

Reachability in MDPs: Refining Convergence of Value Iteration

Serge Haddad (LSV, ENS Cachan, CNRS & Inria)

and

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RP 2014, Oxford



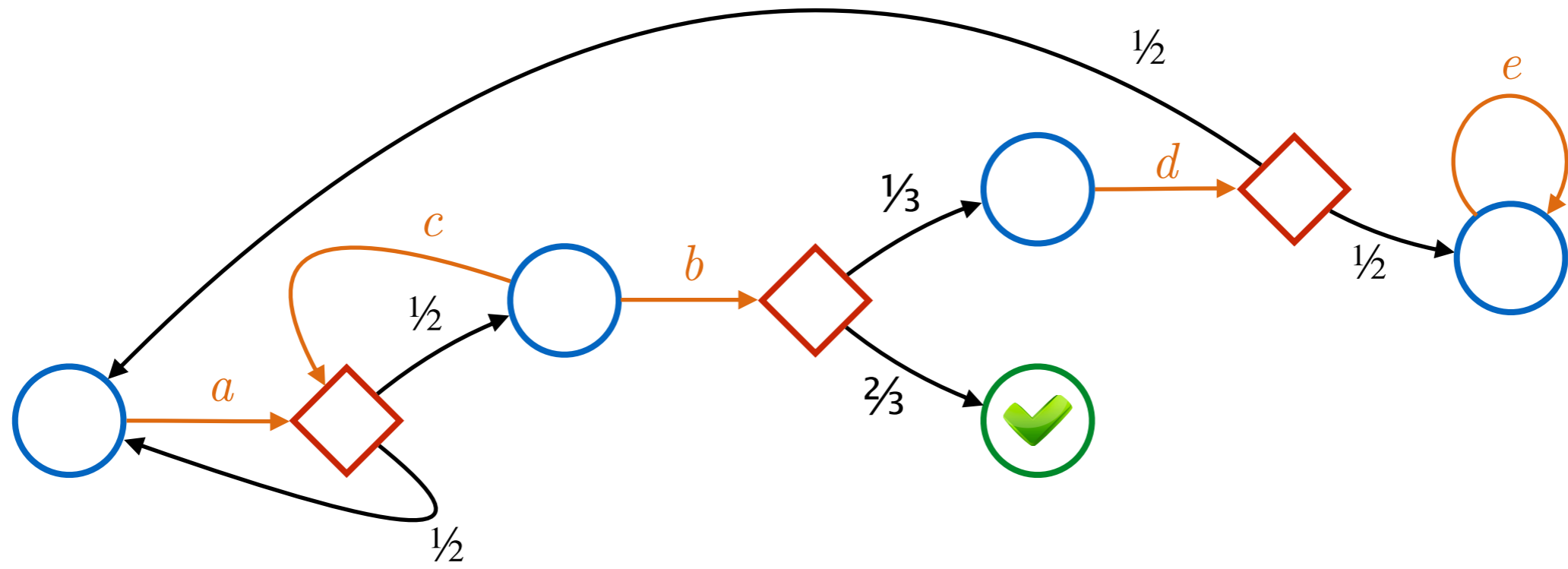
Markov Decision Processes

- What?
 - ♦ *Stochastic* process with *non-deterministic* choices
 - ♦ Non-determinism solved by *policies*/strategies

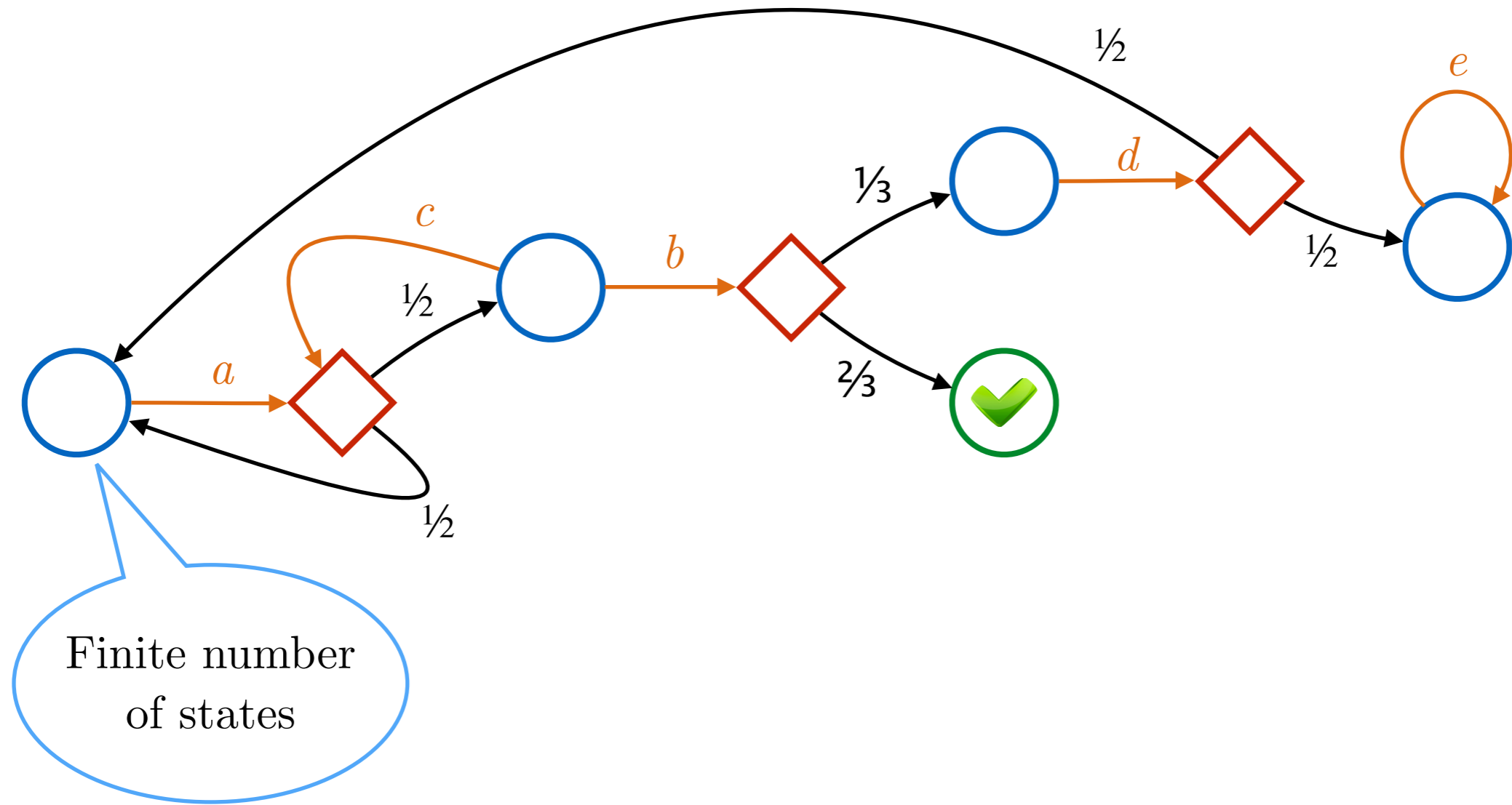
Markov Decision Processes

- What?
 - ♦ *Stochastic* process with *non-deterministic* choices
 - ♦ Non-determinism solved by *policies*/strategies
- Where?
 - ♦ *Optimization*
 - ♦ *Program verification*: reachability as the basis of PCTL model-checking
 - ♦ *Game theory*: $1+\frac{1}{2}$ players

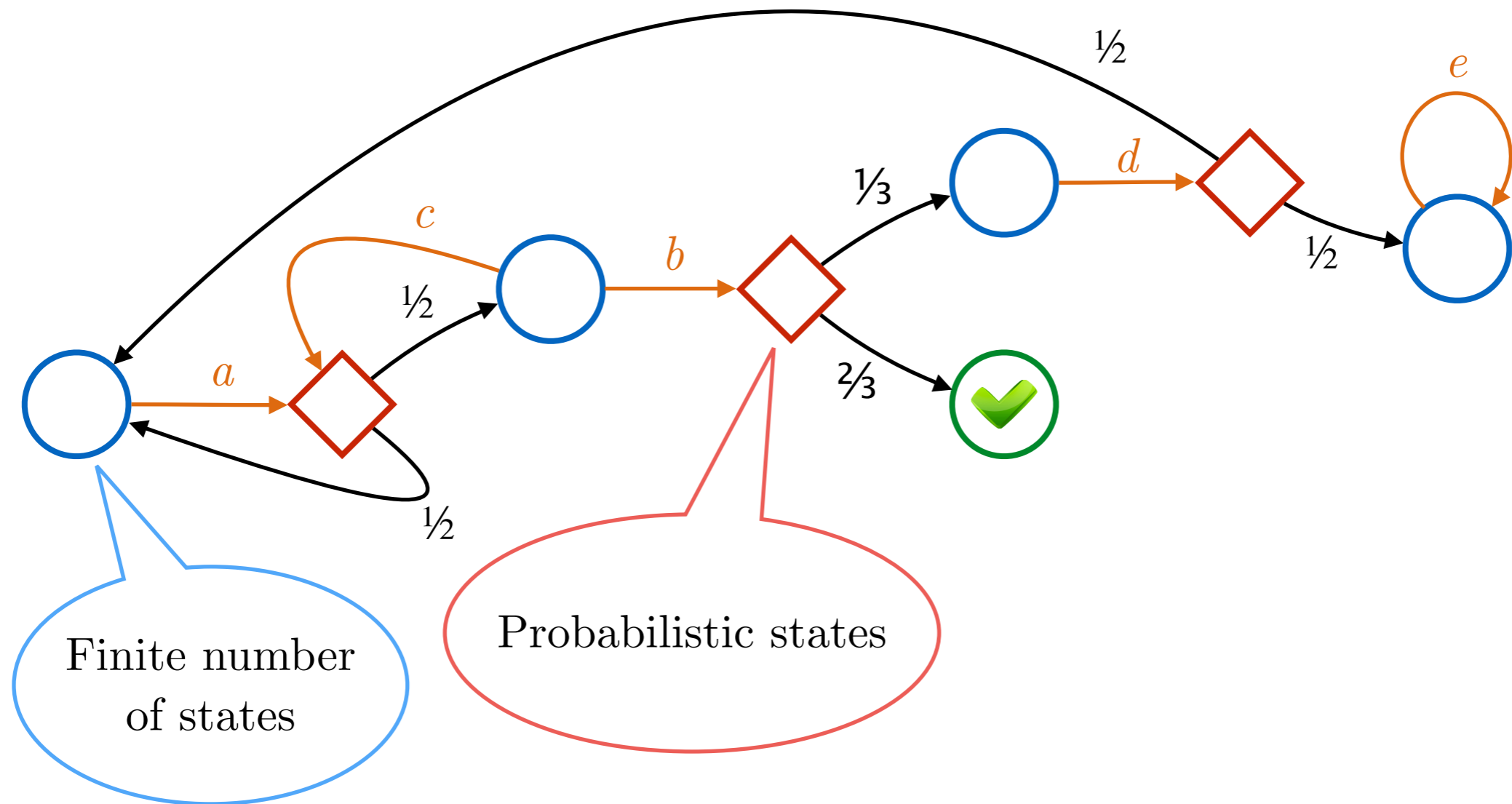
MDPs: definition and objective



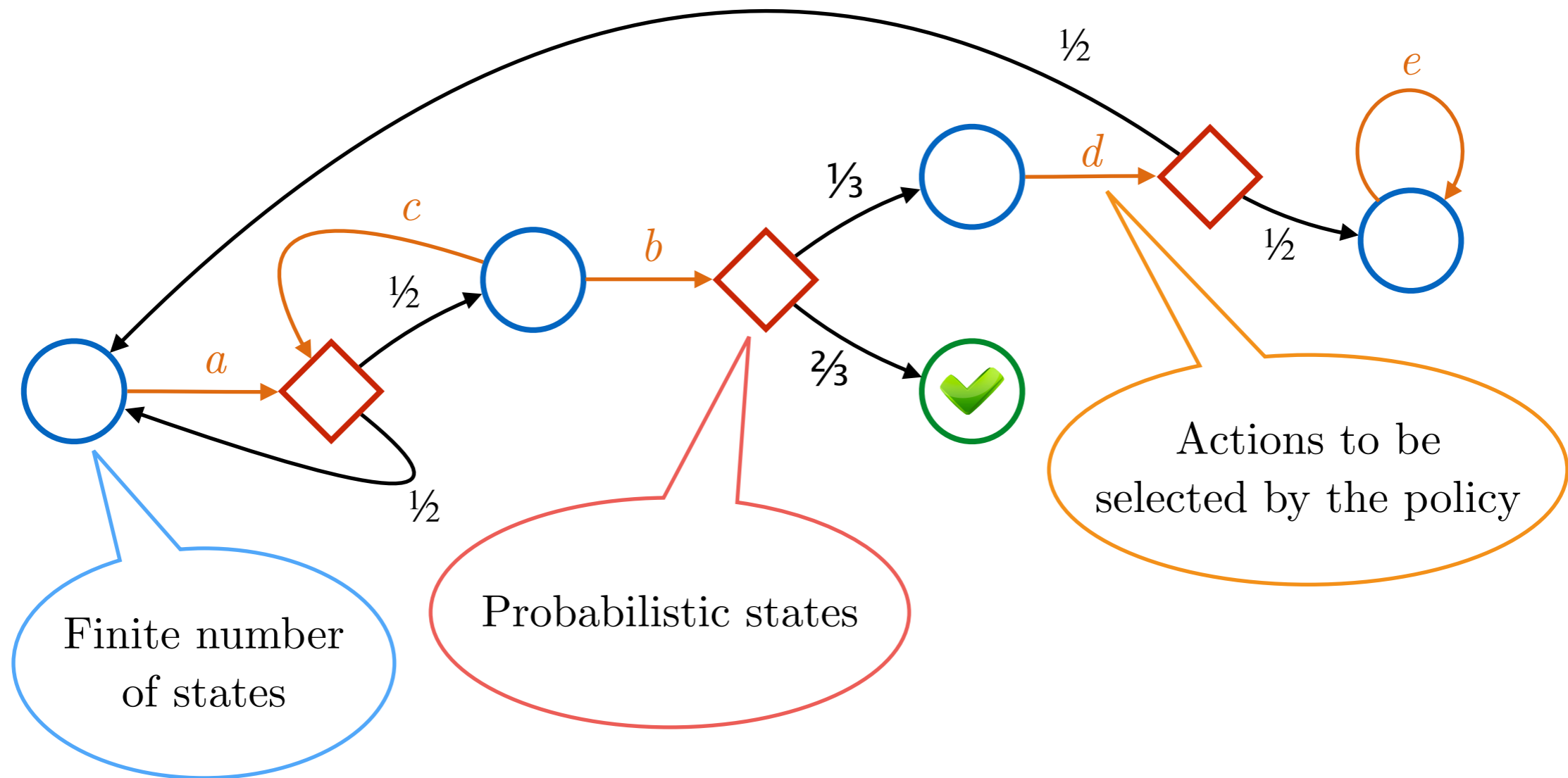
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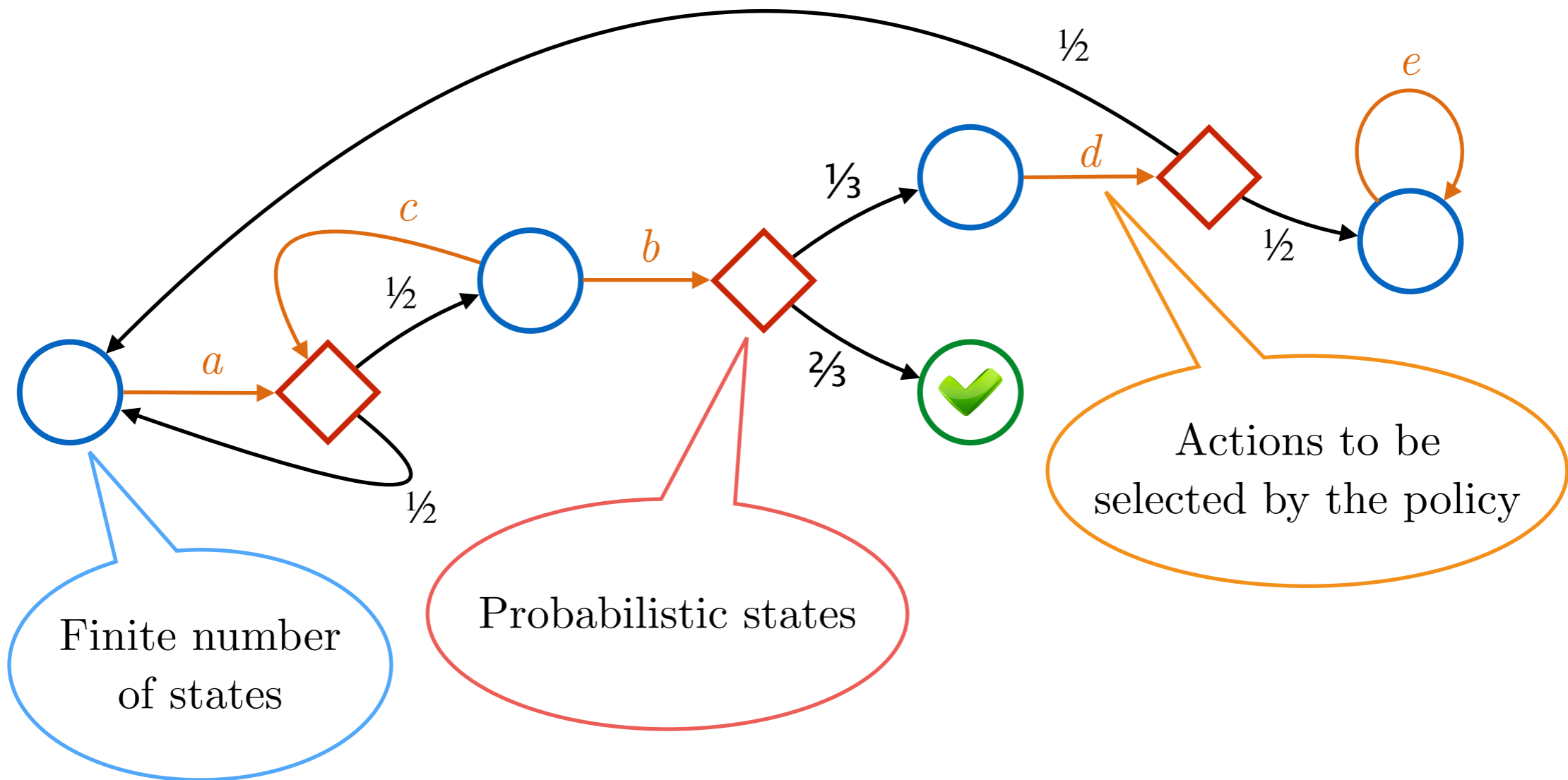
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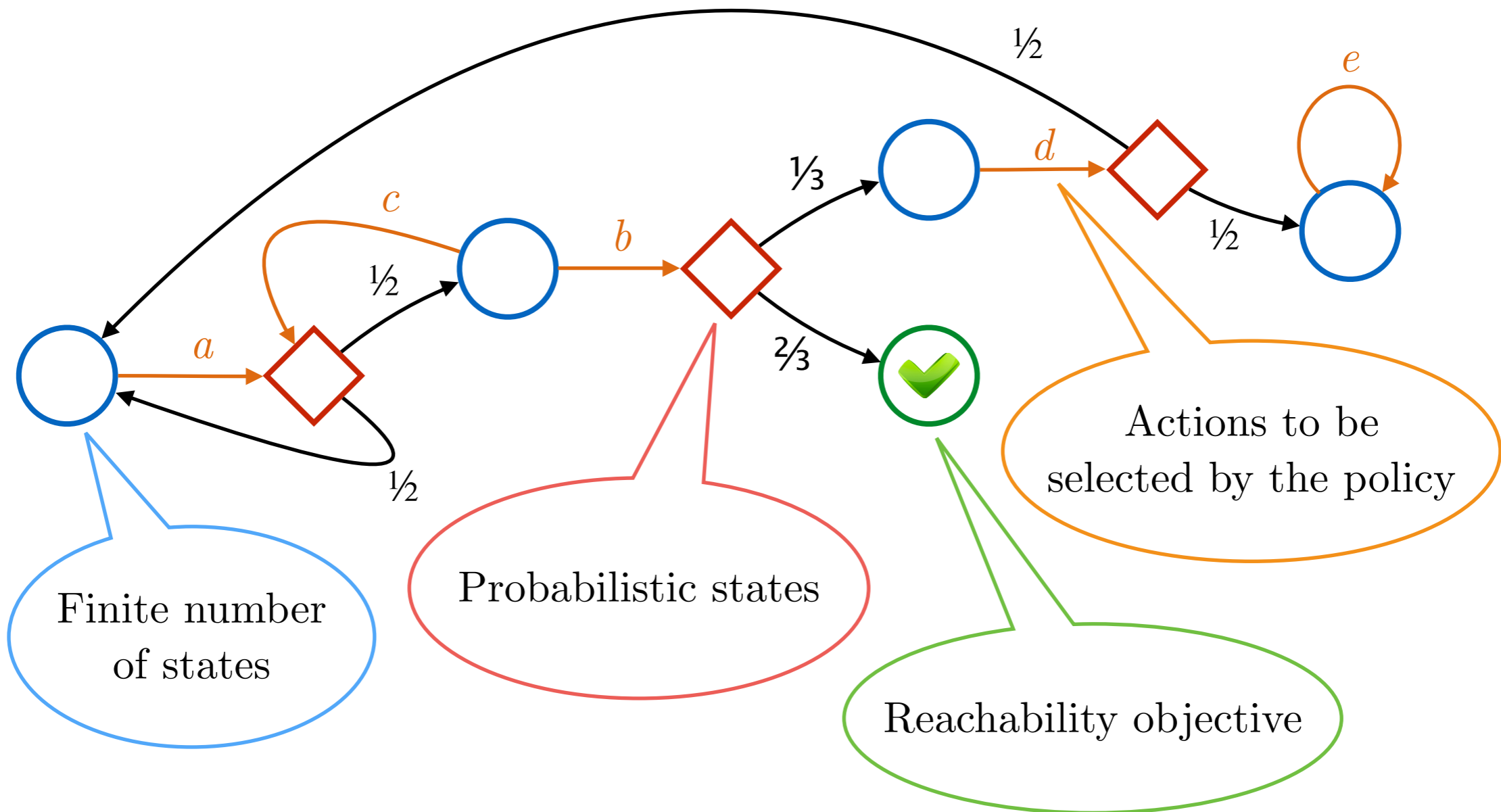


$$\mathcal{M} = (\mathcal{S}, \alpha, \delta)$$

$$\delta : \mathcal{S} \times \alpha \rightarrow \text{Dist}(\mathcal{S})$$

$$\text{Policy } \sigma : (\mathcal{S} \cdot \alpha)^* \cdot \mathcal{S} \rightarrow \text{Dist}(\alpha)$$

MDPs: definition and objective

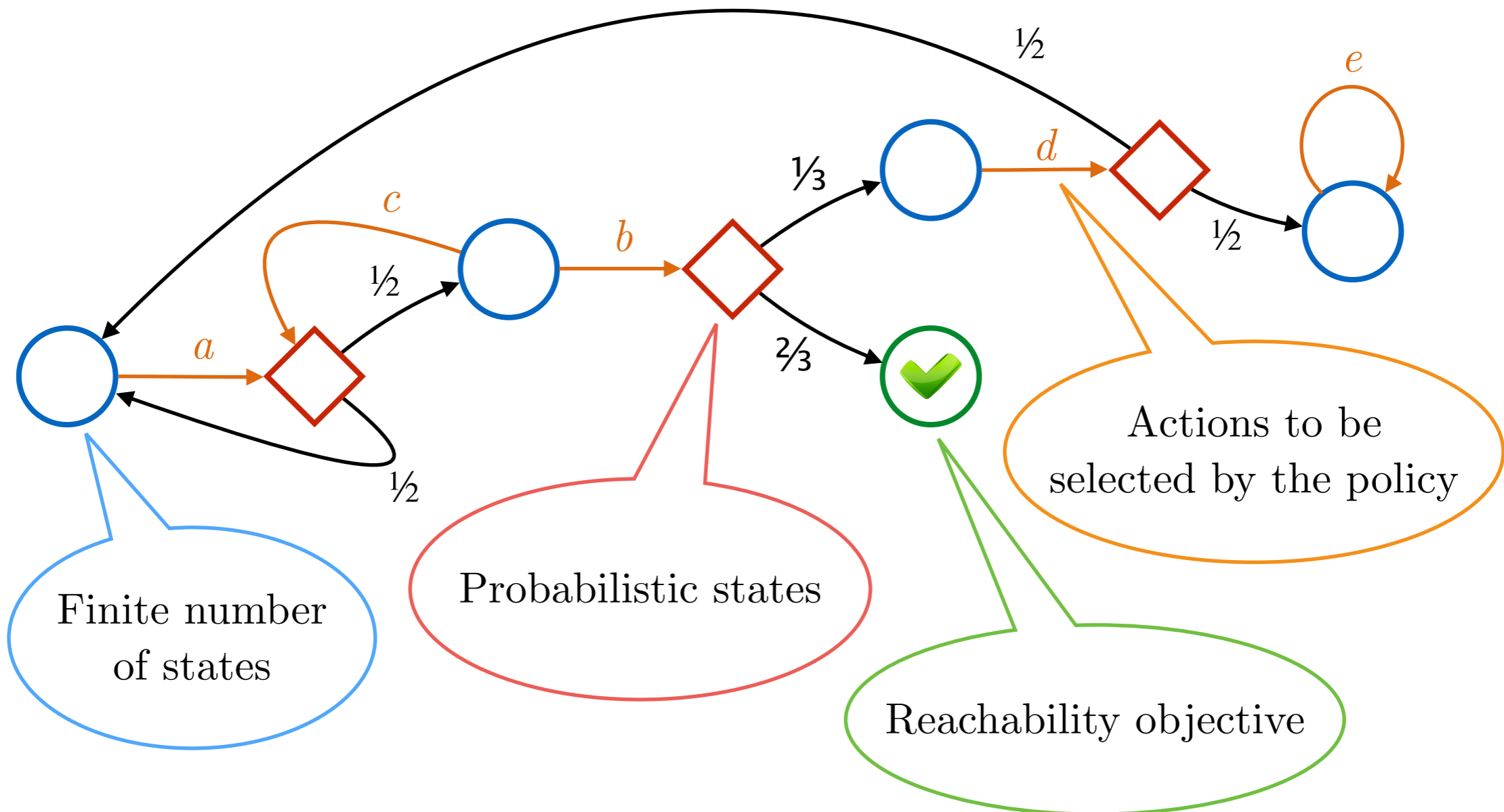


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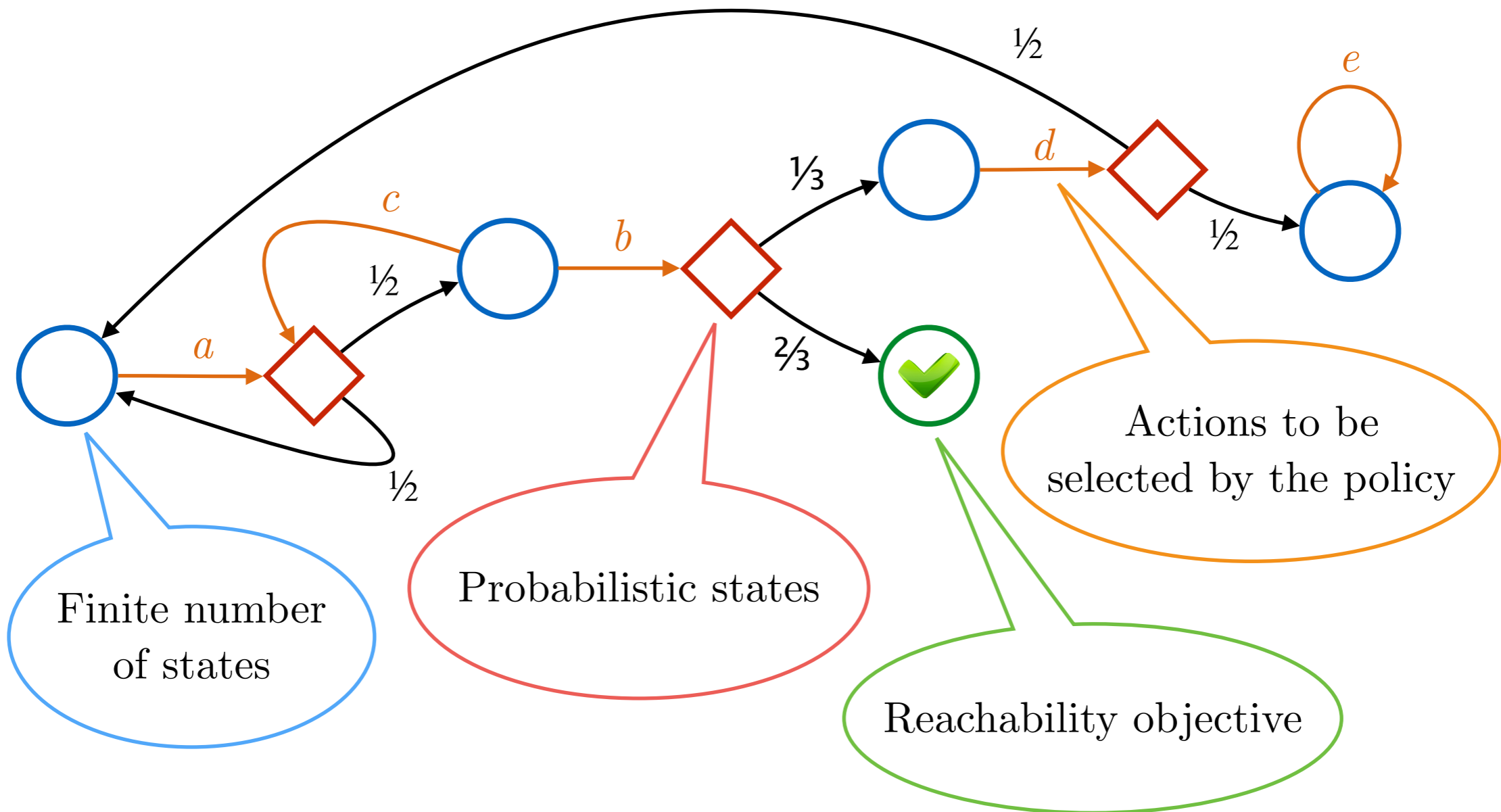
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$$\text{Probability to reach: } \Pr_s^\sigma(\mathbf{F} \checkmark)$$

