 3	action B	1/15
environment 4	action C	1/16
⋮	Bayes: weighted average	⋮



Targeted Exploration



Thompson Sampling is Pretty Good™

- Good empirical performance in bandits (Chapelle and Li, 2011)
- Optimal regret in bandits (Agrawal and Goyal, 2011; Kaufmann et al., 2012)
- Near-optimal regret in MDPs (Osband et al., 2013; Gopalan and Mannor, 2015)
- **New:** Asymptotic optimality in general environments

$$\mathbb{E}^{\pi} \left[V^* (\mathfrak{a}_{<t}) - V^{\pi} (\mathfrak{a}_{<t}) \right] \rightarrow 0$$

Application to Game Theory

- Game theory = RL in partially observable domains
- asymptotic optimality = convergence to best response
- Need the **grain of truth assumption**:
environment + other players are in the environment class
⇒ TS converges to Nash equilibrium in any game

Summary

- Traps are problematic for optimality
- Bayes is not a.o. (Orseau, 2013)
- Bayes can be Very BadTM (Leike and Hutter, 2015)
- Thompson sampling is a.o.
- Recoverability + assumptions on γ + a.o.
⇒ sublinear regret

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