MDPs: definition and objective



$$\mathcal{M} = (\mathcal{S}, \alpha, \delta)$$

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Probability to reach: $\Pr_s^\sigma(\mathbf{F} \checkmark)$

Maximal probability

to reach: $\Pr_s^{\max}(\mathbf{F} \checkmark) = \sup_{\sigma} \Pr_s^\sigma(\mathbf{F} \checkmark)$

Optimal reachability probabilities of MDPs

- How?
 - ♦ *Linear programming*
 - ♦ *Policy iteration*
 - ♦ *Value iteration*: numerical scheme that scales well and works in practice

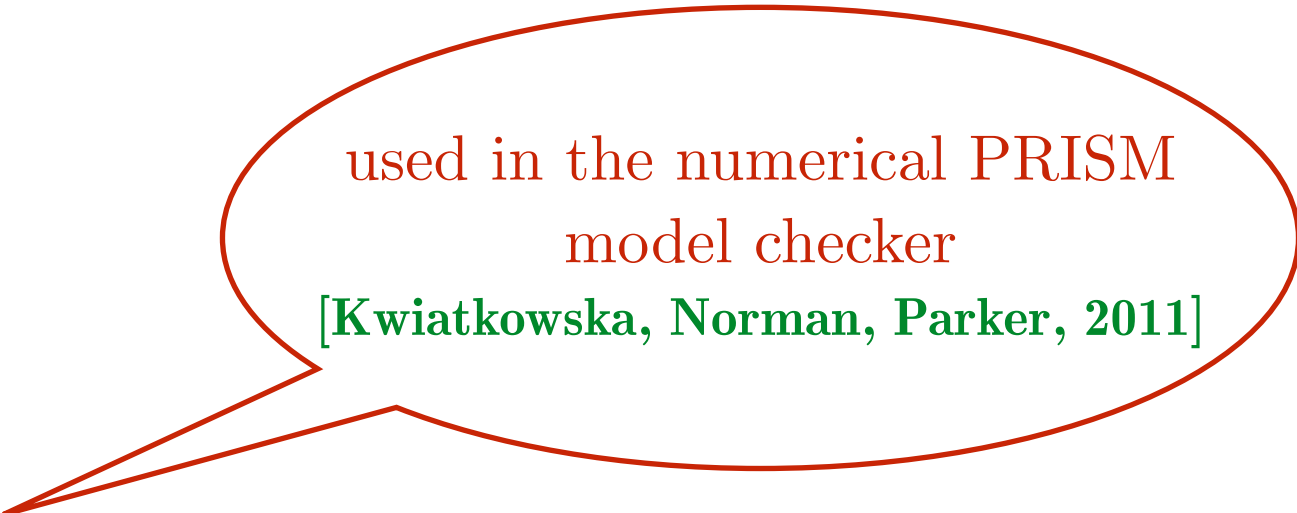
Optimal reachability probabilities of MDPs

- How?

- ◆ *Linear programming*

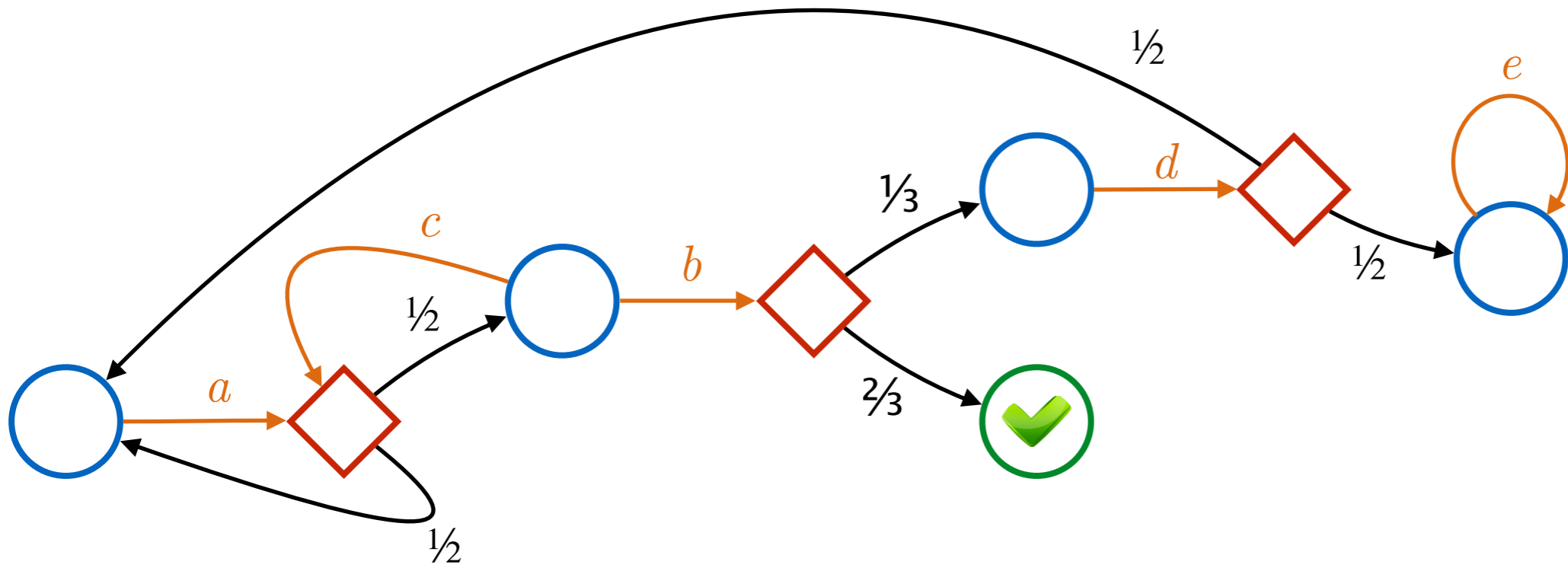
- ◆ *Policy iteration*

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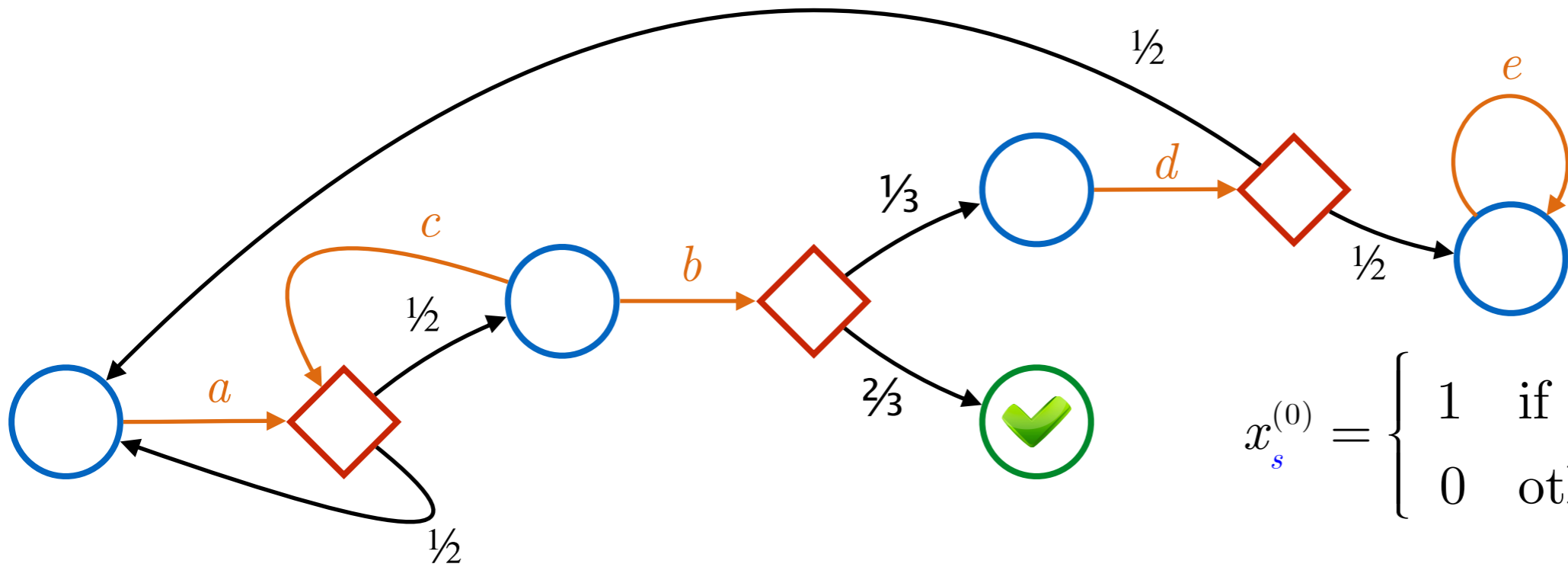


used in the numerical PRISM
model checker
[Kwiatkowska, Norman, Parker, 2011]

Value iteration



Value iteration

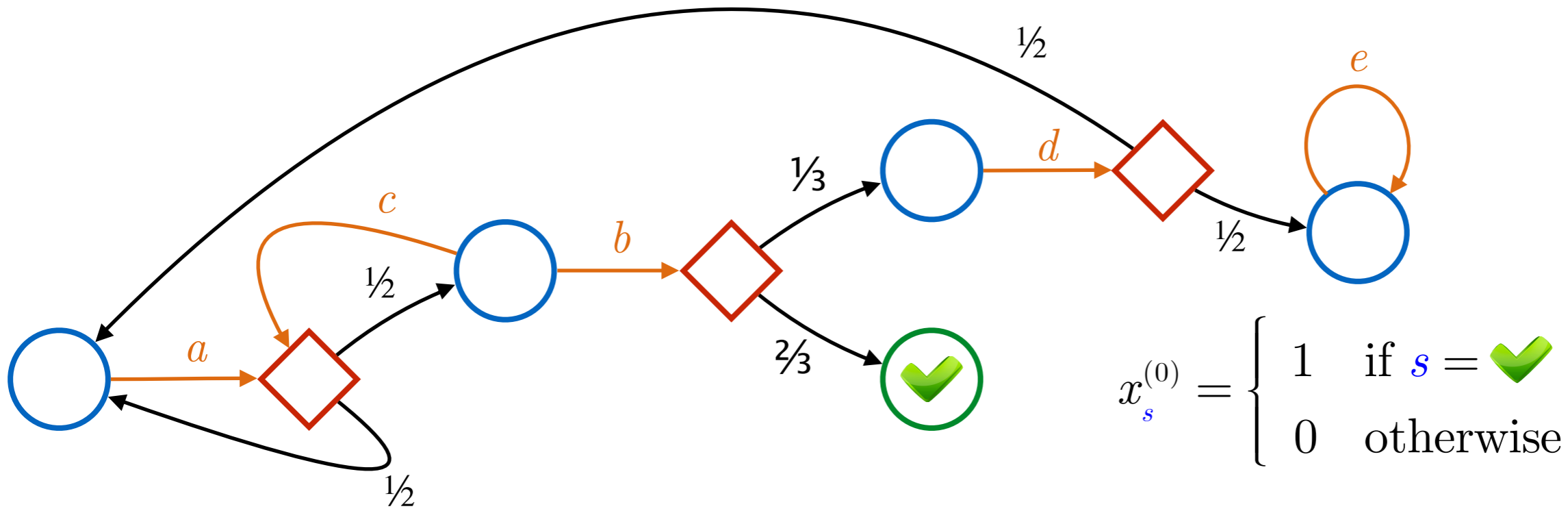


$$x_s^{(0)} = \begin{cases} 1 & \text{if } s = \checkmark \\ 0 & \text{otherwise} \end{cases}$$

$$x_s^{(n+1)} = \max_{a \in \alpha} \sum_{s' \in \mathcal{S}} \delta(s, a)(s') \times x_{s'}^{(n)}$$

Value iteration

0	0	0	0
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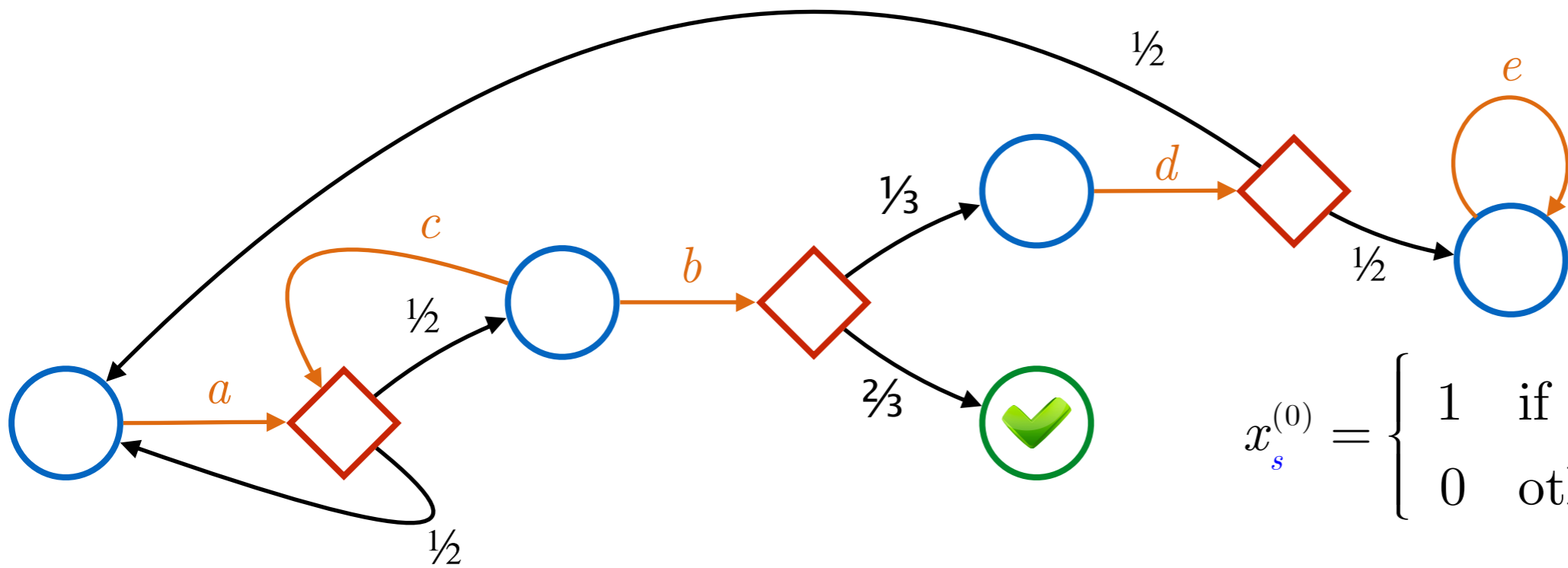


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Value iteration

0	0	0	0
0	$2/3$ (b)	0	0

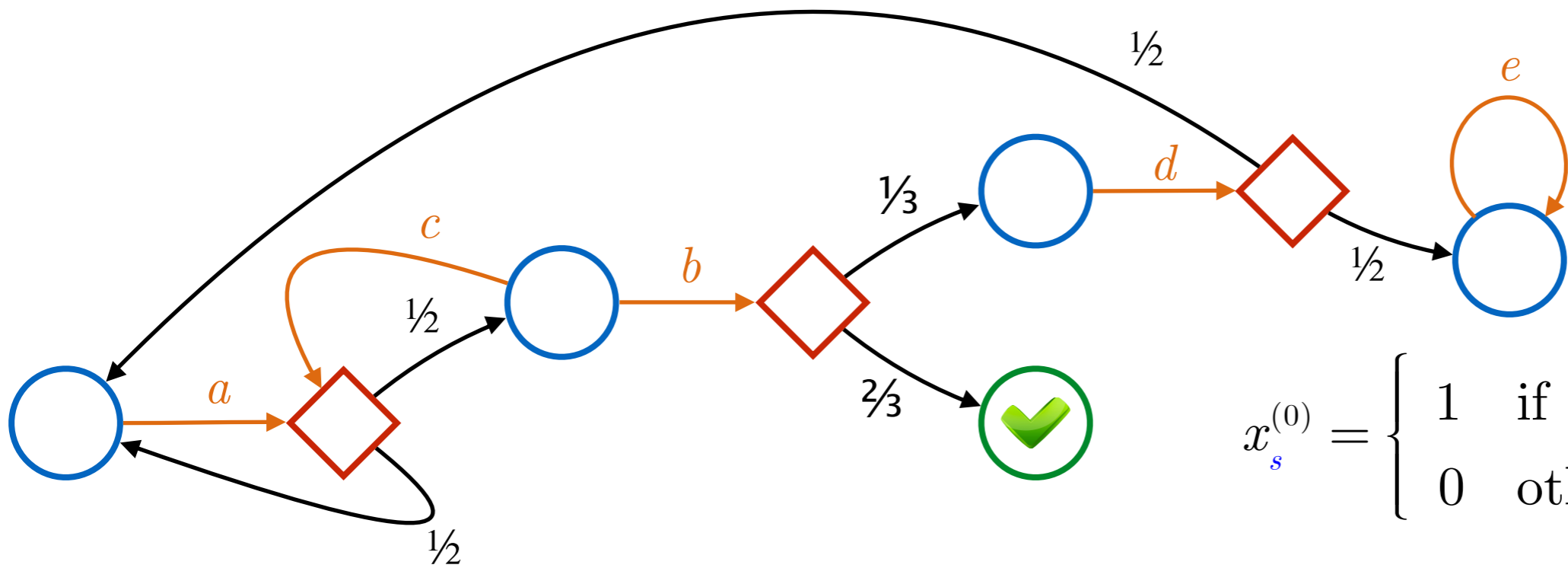


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Value iteration

0	0	0	0
0	$2/3$ (b)	0	0
$1/3$	$2/3$ (b)	0	0

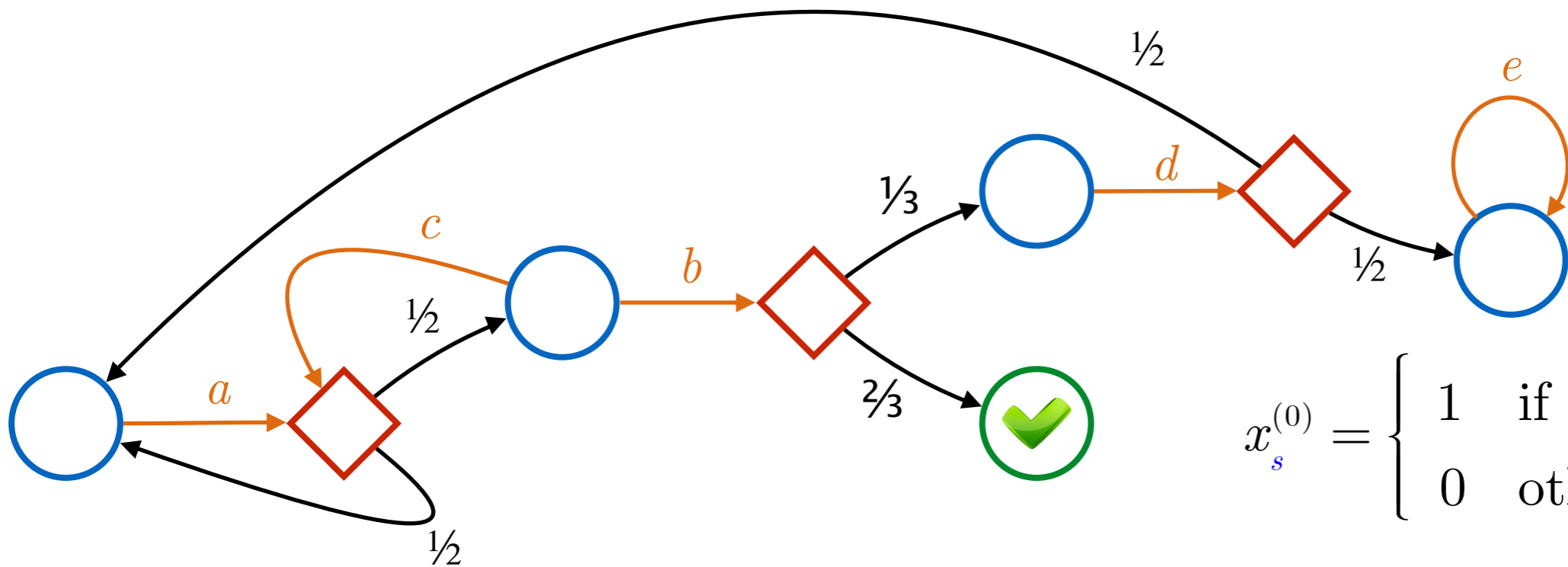


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Value iteration

0	0	0	0
0	$2/3$ (<i>b</i>)	0	0
$1/3$	$2/3$ (<i>b</i>)	0	0
$1/2$	$2/3$ (<i>b</i>)	$1/6$	0

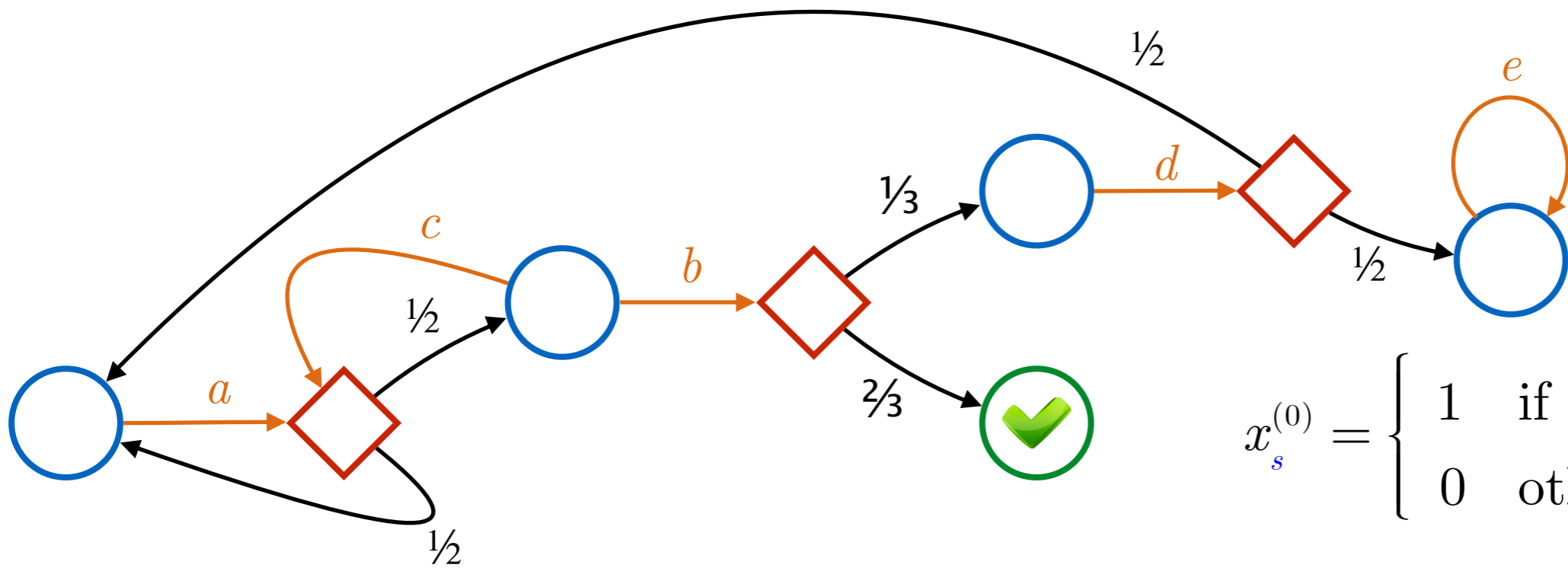


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Value iteration

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0	$2/3$ (b)	0	0
$1/3$	$2/3$ (b)	0	0
$1/2$	$2/3$ (b)	$1/6$	0
$7/12$	$13/18$ (b)	$1/4$	0

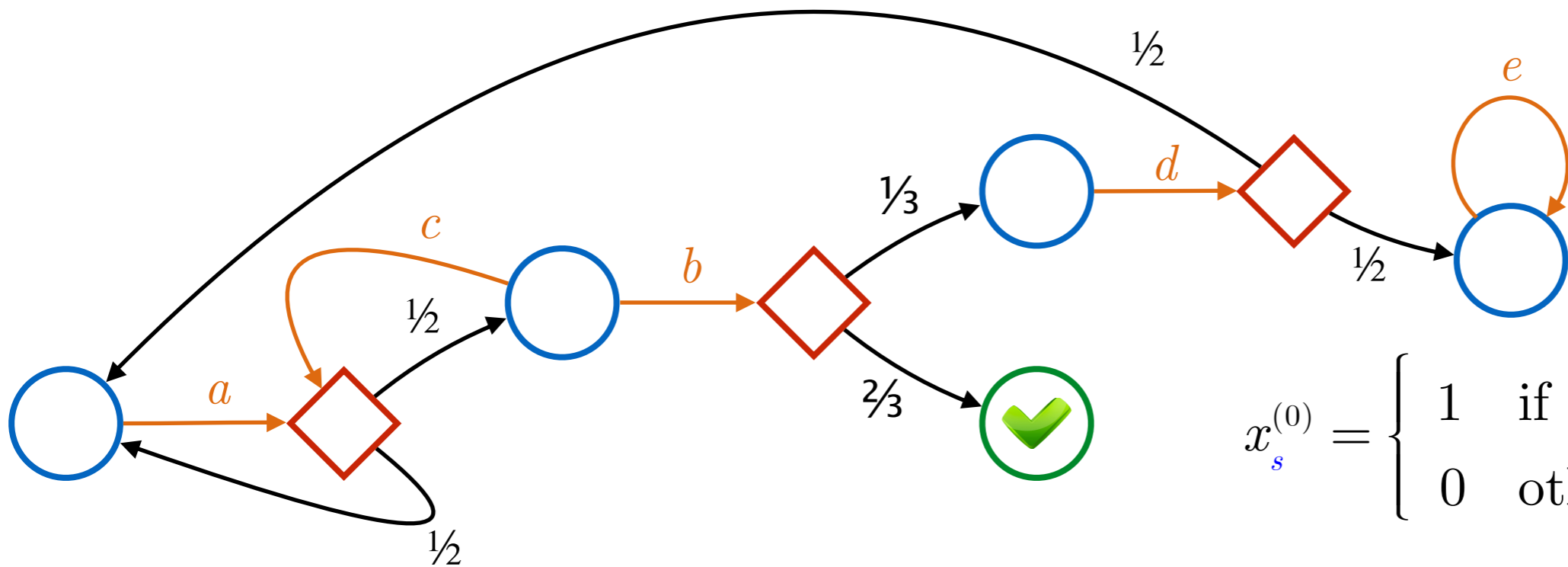


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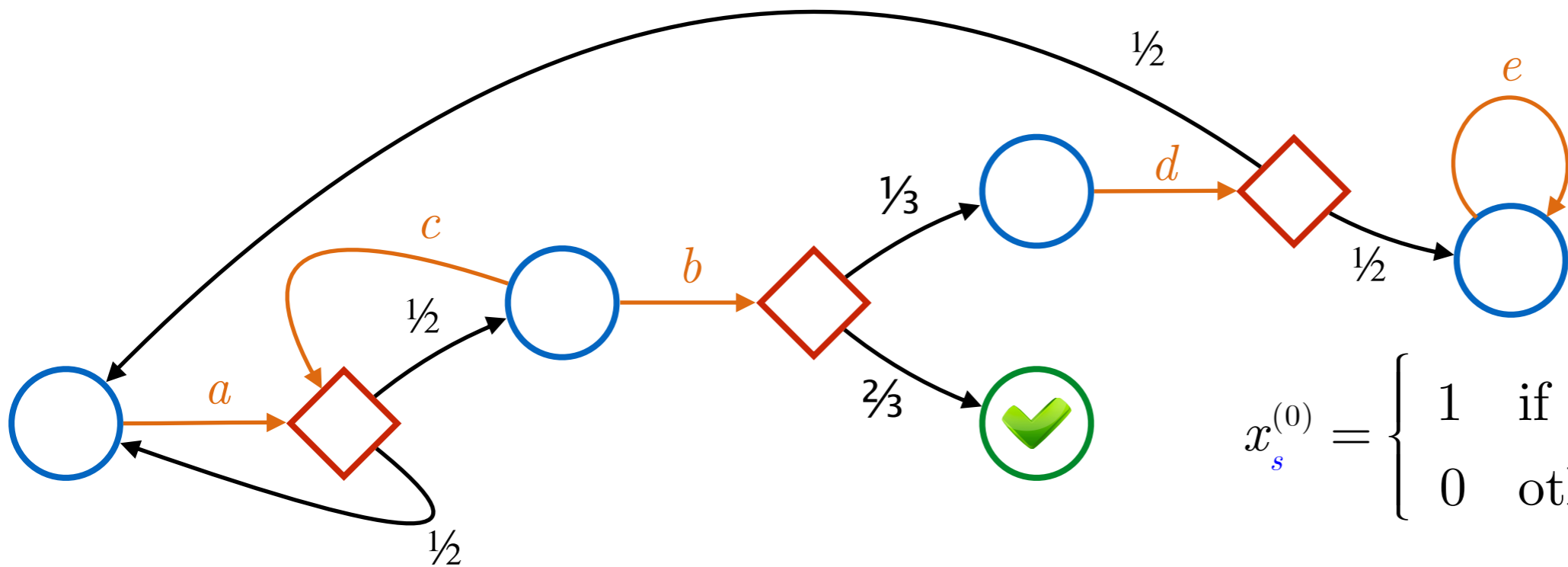


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$1/3$	$2/3$ (b)	0	0
$1/2$	$2/3$ (b)	$1/6$	0
$7/12$	$13/18$ (b)	$1/4$	0
...
0.7969	0.7988 (b)	0.3977	0

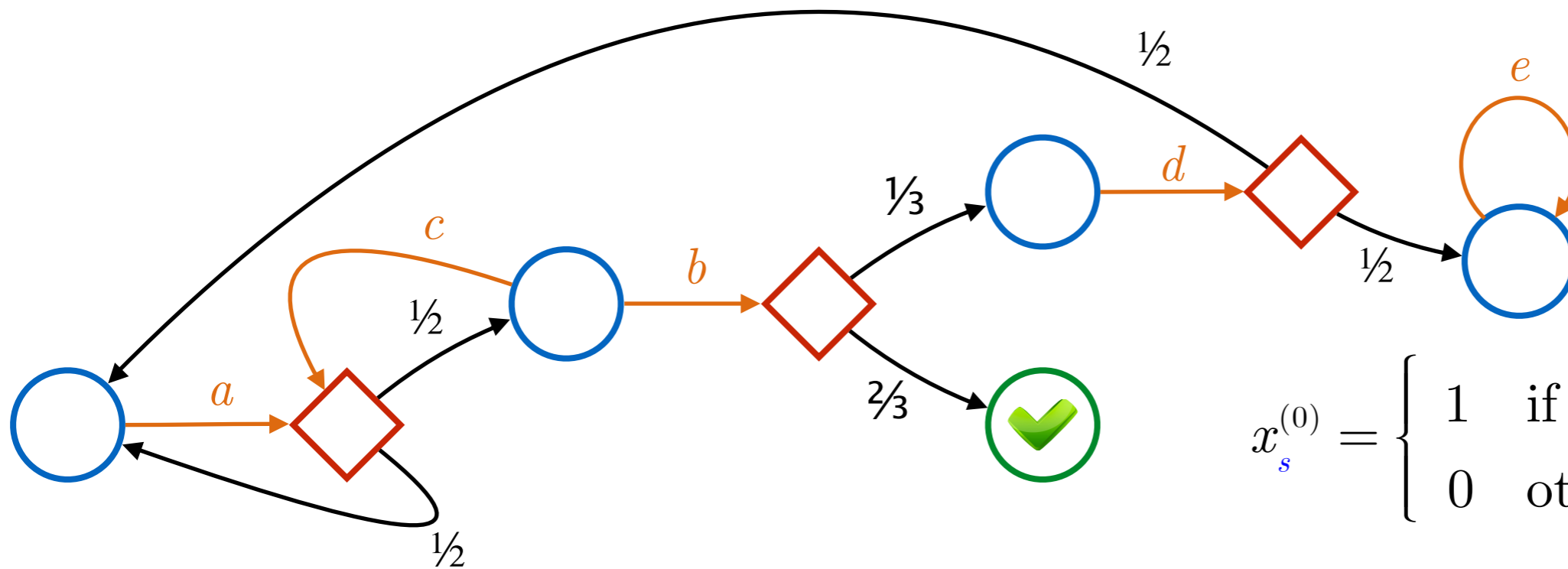


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Value iteration

0	0	0	0
0	$2/3$ (<i>b</i>)	0	0
$1/3$	$2/3$ (<i>b</i>)	0	0
$1/2$	$2/3$ (<i>b</i>)	$1/6$	0
$7/12$	$13/18$ (<i>b</i>)	$1/4$	0
...
0.7969	0.7988 (<i>b</i>)	0.3977	0
0.7978	0.7992 (<i>b</i>)	0.3984	0



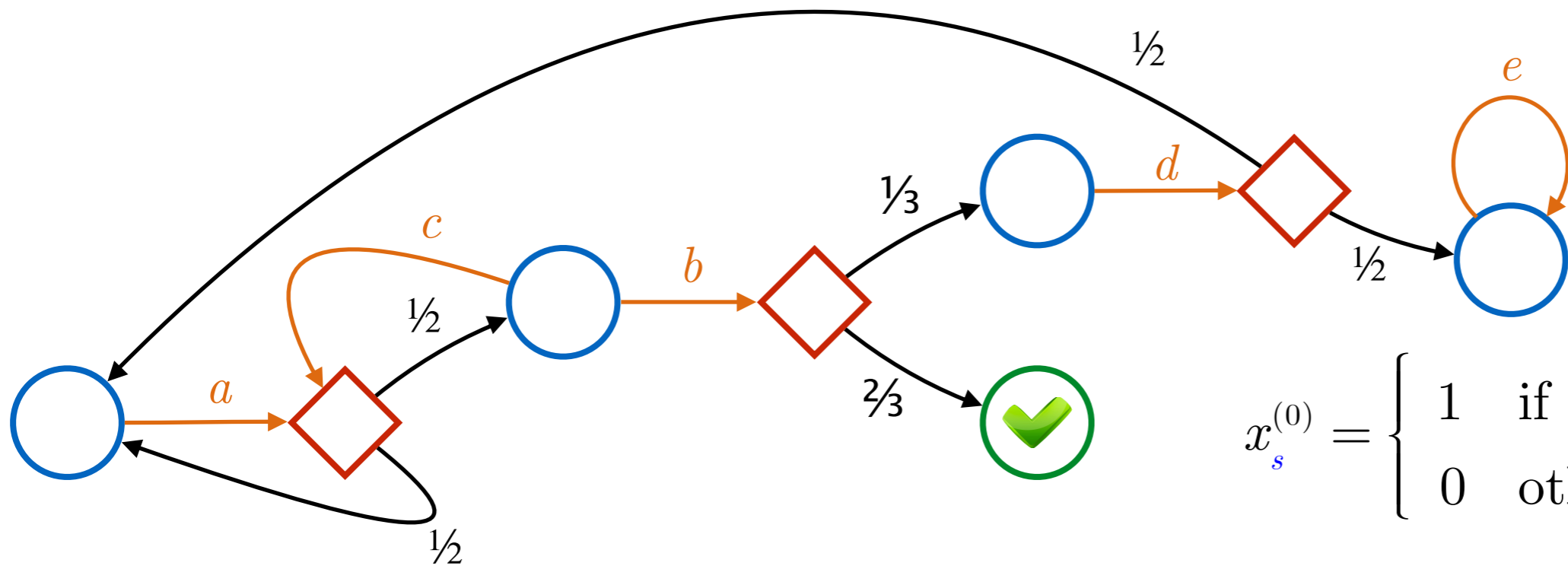
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Value iteration

	0	0	0	0
	0	$2/3$ (<i>b</i>)	0	0
	$1/3$	$2/3$ (<i>b</i>)	0	0
	$1/2$	$2/3$ (<i>b</i>)	$1/6$	0
	$7/12$	$13/18$ (<i>b</i>)	$1/4$	0

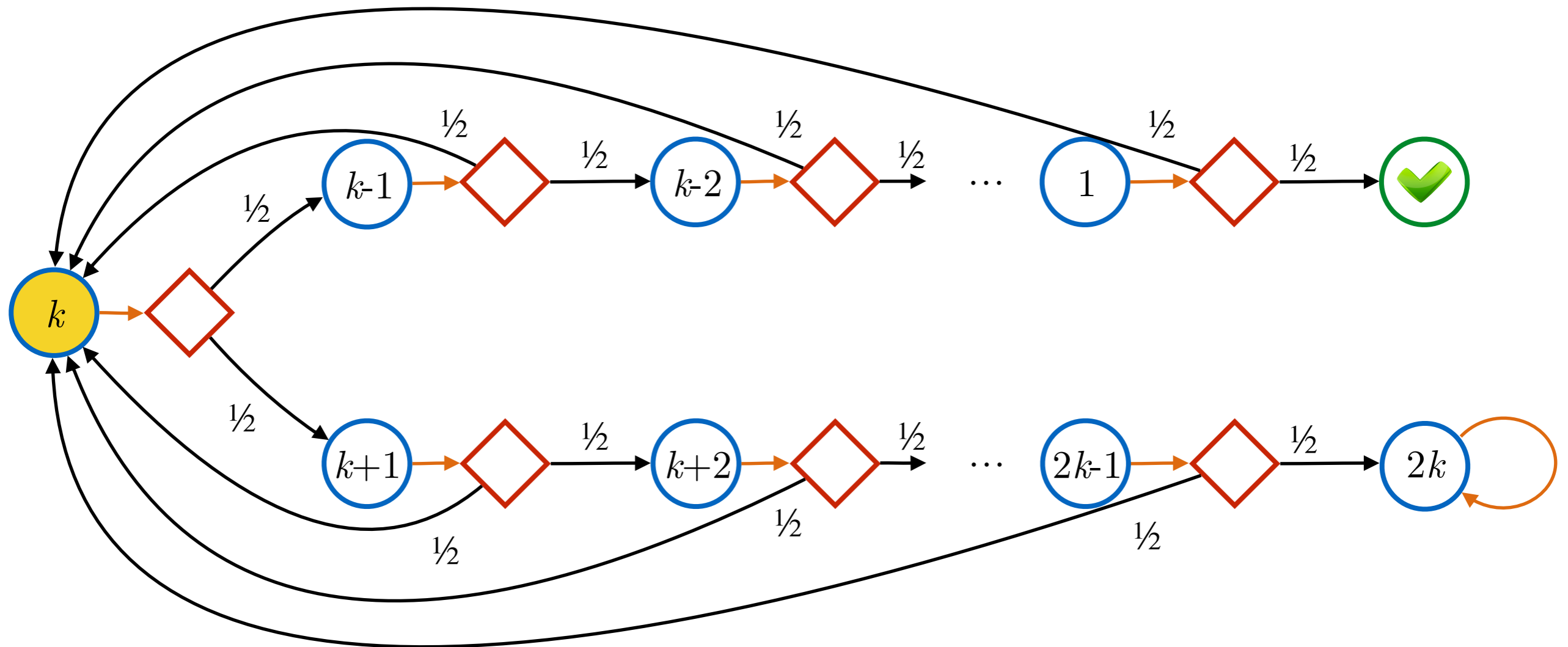
≤ 0.001	0.7969	0.7988 (<i>b</i>)	0.3977	0
	0.7978	0.7992 (<i>b</i>)	0.3984	0



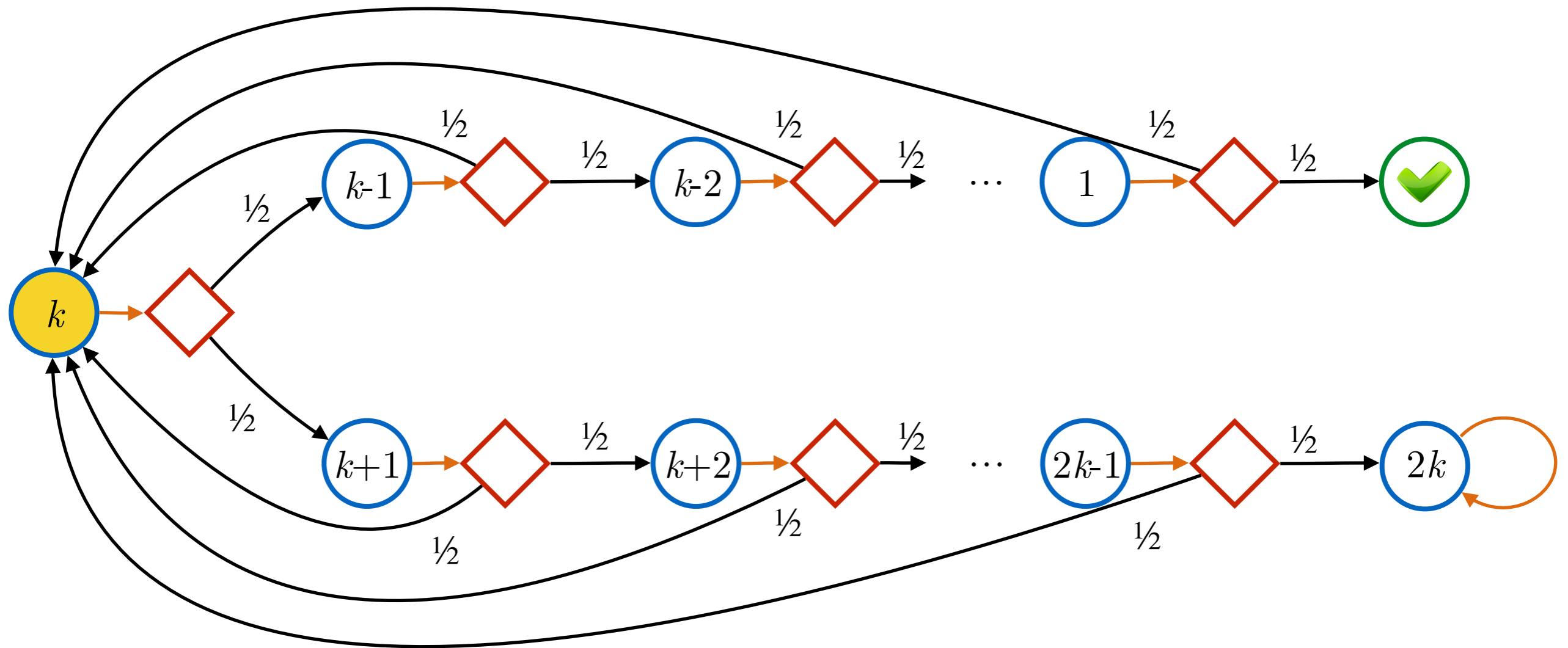
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Value iteration: which guarantees?

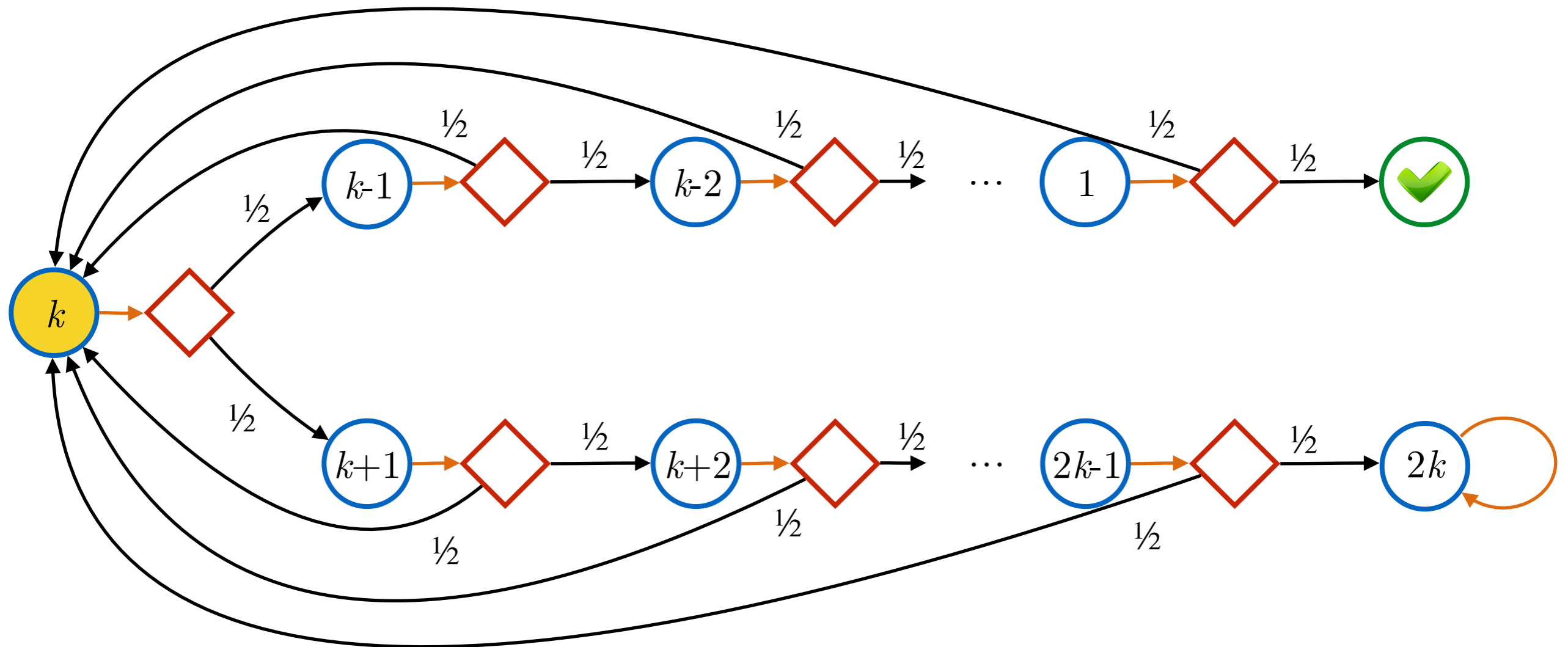


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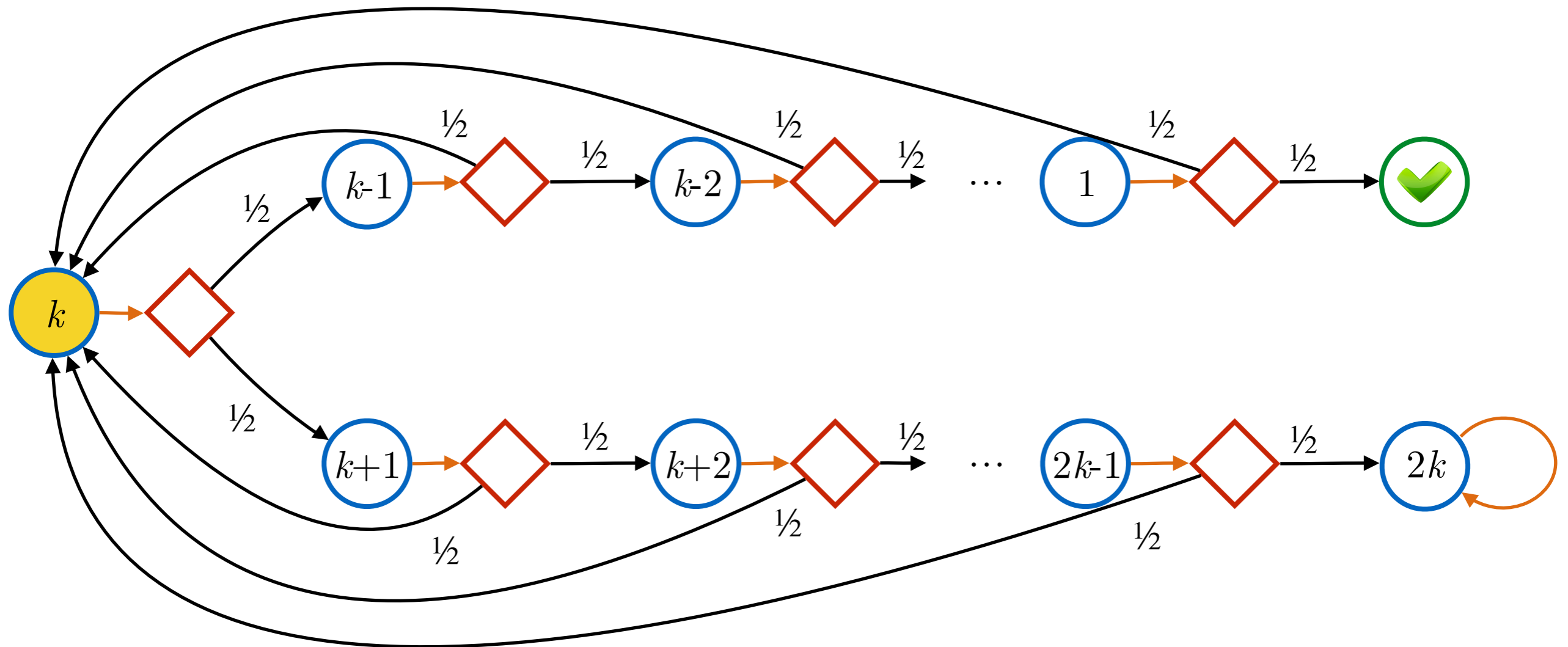
State	0	1	2	3	...	$k-1$	k	$k+1$...	$2k$

Value iteration: which guarantees?



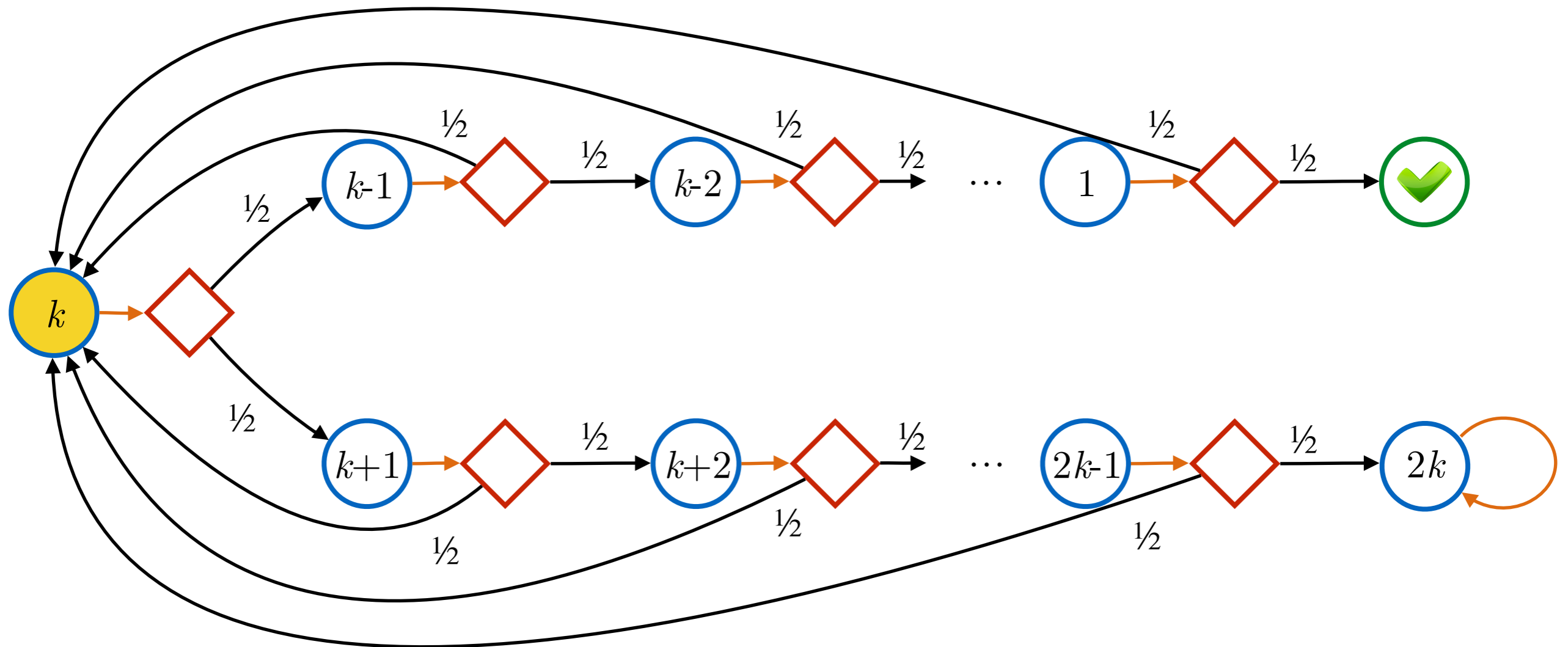
State	0	1	2	3	...	$k-1$	k	$k+1$...	$2k$
Step 1	1	0	0	0	...	0	0	0	...	0

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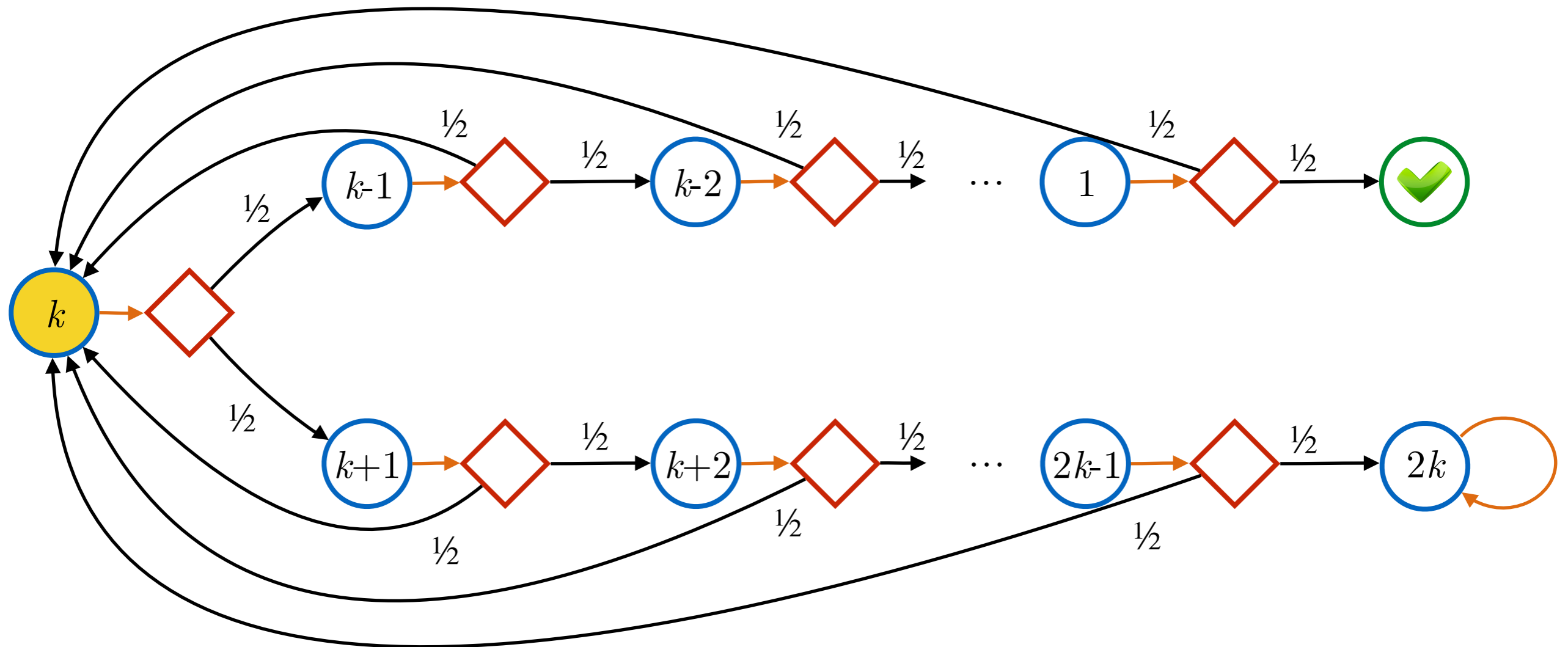
State	0	1	2	3	...	$k-1$	k	$k+1$...	$2k$
Step 1	1	0	0	0	...	0	0	0	...	0
Step 2	1	1/2	0	0	...	0	0	0	...	0

Value iteration: which guarantees?



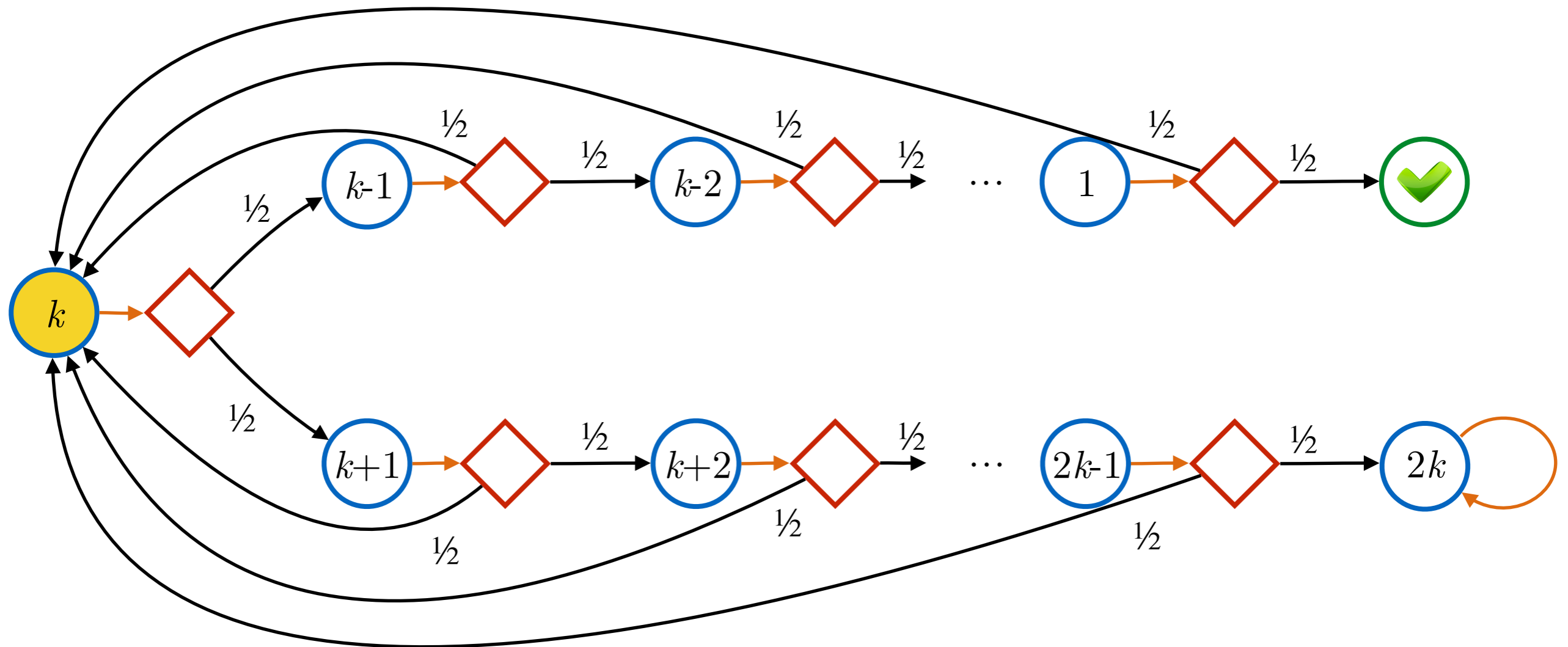
State	0	1	2	3	...	$k-1$	k	$k+1$...	$2k$
Step 1	1	0	0	0	...	0	0	0	...	0
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Step 3	1	1/2	1/4	0	...	0	0	0	...	0

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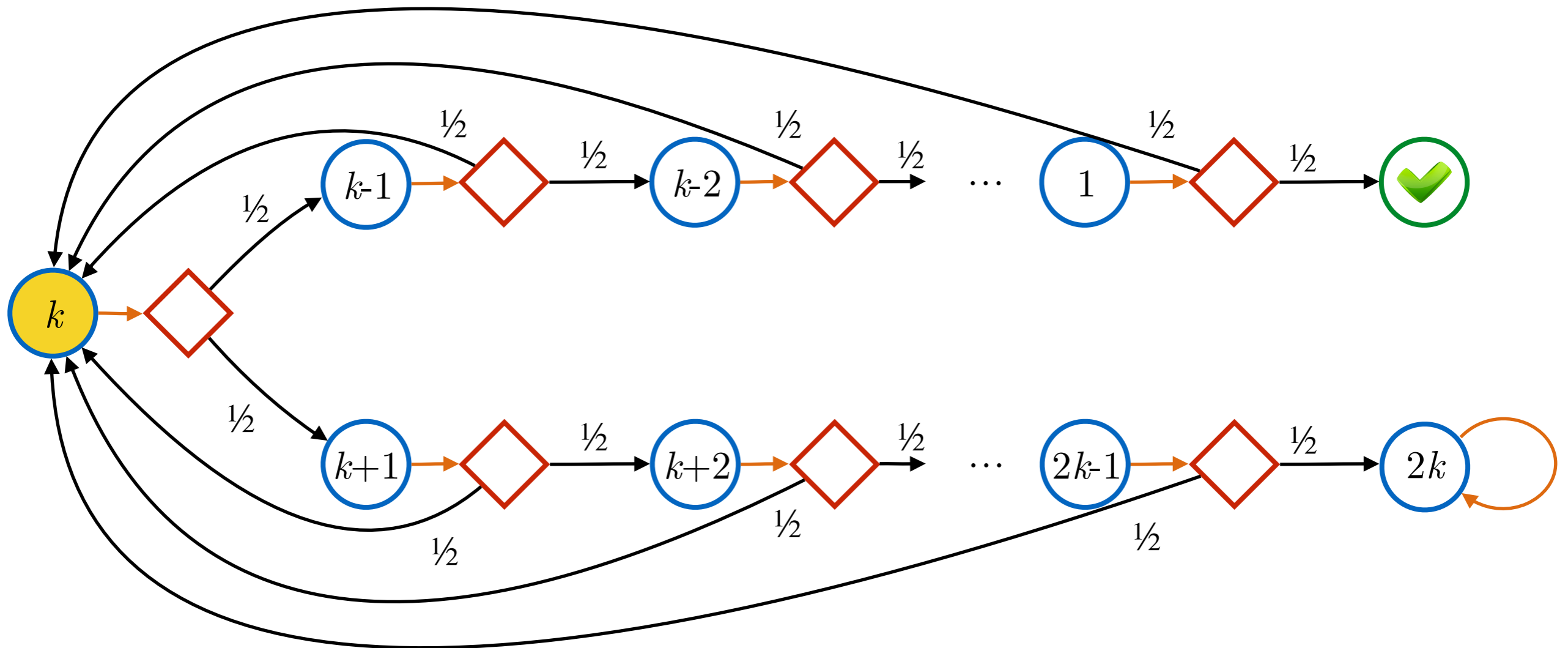
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Step 1	1	0	0	0	...	0	0	0	...	0
Step 2	1	1/2	0	0	...	0	0	0	...	0
Step 3	1	1/2	1/4	0	...	0	0	0	...	0
Step 4	1	1/2	1/4	1/8	...	0	0	0	...	0

Value iteration: which guarantees?



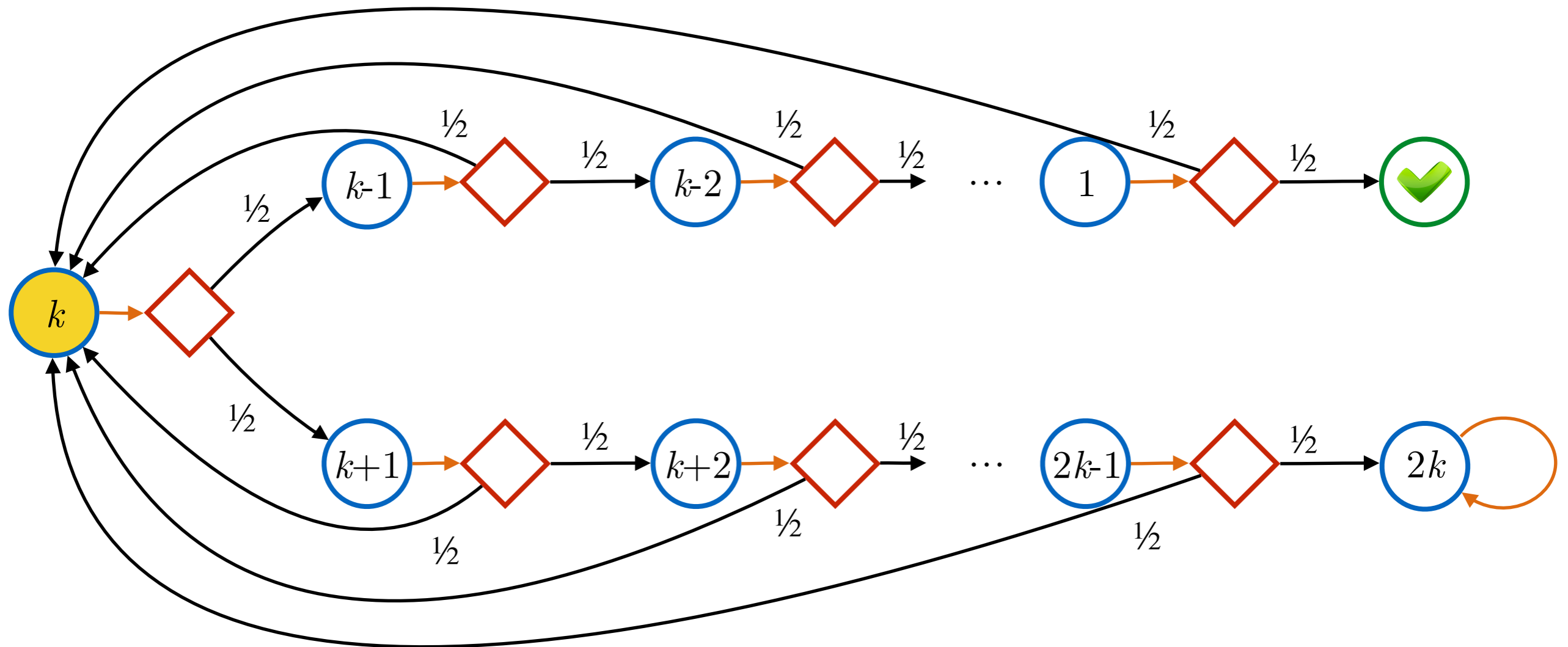
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Step 3	1	1/2	1/4	0	...	0	0	0	...	0
Step 4	1	1/2	1/4	1/8	...	0	0	0	...	0
...
Step k	1	1/2	1/4	1/8	...	$1/2^{k-1}$	0	0	...	0

Value iteration: which guarantees?



State	0	1	2	3	...	$k-1$	k	$k+1$...	$2k$
Step 1	1	0	0	0	...	0	0	0	...	0
Step 2	1	1/2	0	0	...	0	0	0	...	0
Step 3	1	1/2	1/4	0	...	0	0	0	...	0
Step 4	1	1/2	1/4	1/8	...	0	0	0	...	0
...
Step k	1	1/2	1/4	1/8	...	$1/2^{k-1}$	0	0	...	0
Step $k+1$	1	1/2	1/4	1/8	...	$1/2^{k-1}$	$1/2^k$	0	...	0

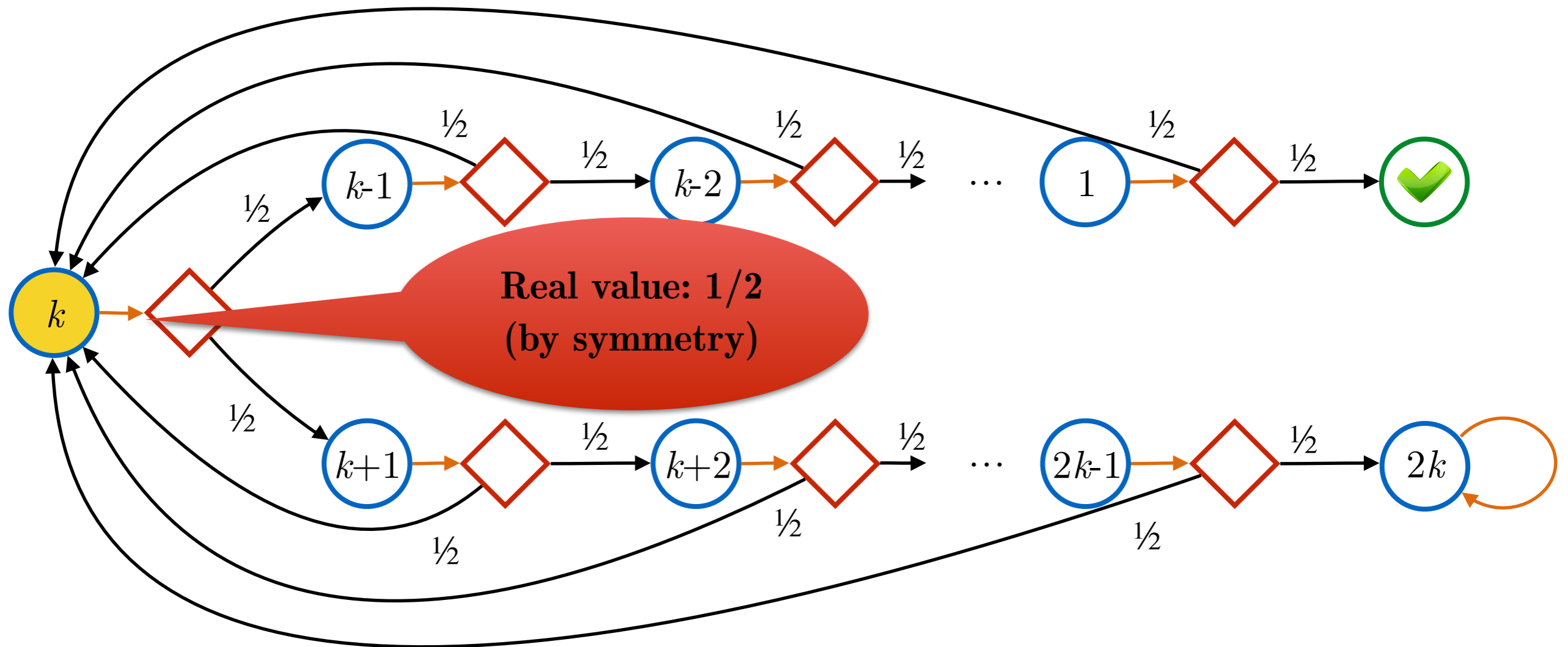
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Step 1	1	0	0	0	...	0	0	0	...	0
Step 2	1	1/2	0	0	...	0	0	0	...	0
Step 3	1	1/2	1/4	0	...	0	0	0	...	0
Step 4	1	1/2	1/4	1/8	...	0	0	0	...	0
...
Step k	1	1/2	1/4	1/8	...	$1/2^{k-1}$	0	0	...	0
Step $k+1$	1	1/2	1/4	1/8	...	$1/2^{k-1}$	$1/2^k$	0	...	0

$\leq 1/2^k$

Value iteration: which guarantees?



State	0	1	2	3	...	$k-1$	k	$k+1$...	$2k$
Step 1	1	0	0	0	...	0	0	0	...	0
Step 2	1	$1/2$	0	0	...	0	0	0	...	0
Step 3	1	$1/2$	$1/4$	0	...	0	0	0	...	0
Step 4	1	$1/2$	$1/4$	$1/8$...	0	0	0	...	0
...
Step k	1	$1/2$	$1/4$	$1/8$...	$1/2^{k-1}$	0	0	...	0
Step $k+1$	1	$1/2$	$1/4$	$1/8$...	$1/2^{k-1}$	$1/2^k$	0	...	0

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1. Enhanced value iteration algorithm with **strong guarantees**

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 - performs **two** value iterations in **parallel**

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1. Enhanced value iteration algorithm with **strong guarantees**
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2. Study of the **speed of convergence**
 - also applies to classical value iteration

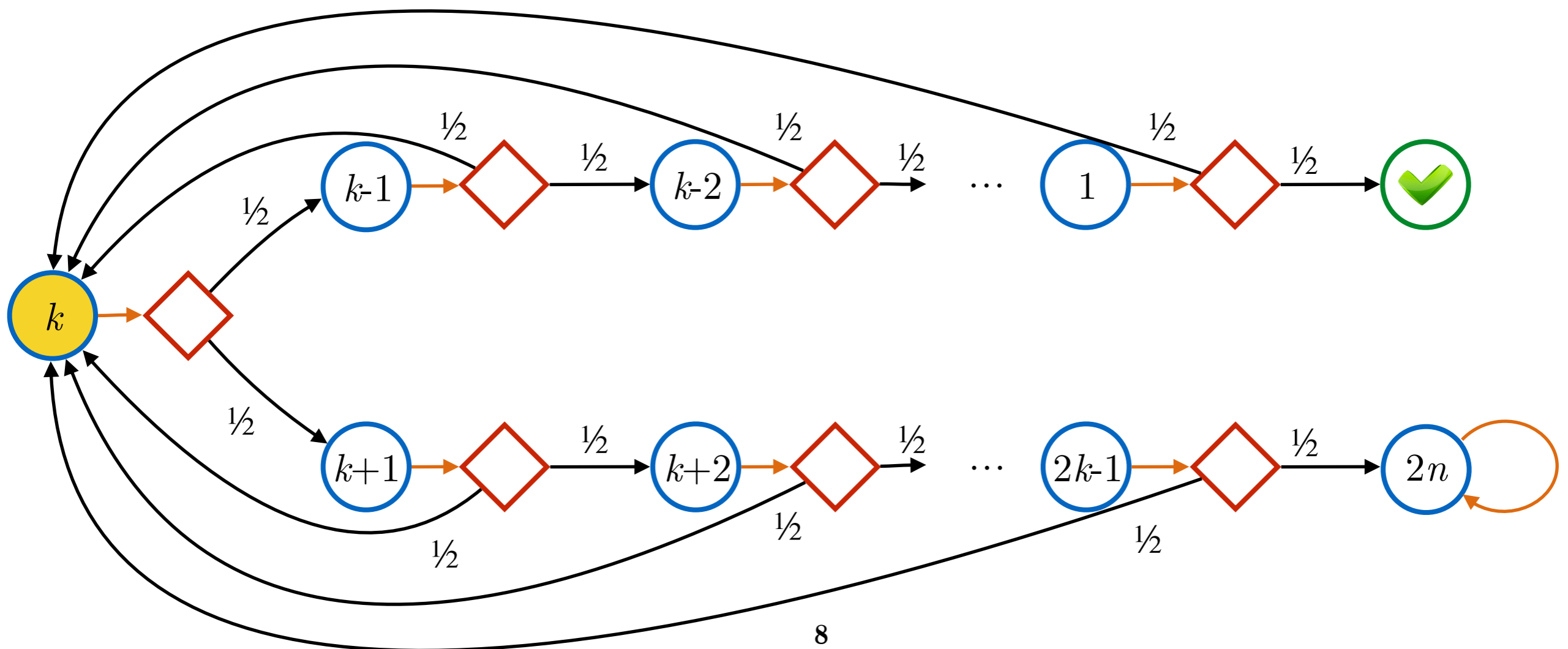
Contributions

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 - performs **two** value iterations in **parallel**
 - keeps an **interval** of possible optimal values
 - uses the interval for the **stopping criterion**
2. Study of the **speed of convergence**
 - also applies to classical value iteration
3. Improved **rounding** procedure for **exact** computation

Interval iteration

$$x_s^{(0)} = \begin{cases} 1 & \text{if } s = \checkmark \\ 0 & \text{otherwise} \end{cases}$$

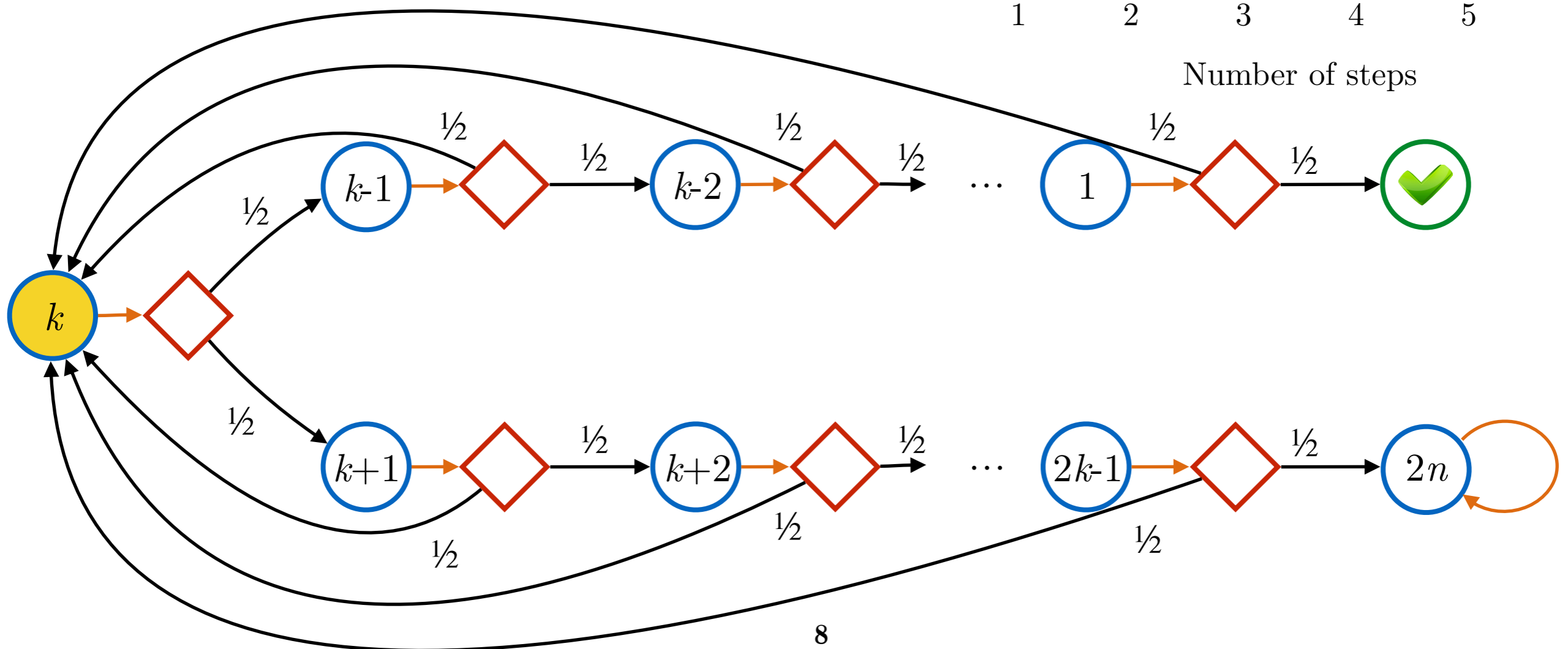
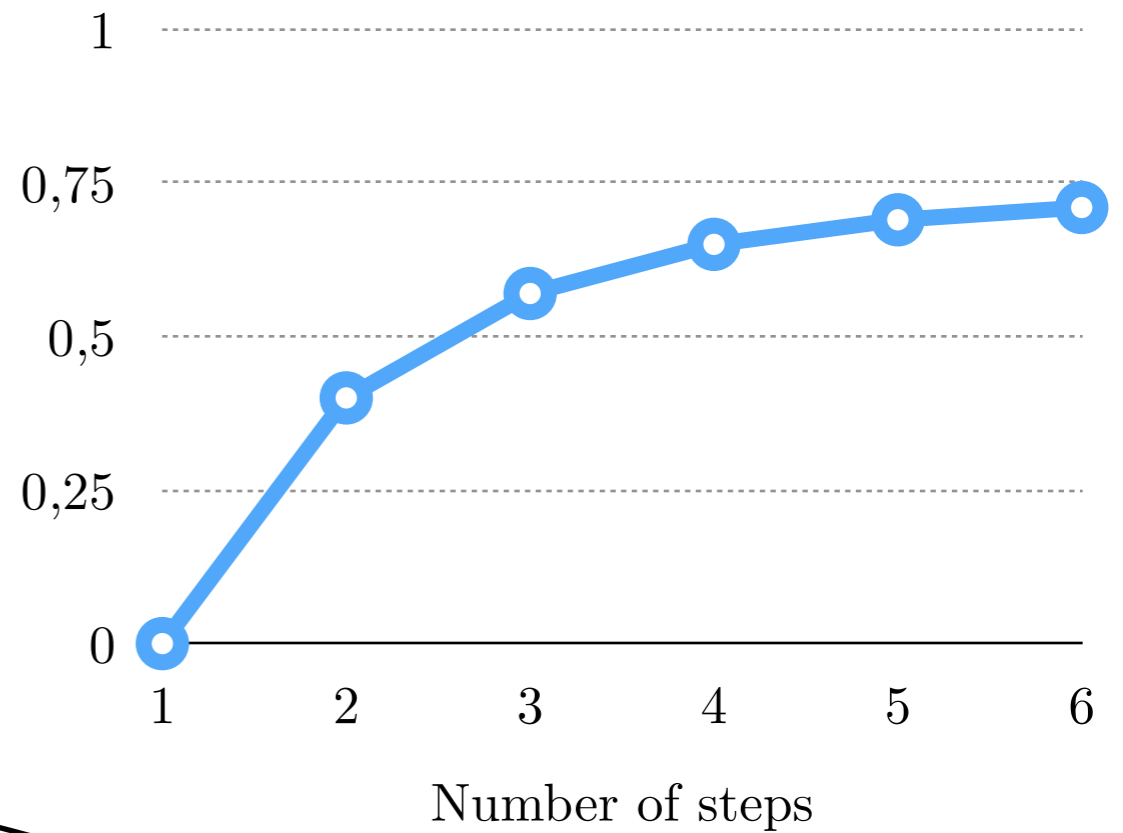
$$x_s^{(n+1)} = \max_{a \in \alpha} \sum_{s' \in S} \delta(s, a)(s') \times x_{s'}^{(n)}$$



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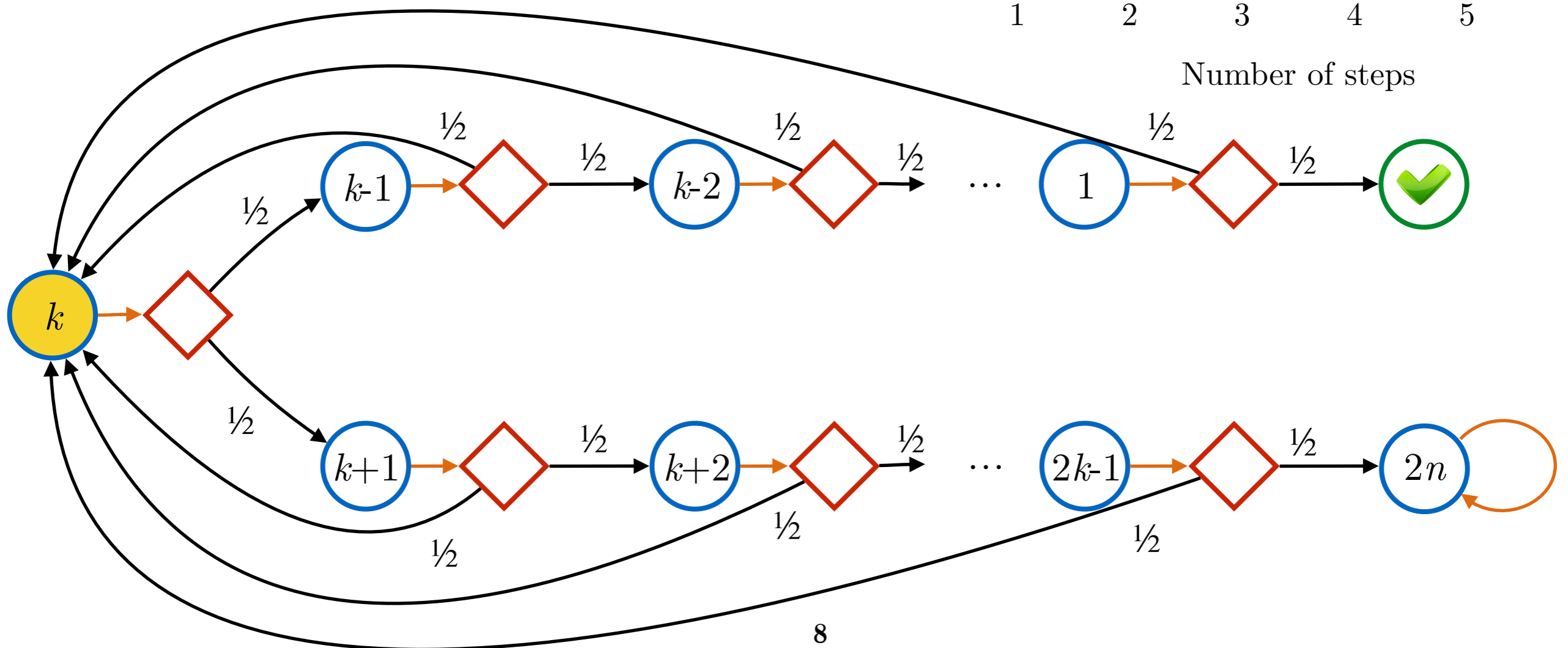
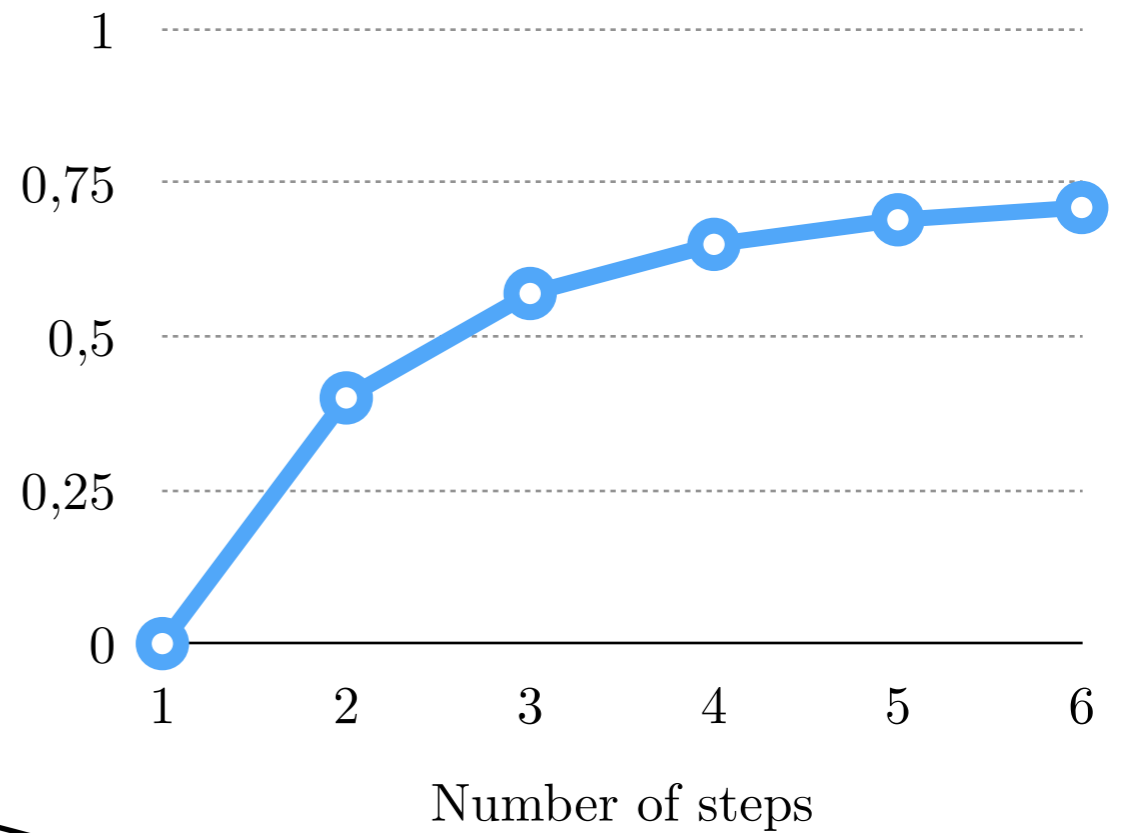


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$$x_s^{(0)} = \begin{cases} 1 & \text{if } s = \checkmark \\ 0 & \text{otherwise} \end{cases}$$

$$x^{(n+1)} = f_{\max}(x^{(n)})$$

$$f_{\max}(x)_s = \max_{a \in \alpha} \sum_{s' \in S} \delta(s, a)(s') \times x_{s'}$$

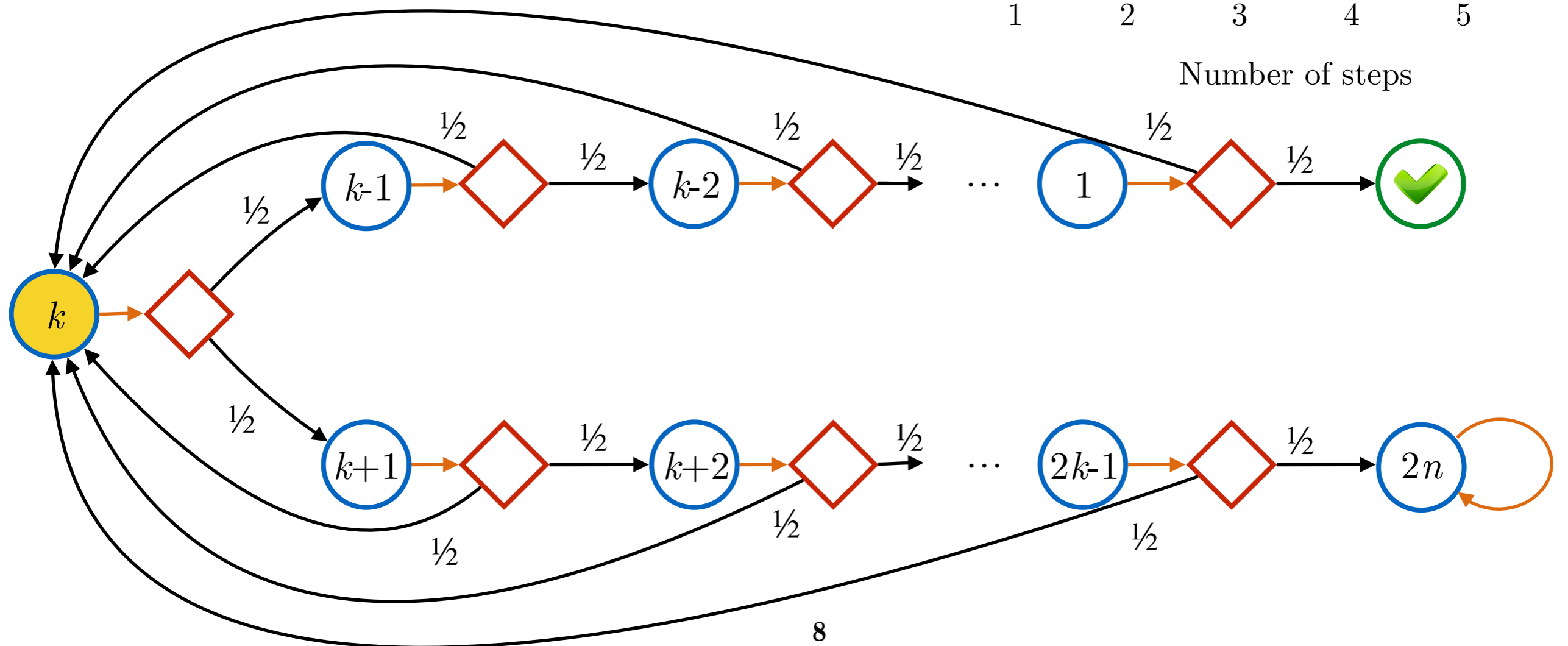
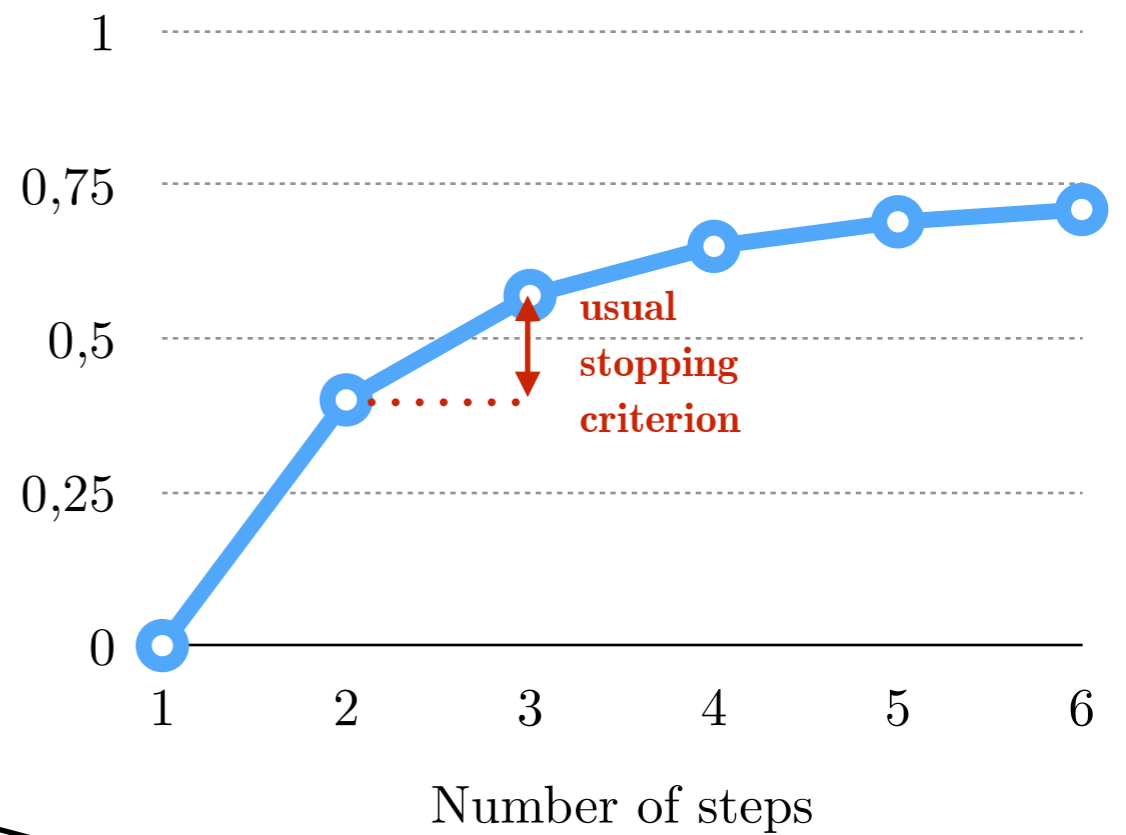


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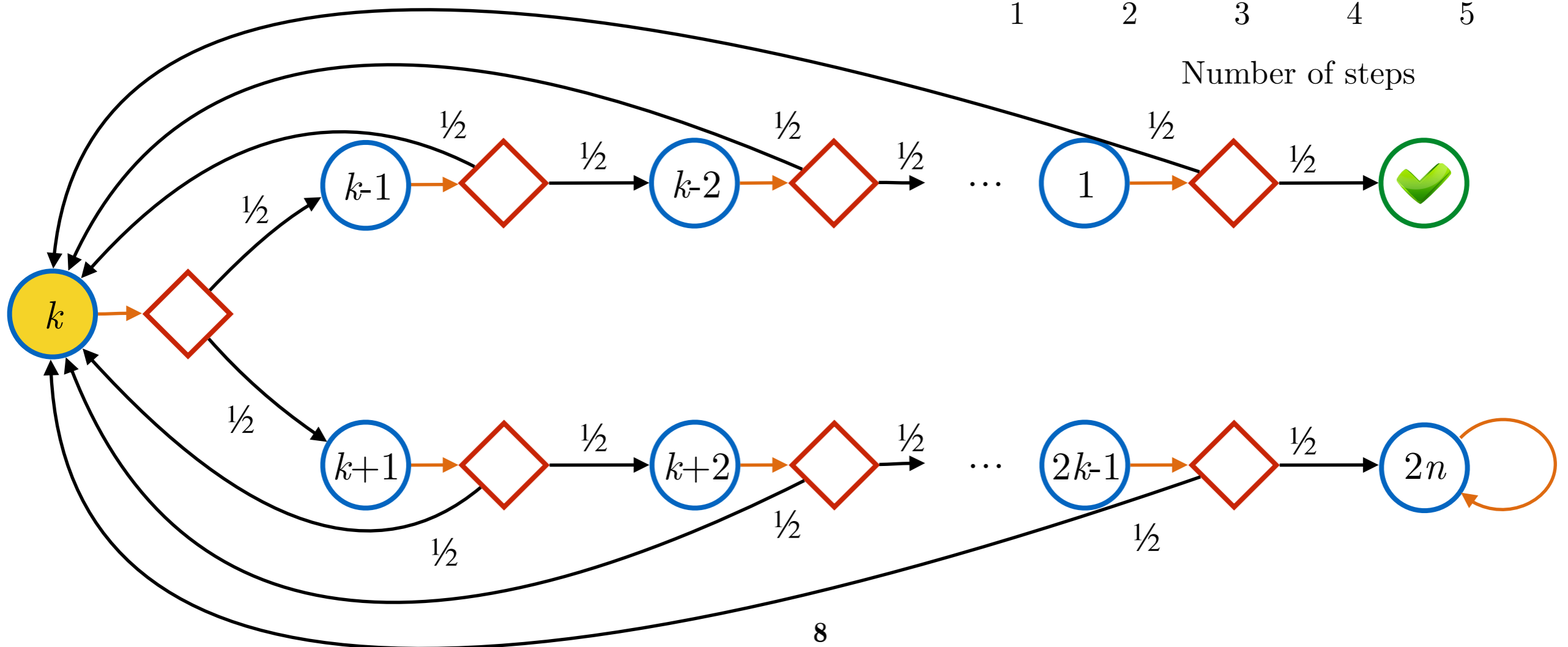
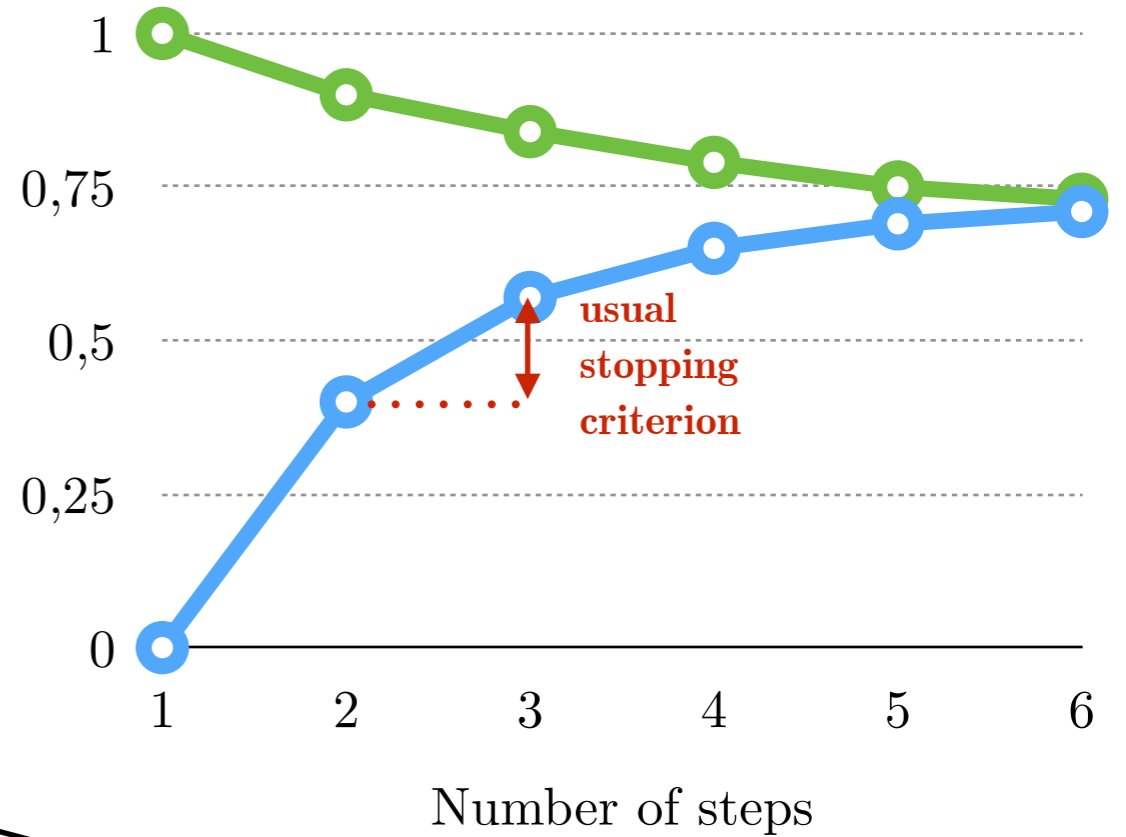


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$$f_{\max}(x)_s = \max_{a \in \alpha} \sum_{s' \in S} \delta(s, a)(s') \times x_{s'}$$

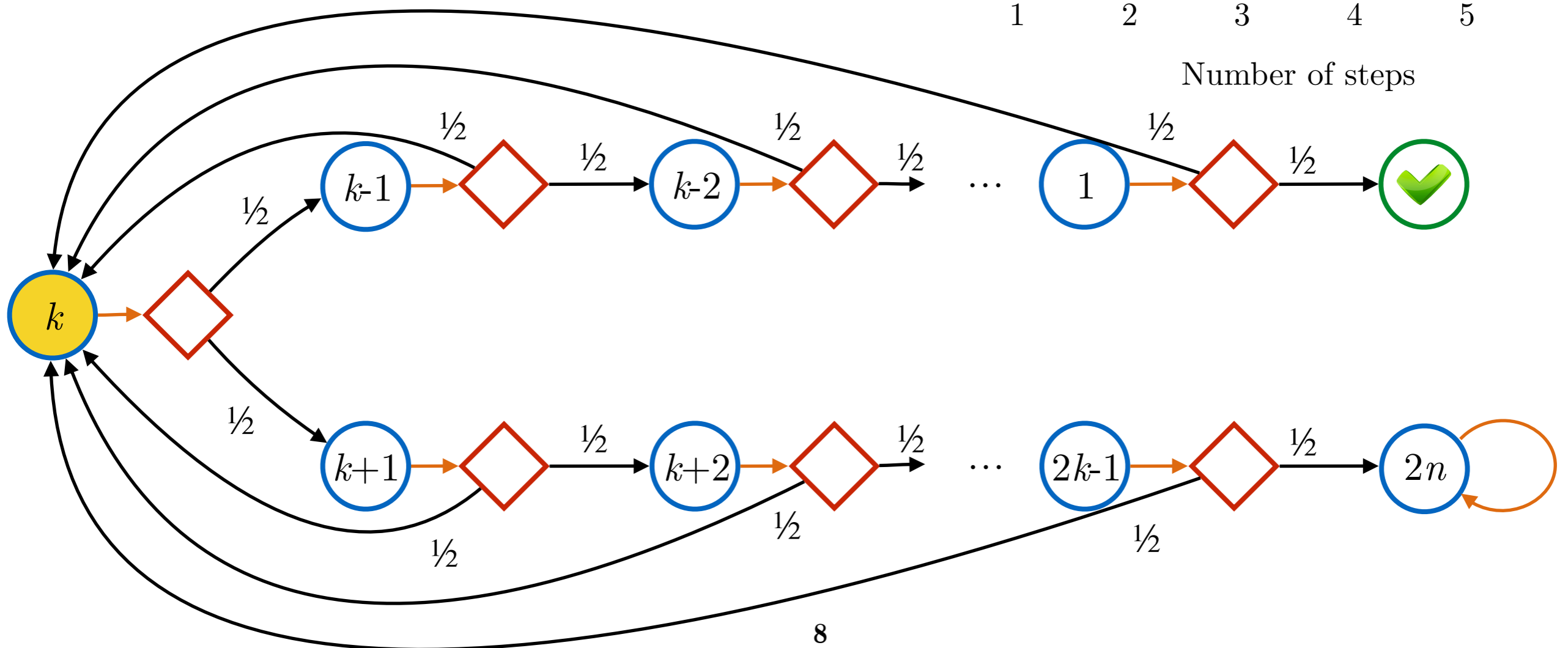
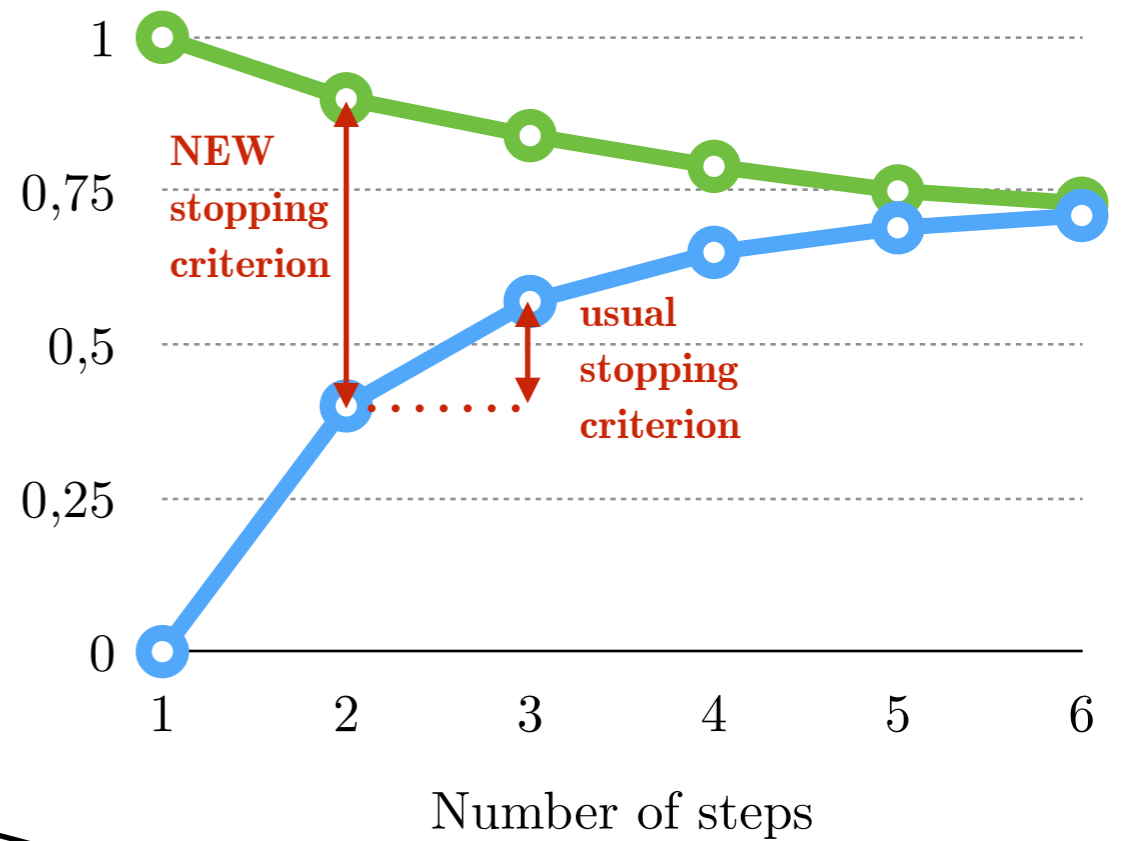


Interval iteration

$$x_s^{(0)} = \begin{cases} 1 & \text{if } s = \checkmark \\ 0 & \text{otherwise} \end{cases}$$

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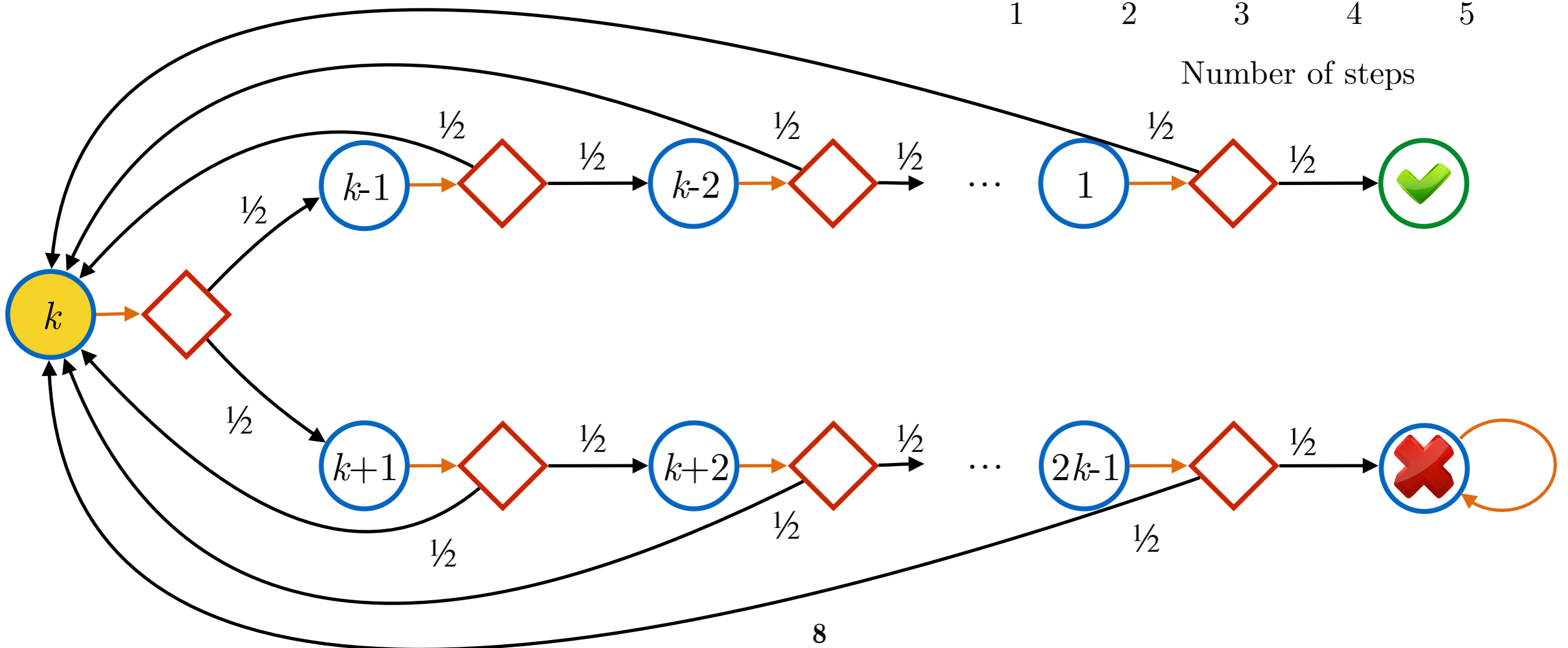
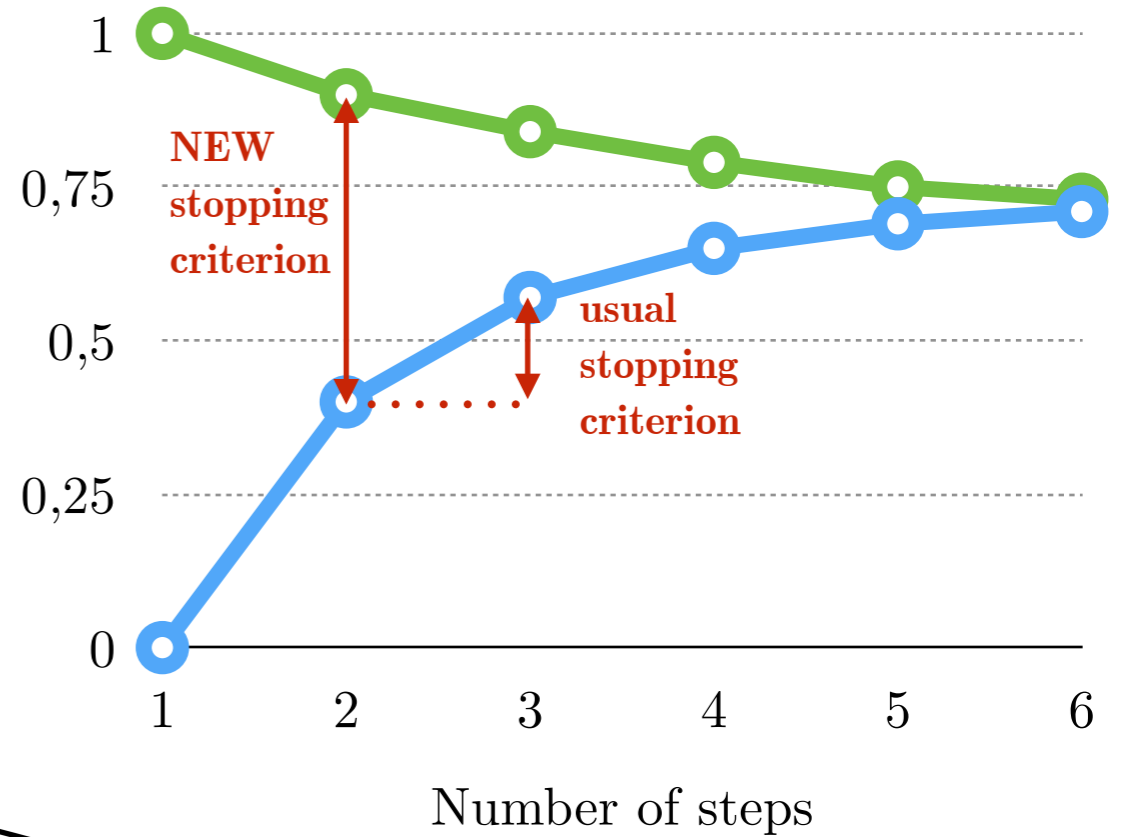
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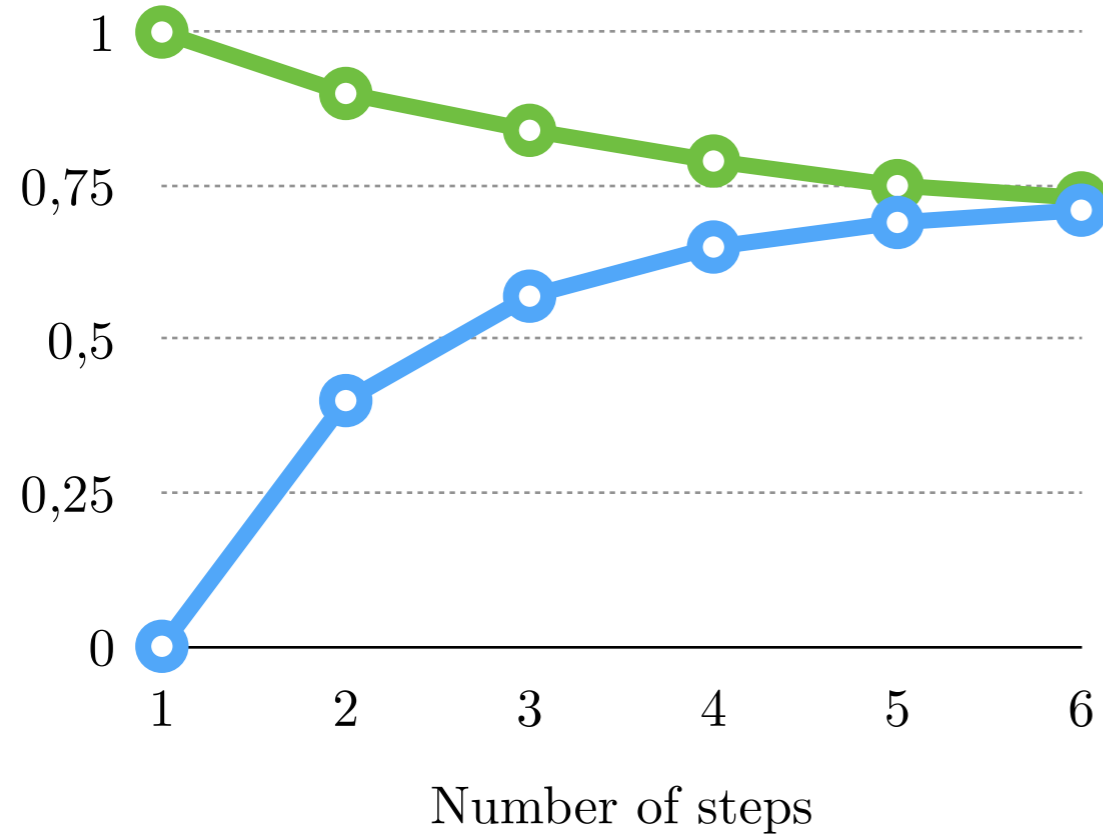


Fixed point characterization

$\left(\Pr_s^{\max}(\mathbf{F} \checkmark) \right)_{s \in \mathcal{S}}$ is the smallest fixed point of f_{\max} .

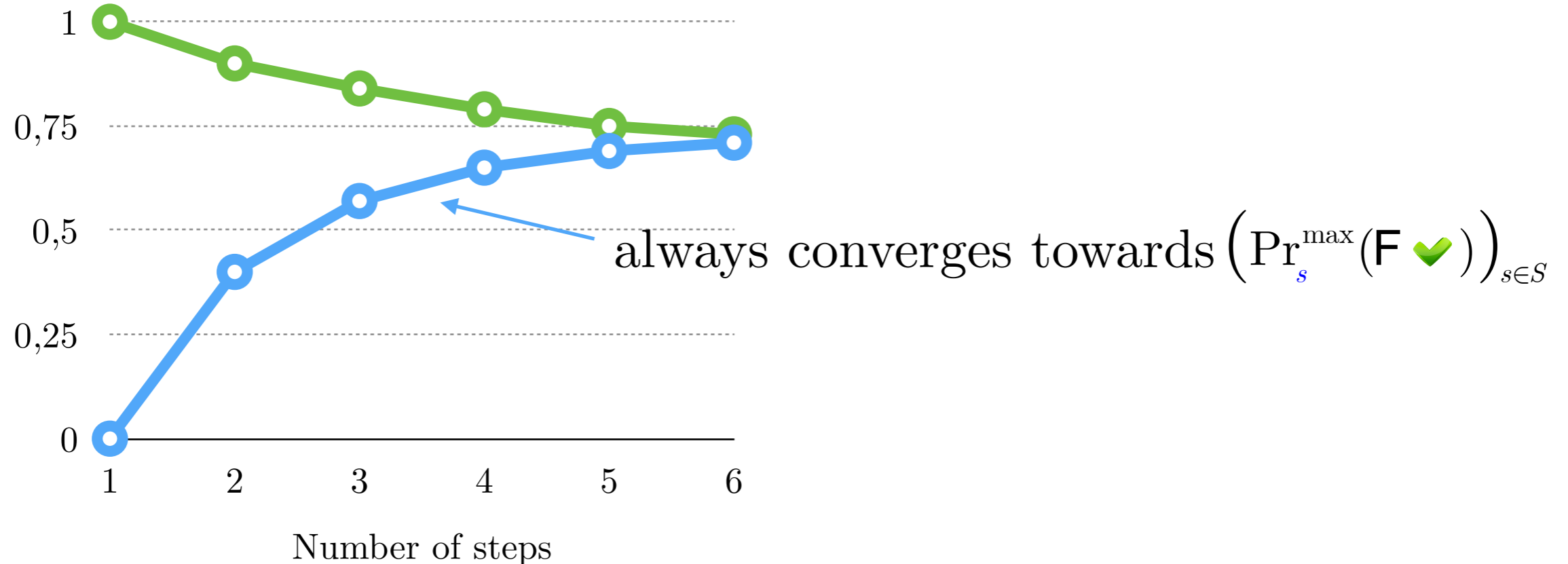
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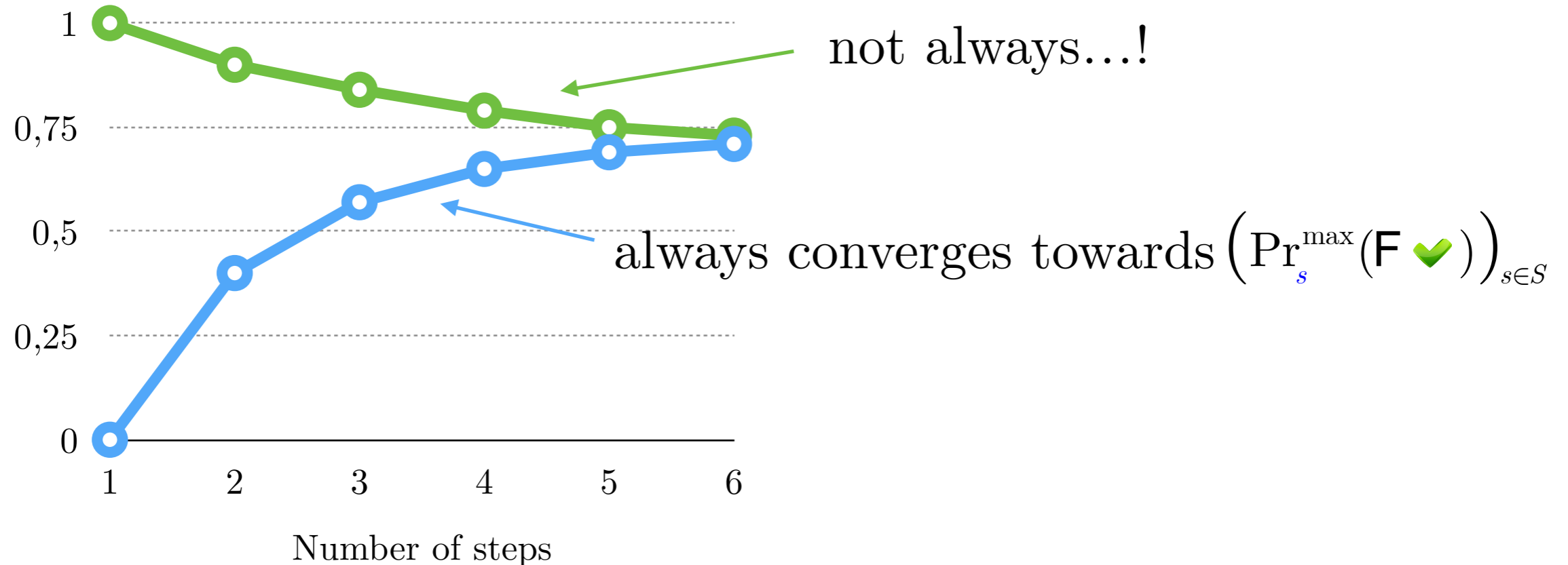
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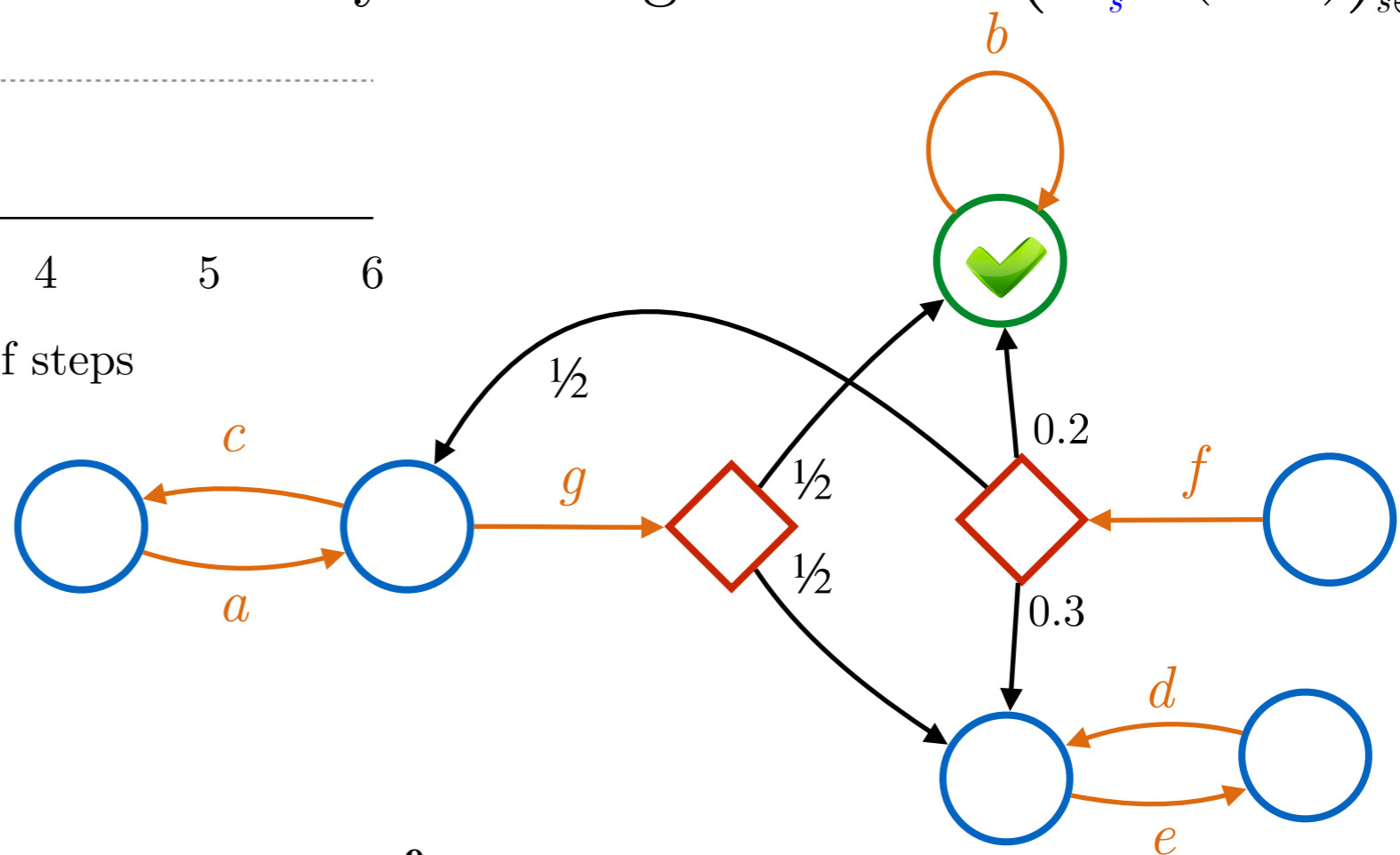
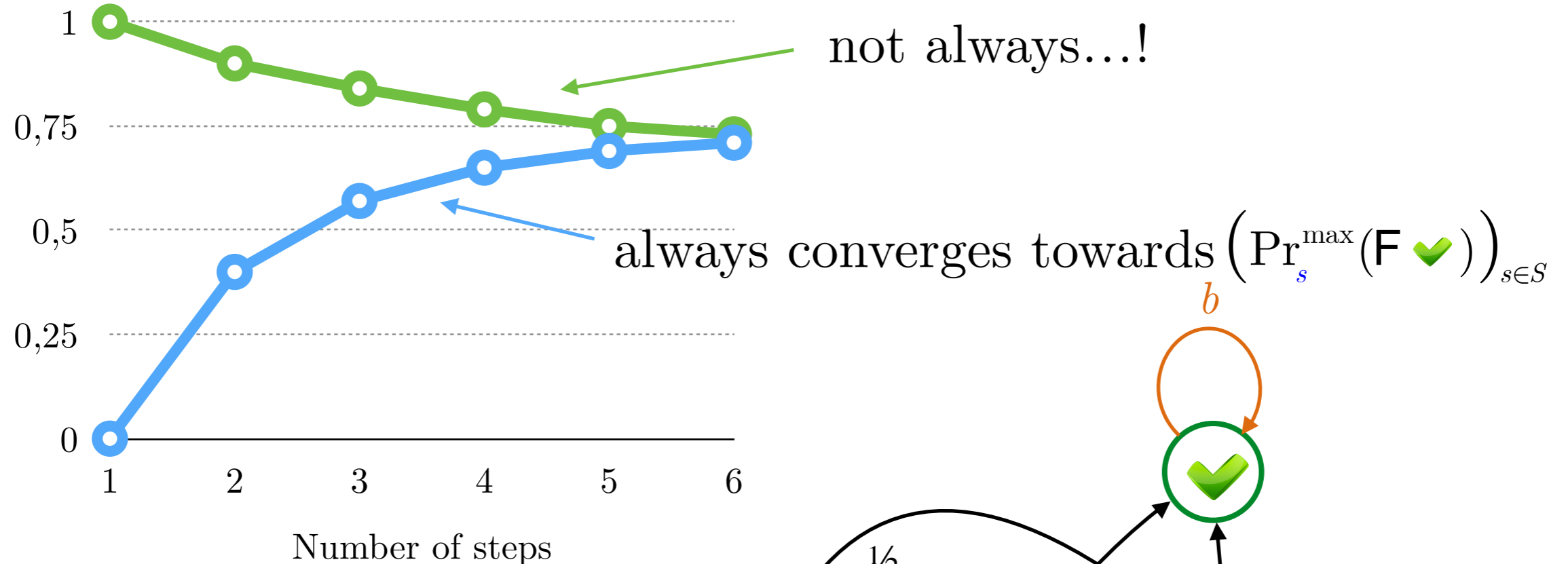
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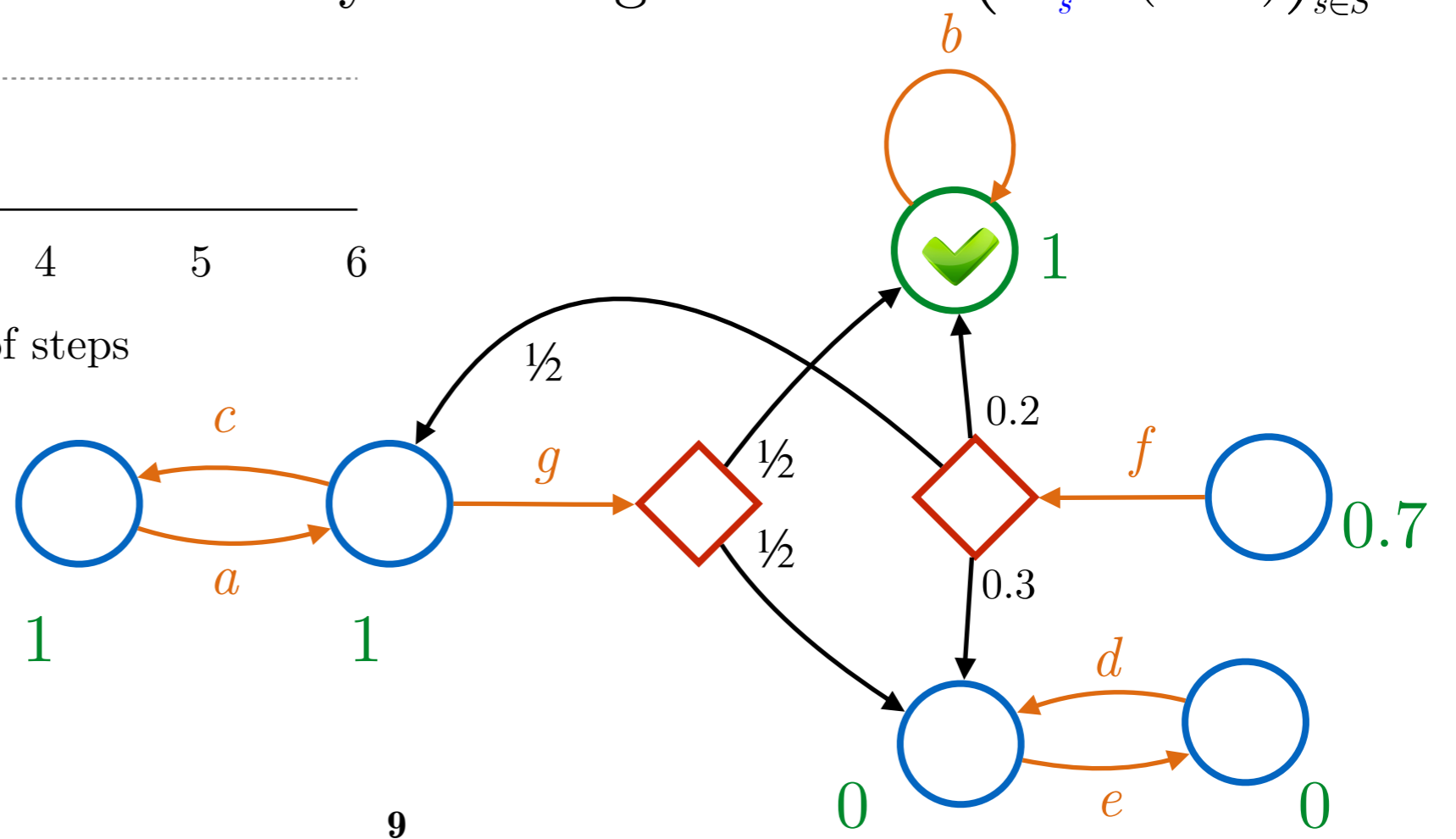
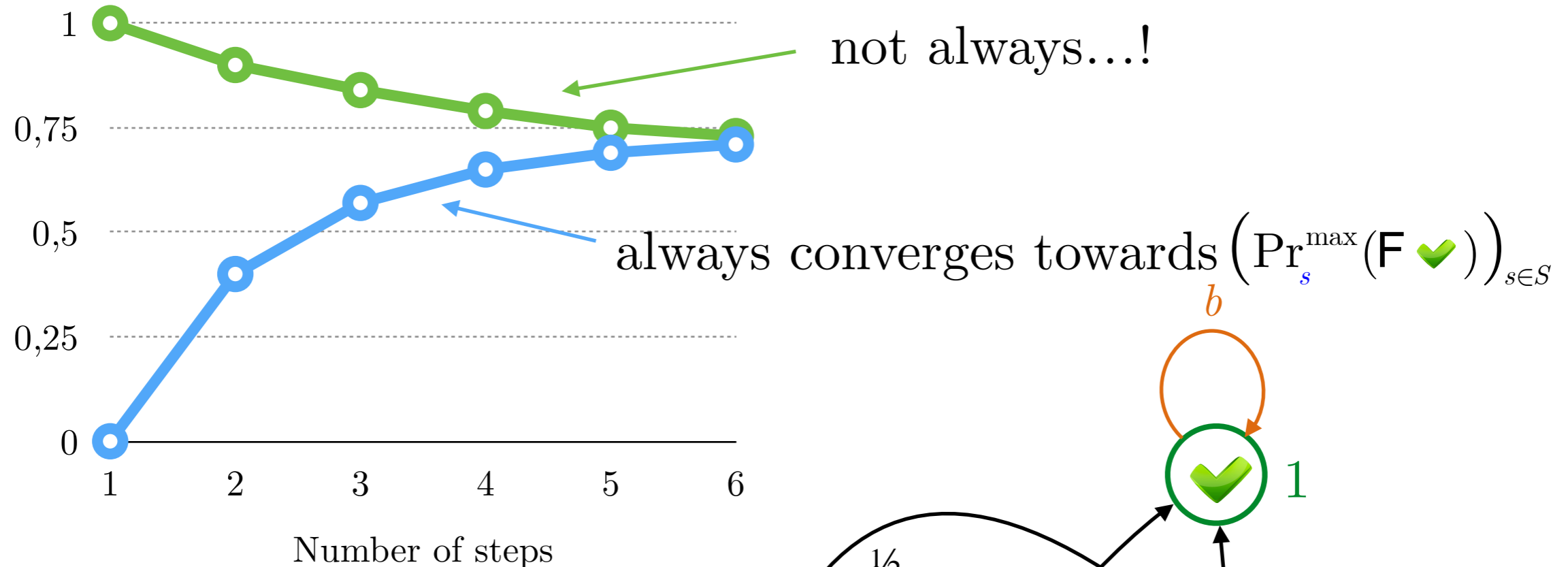
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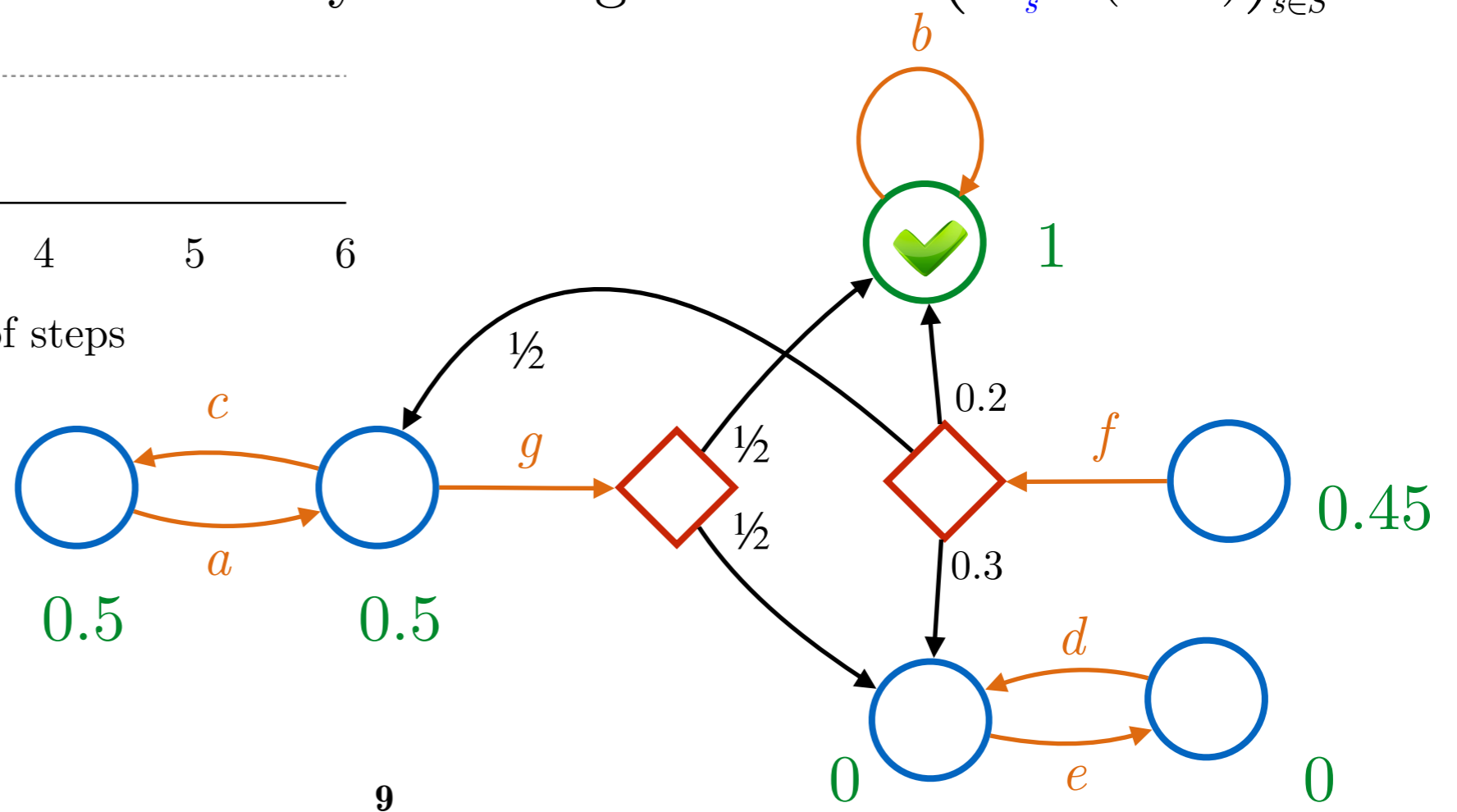
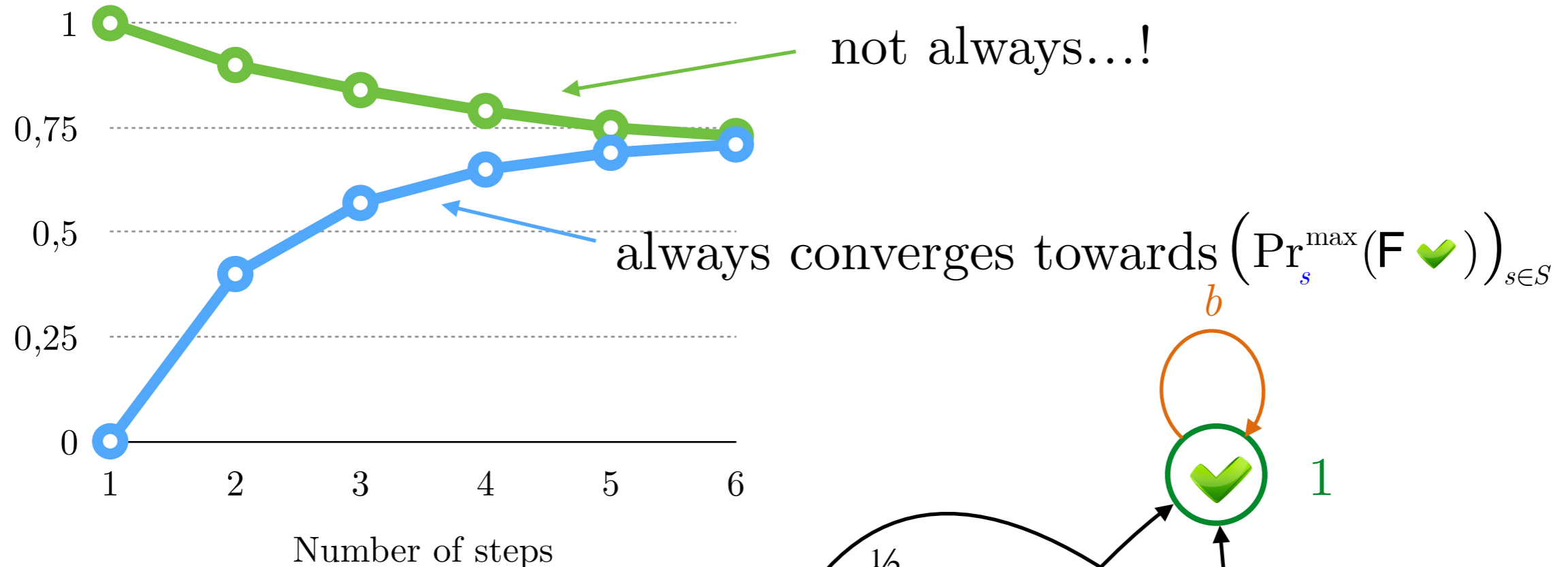
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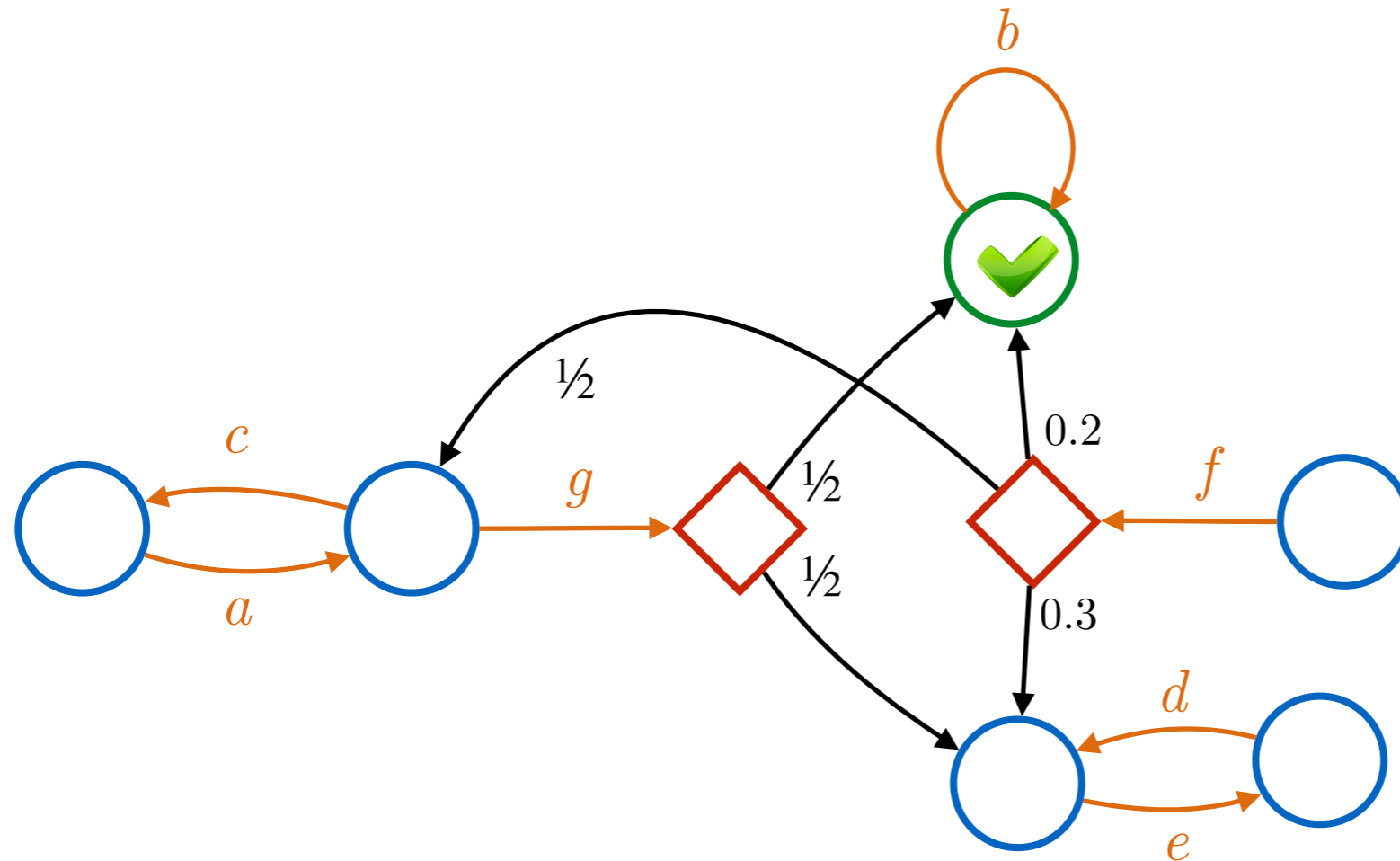
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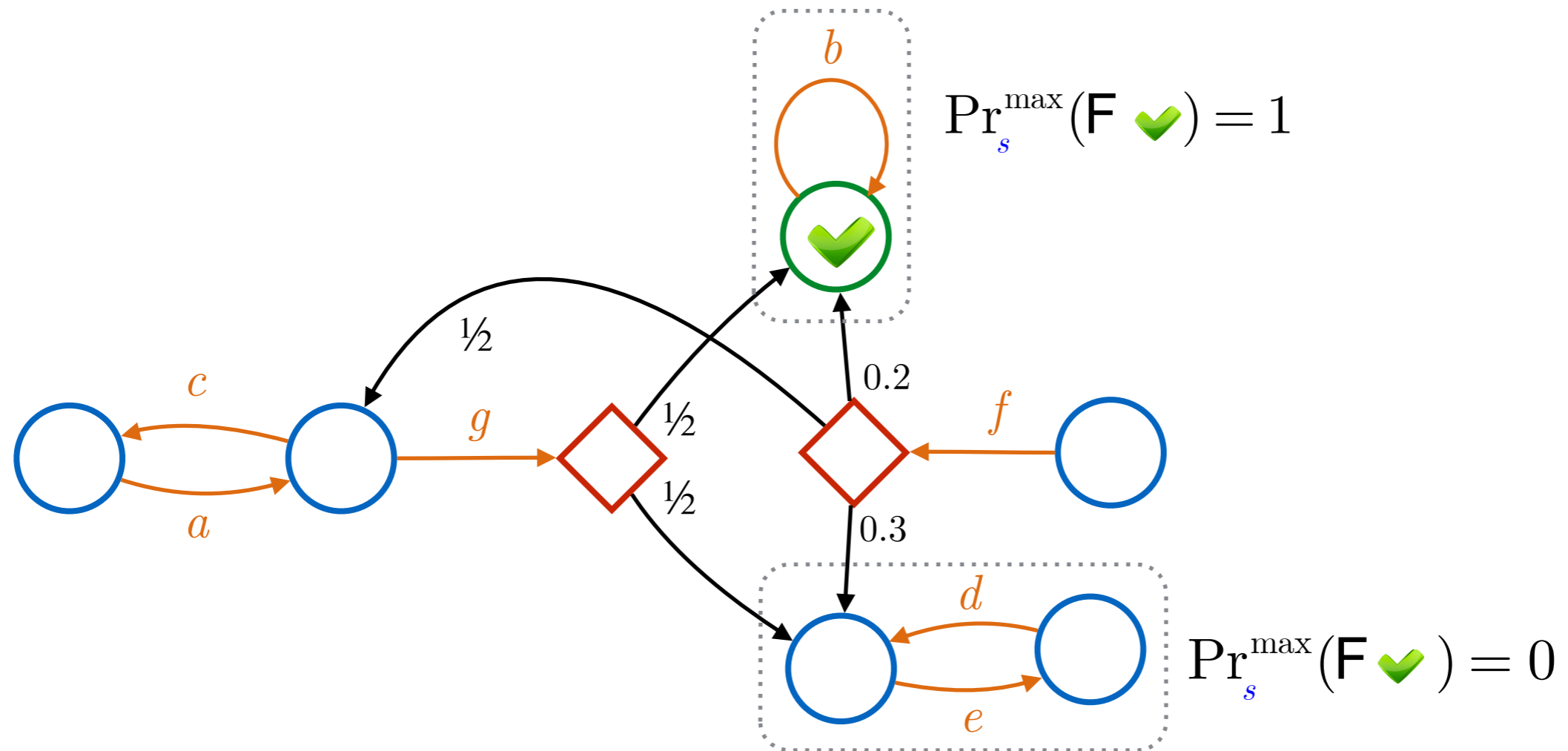
Solution: ensure uniqueness!

Usual techniques applied for MDPs do not apply...



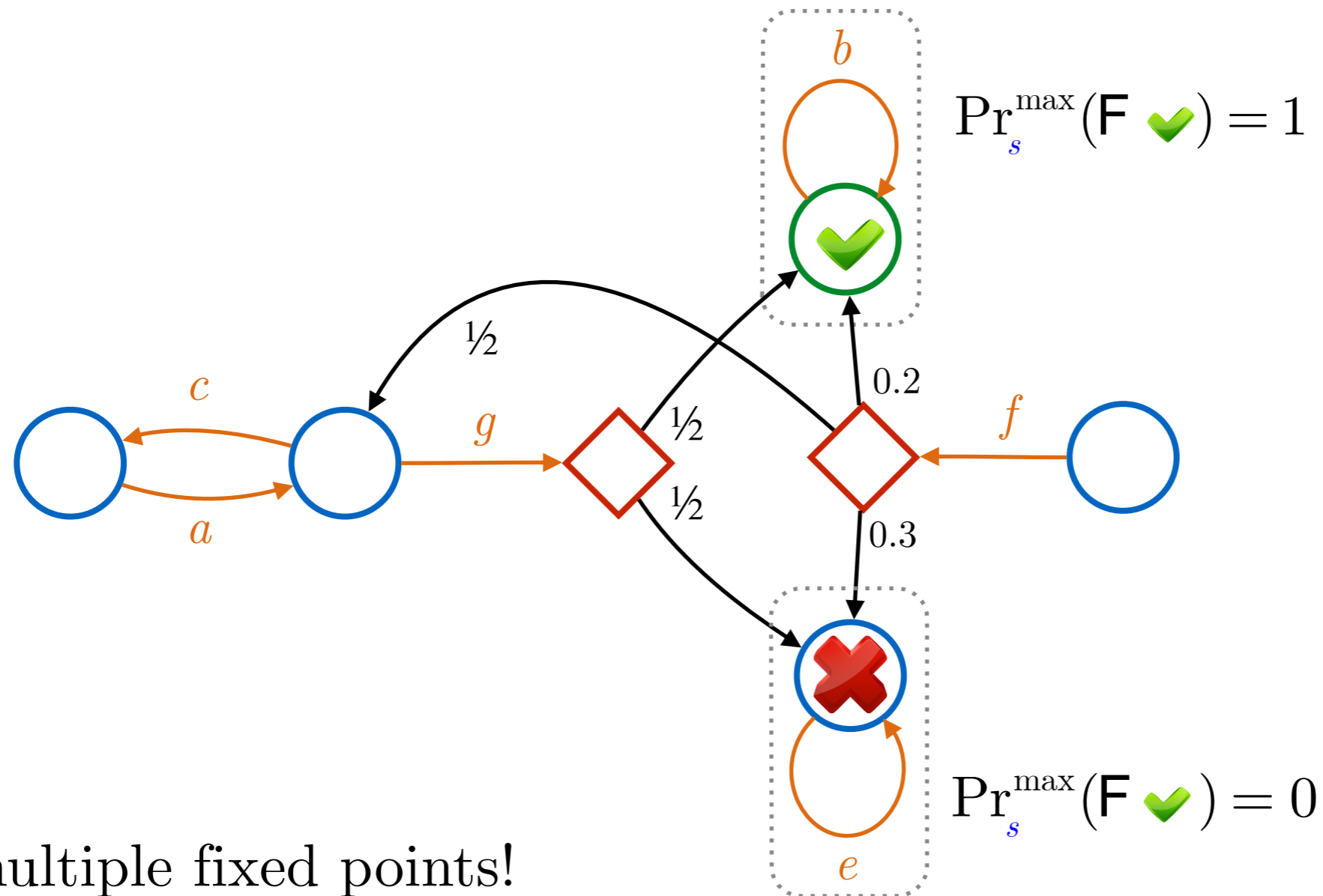
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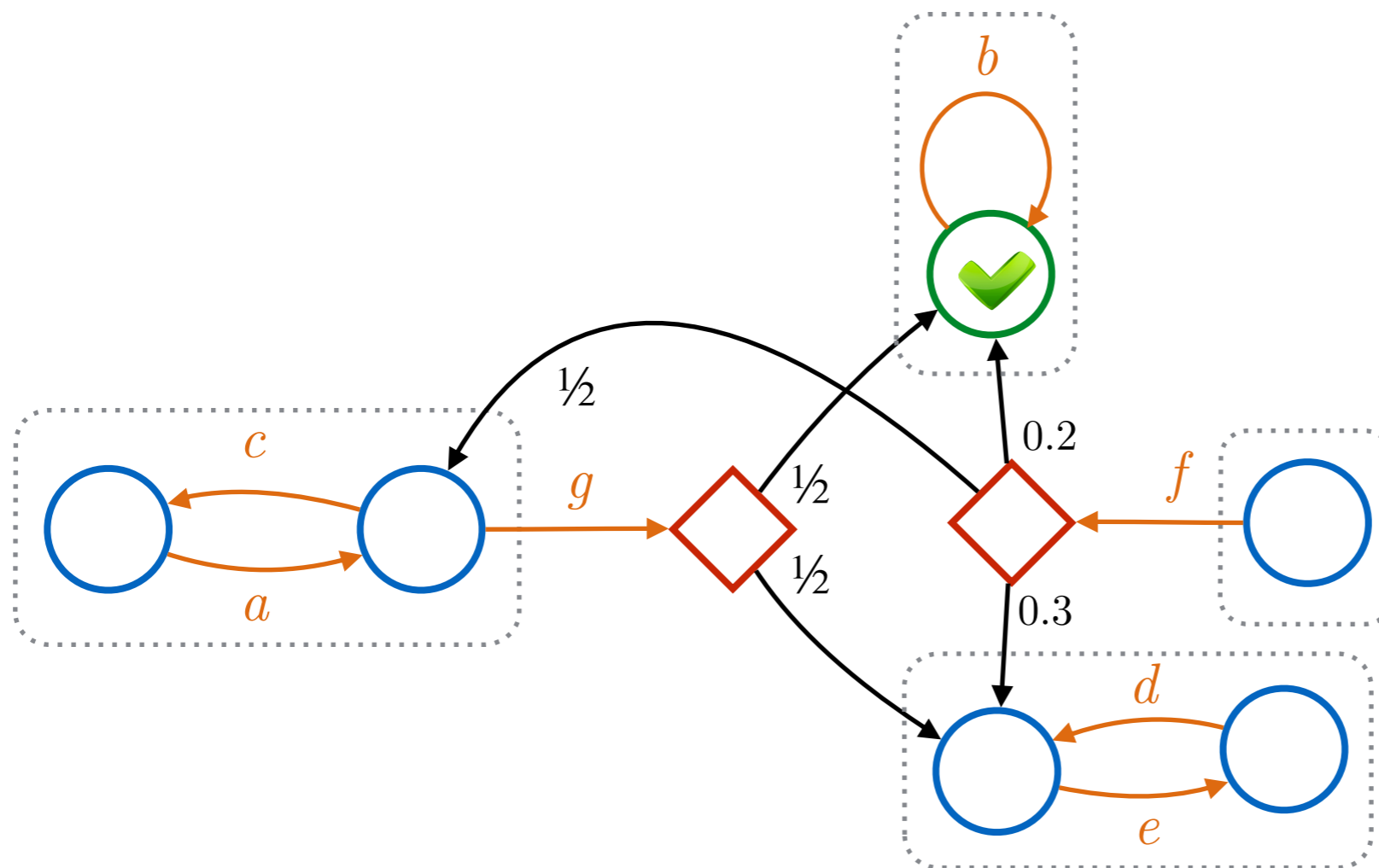
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Still multiple fixed points!

Solution: ensure uniqueness!

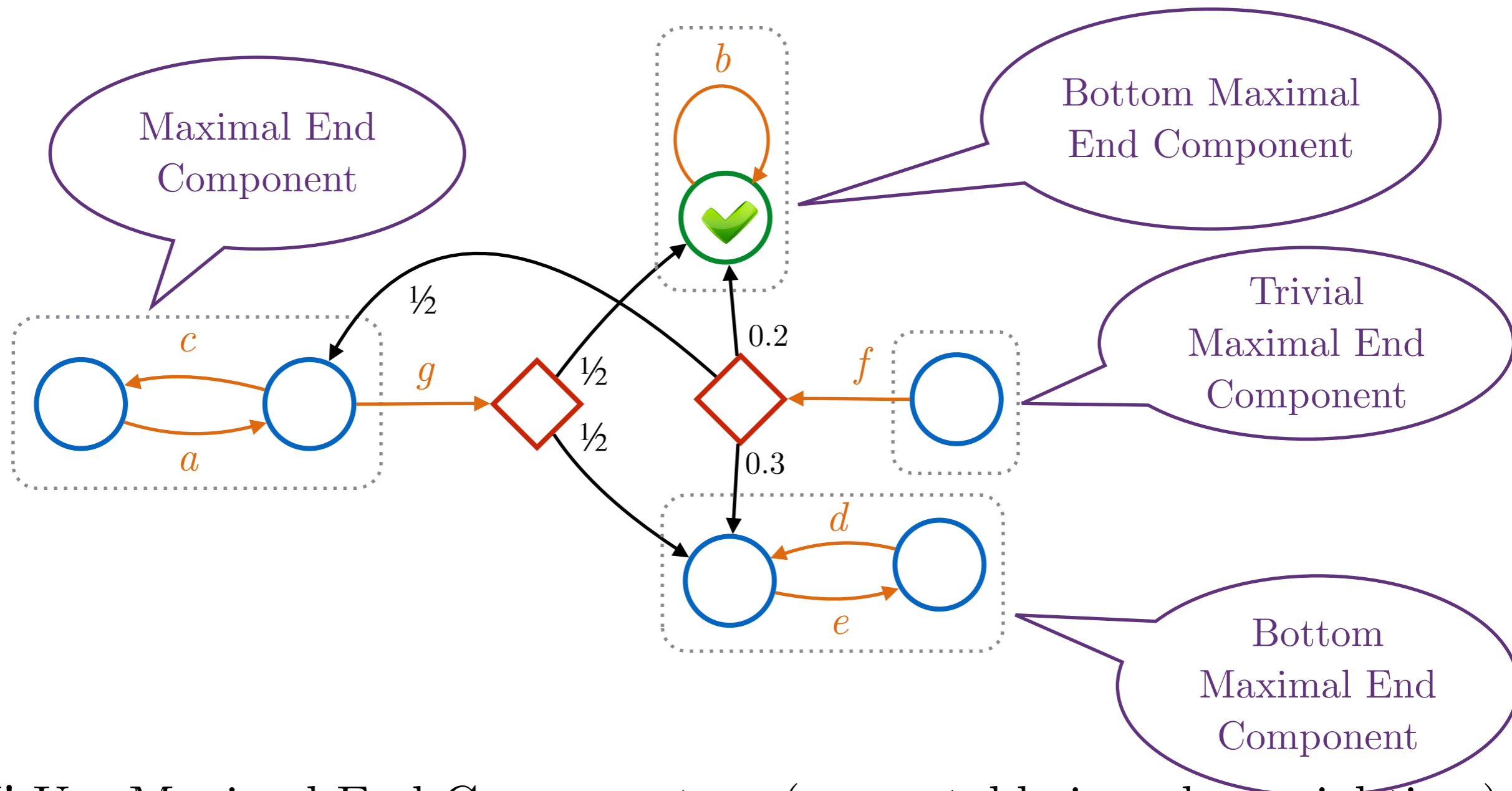
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NEW! Use Maximal End Components... (computable in polynomial time)

Solution: ensure uniqueness!

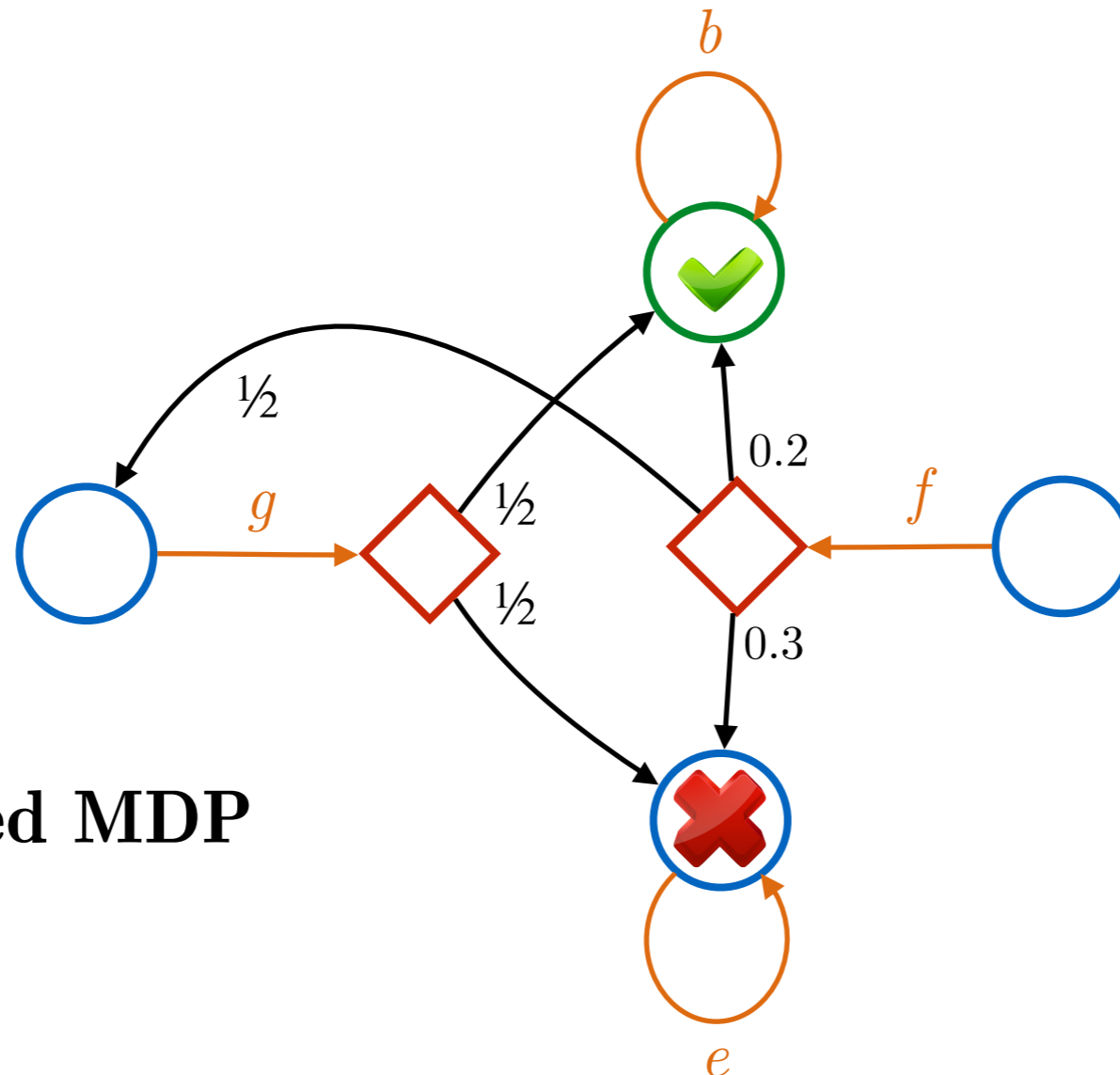
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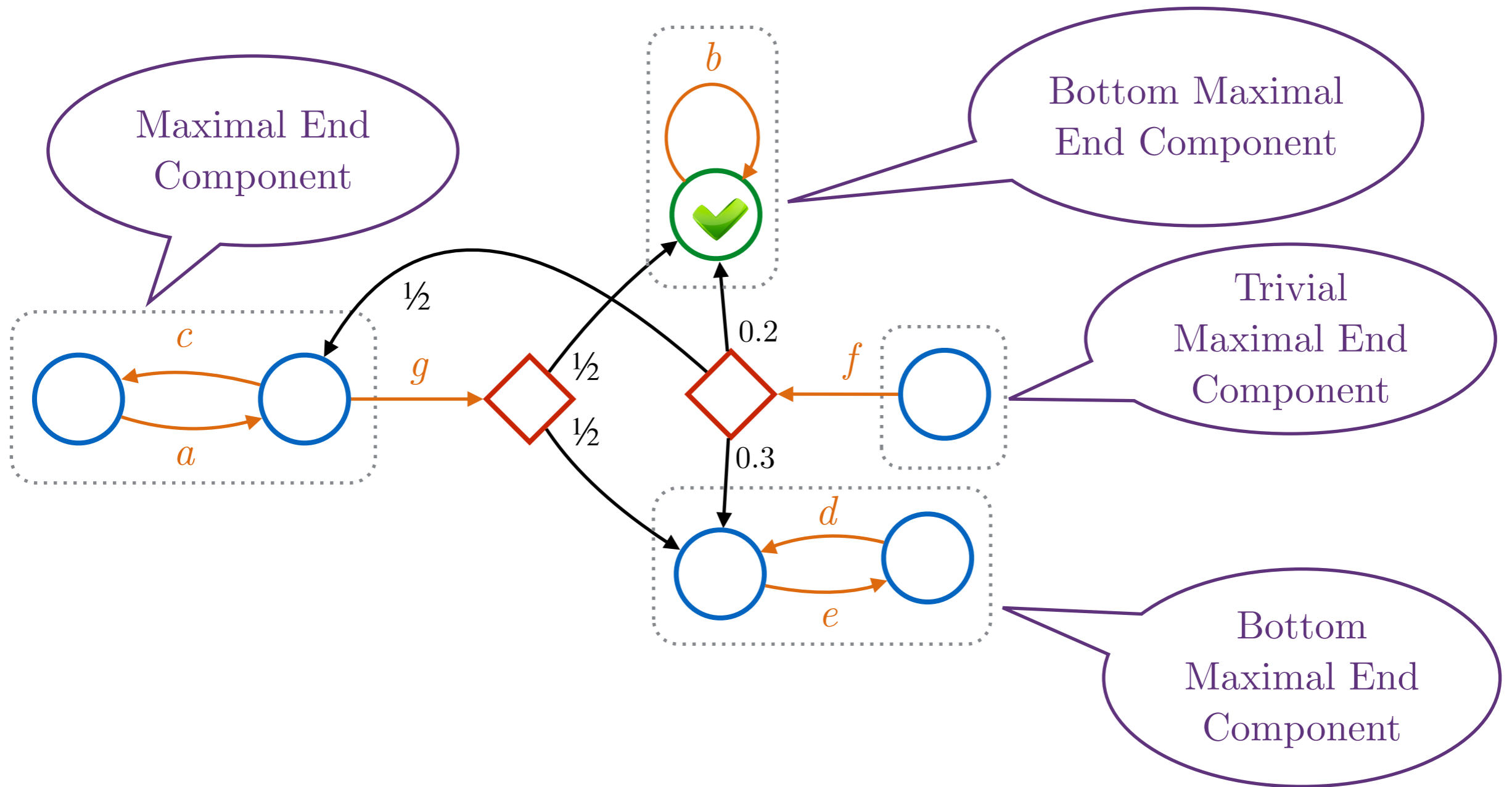
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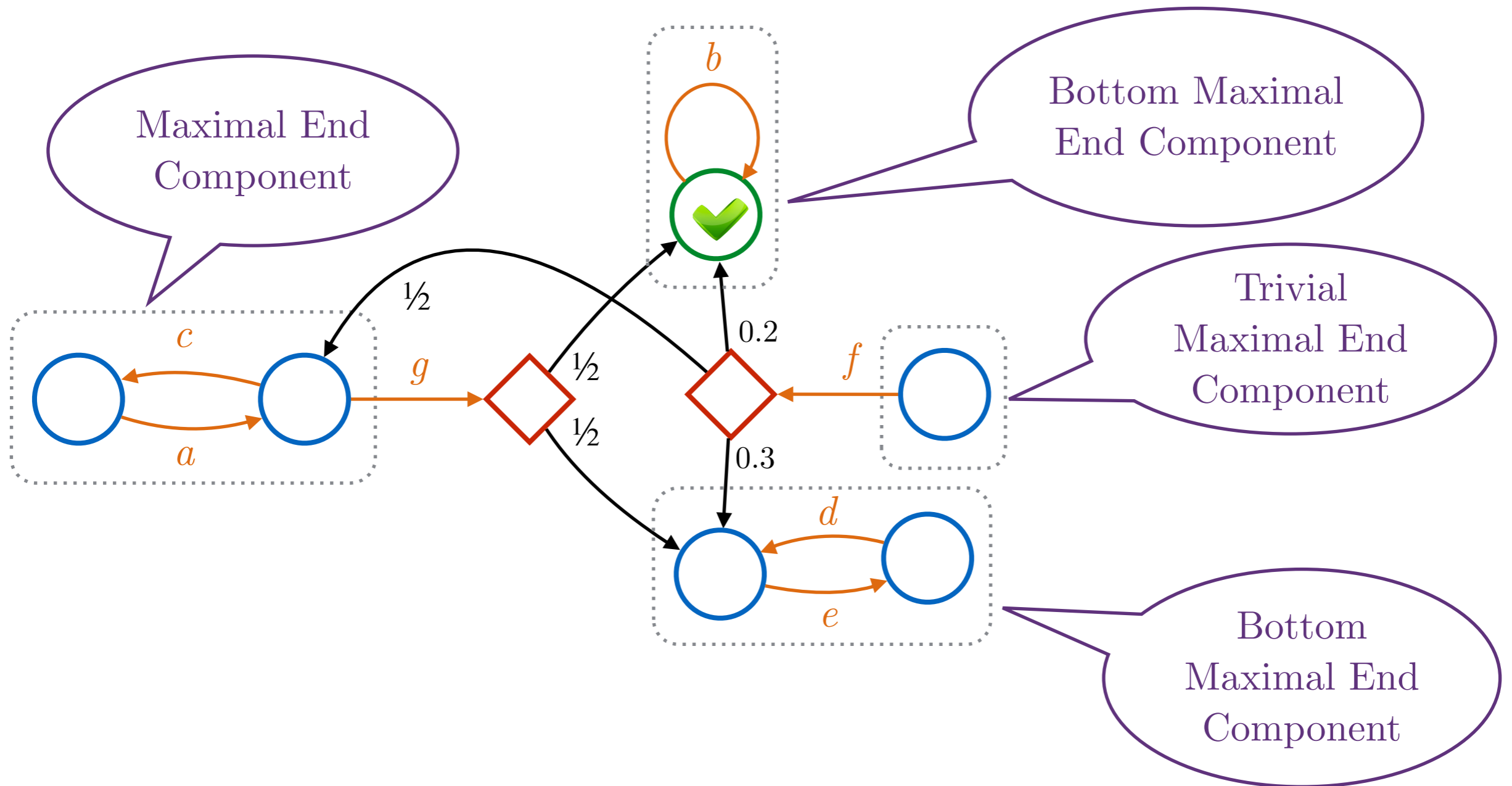
Max-reduced MDP

NEW! Use Maximal End Components... (computable in polynomial time)
and trivialize them! Now, unicity of the fixed point

An even smaller MDP for minimal probabilities

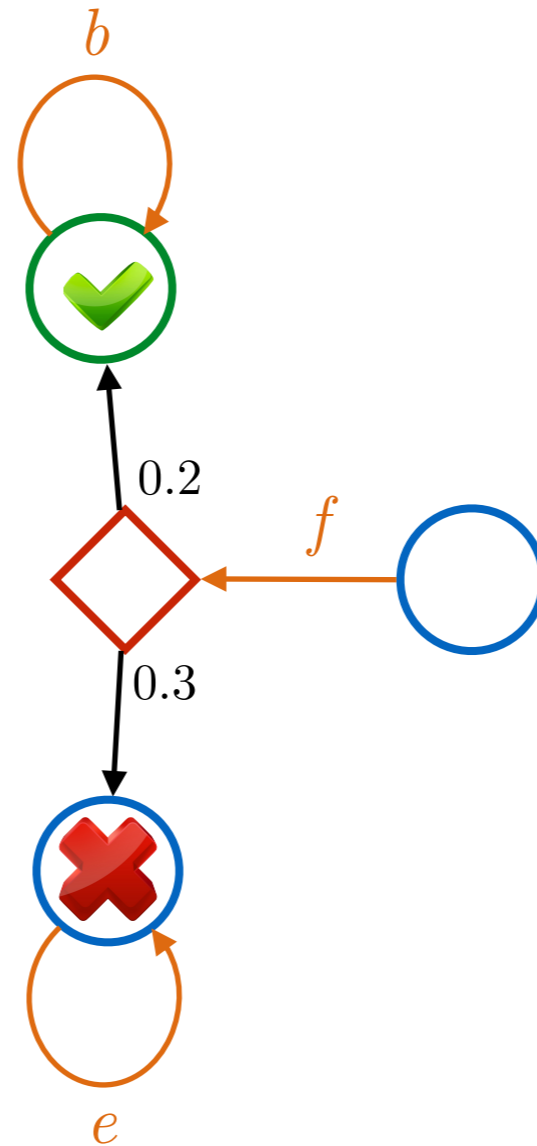


An even smaller MDP for minimal probabilities



Non-trivial (and non accepting) MEC
have null minimal probability!

An even smaller MDP for minimal probabilities



Min-reduced MDP

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Interval iteration algorithm in reduced MDPs

Input: Min-reduced MDP $\mathcal{M} = (S, \alpha_{\mathcal{M}}, \delta_{\mathcal{M}})$, convergence threshold ε

Output: Under- and over-approximation of $Pr_{\mathcal{M}}^{\min}(F \checkmark)$

```
1  $x_{\checkmark} := 1; x_{\times} := 0; y_{\checkmark} := 1; y_{\times} := 0$ 
2 foreach  $s \in S \setminus \{\checkmark, \times\}$  do  $x_s := 0; y_s := 1$ 
3 repeat
4   foreach  $s \in S \setminus \{\checkmark, \times\}$  do
5      $x'_s := \min_{a \in A(s)} \sum_{s' \in S} \delta_{\mathcal{M}}(s, a)(s') x_{s'}$ 
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7      $\delta := \max_{s \in S} (y'_s - x'_s)$ 
8     foreach  $s \in S \setminus \{\checkmark, \times\}$  do  $x'_s := x_s; y'_s := y_s$ 
9 until  $\delta \leq \varepsilon$ 
10 return  $(x_s)_{s \in S}, (y_s)_{s \in S}$ 
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Sequences x and y converge towards the minimal probability to reach \checkmark . Hence, the algorithm terminates by returning an interval of length at most ε for each state containing $Pr_s^{\max}(\mathbf{F} \checkmark)$.

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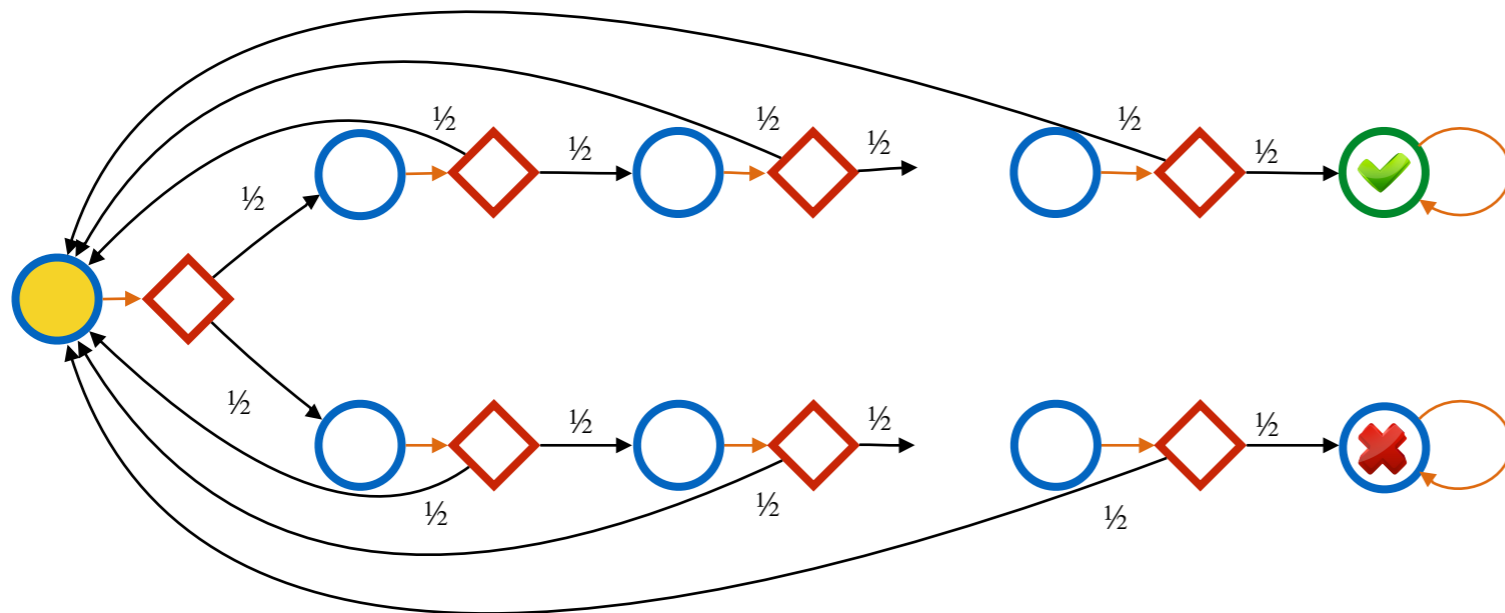
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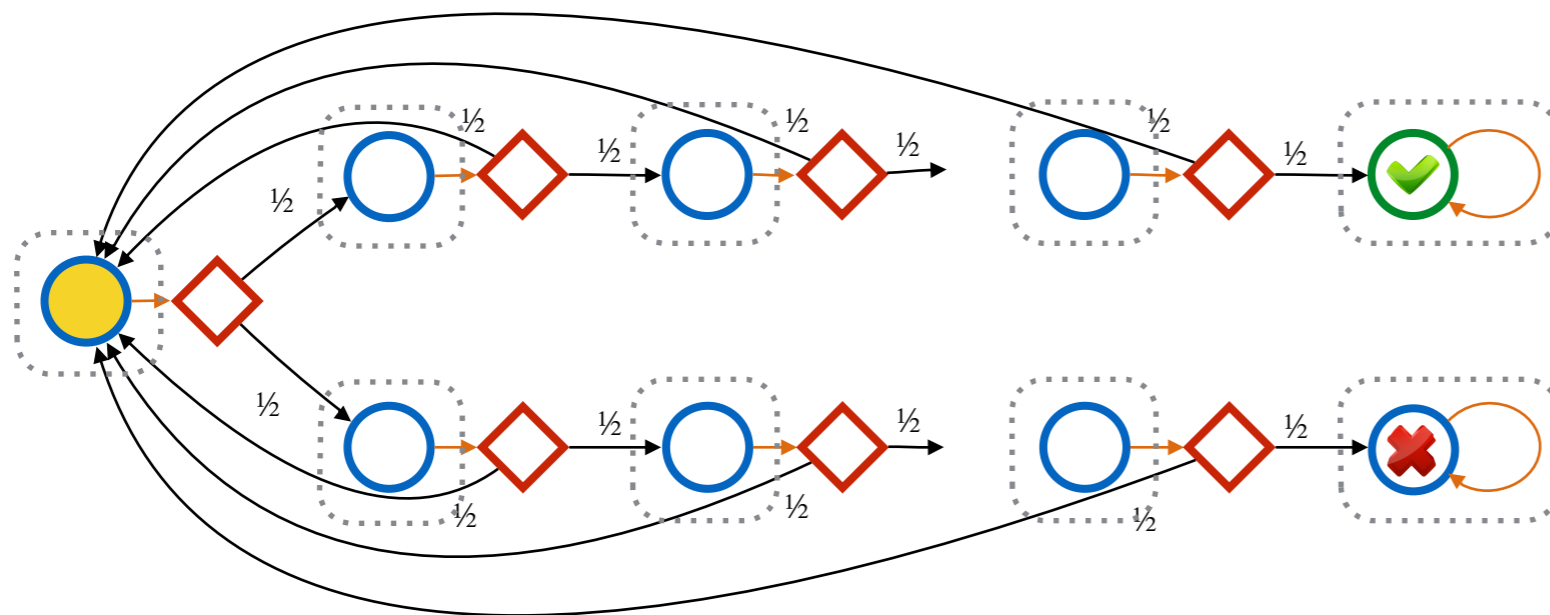
Possible speed-up: only check size of interval for a given state...

Rate of convergence



x stores reachability probabilities, y stores safety probabilities,
 i.e., after n iterations: $x_s = \Pr_s^{\min}(\mathbf{F}^{\leq n} \checkmark)$ $y_s = \Pr_s^{\min}(\mathbf{G}^{\leq n}(\neg \times))$

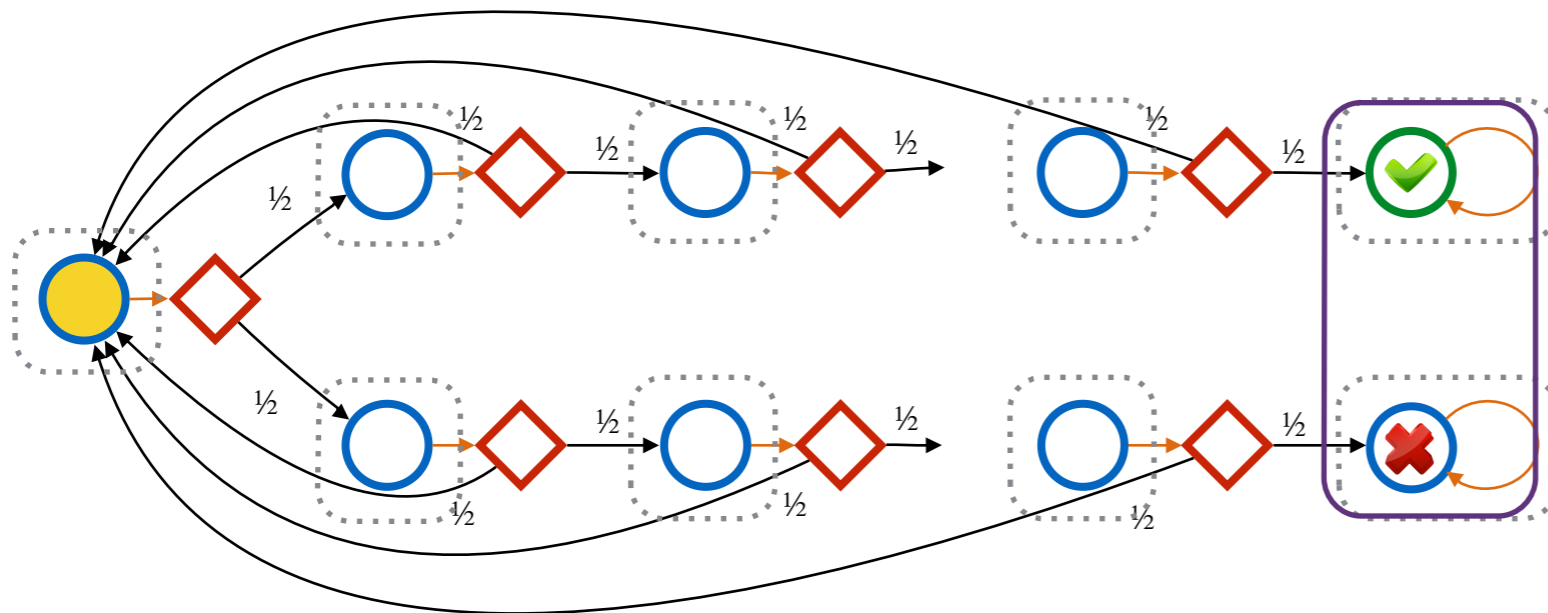
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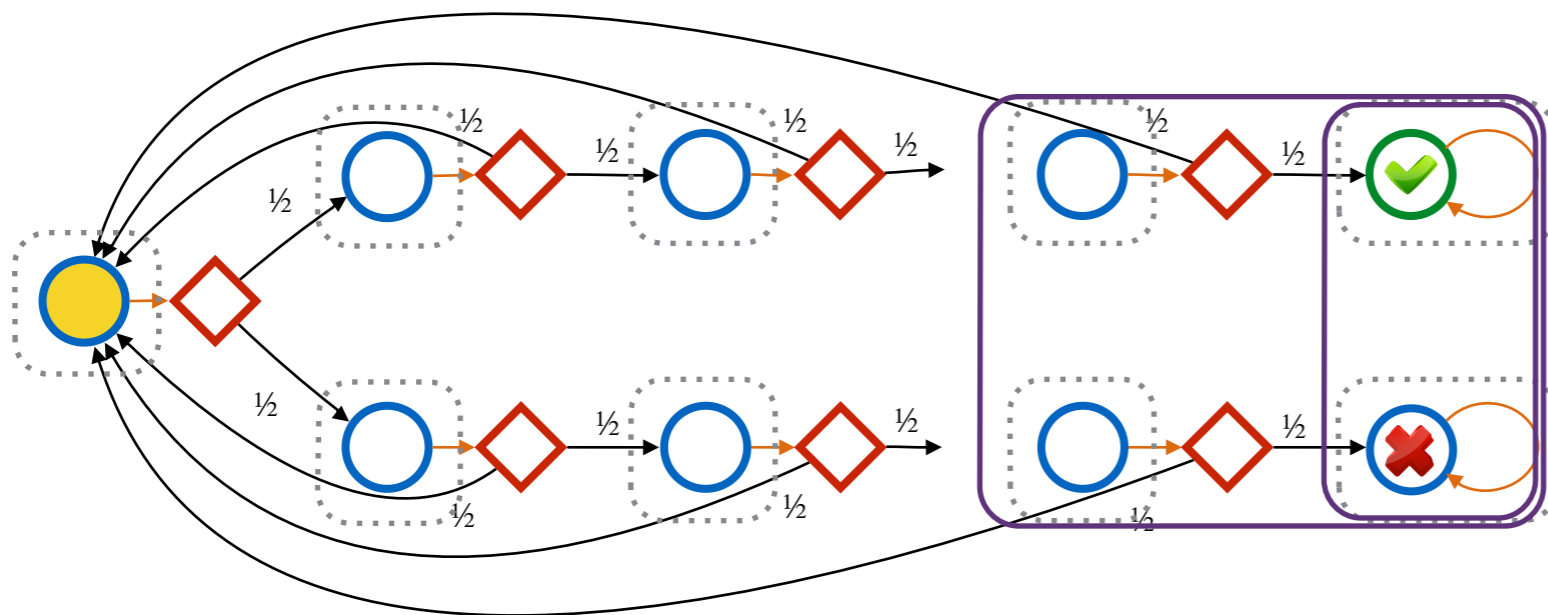
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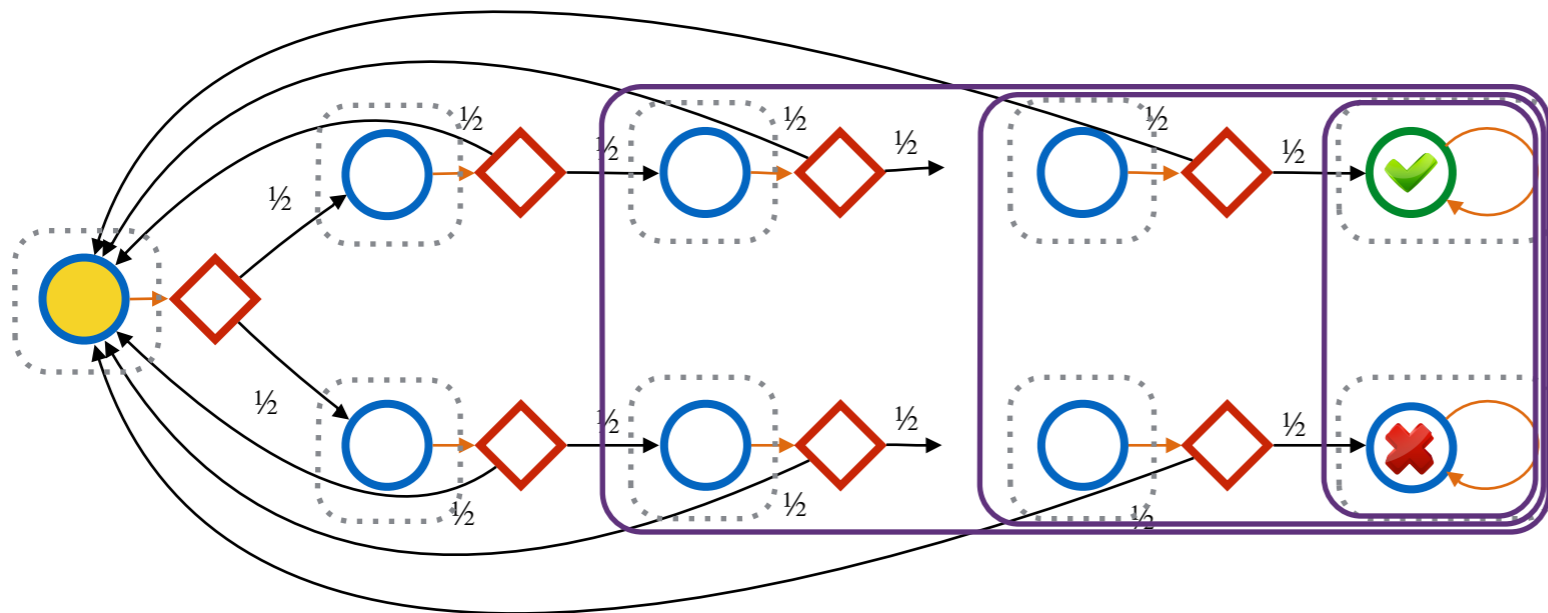
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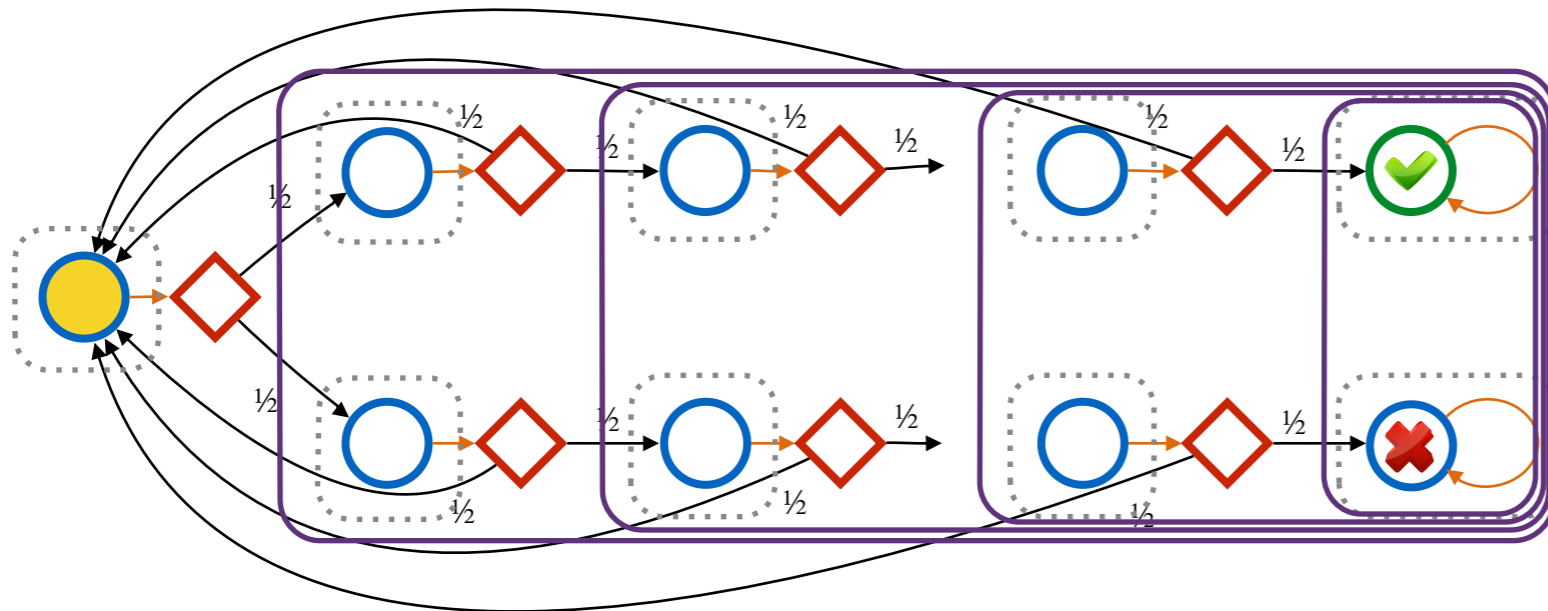
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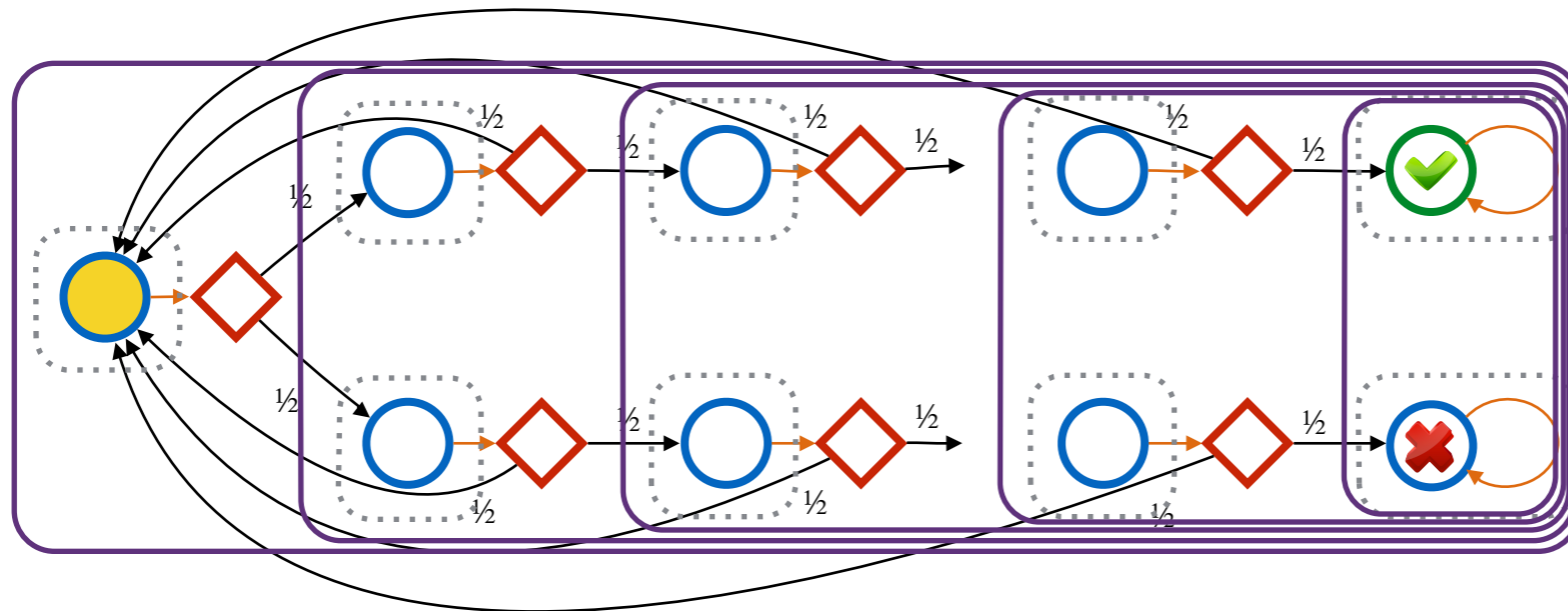
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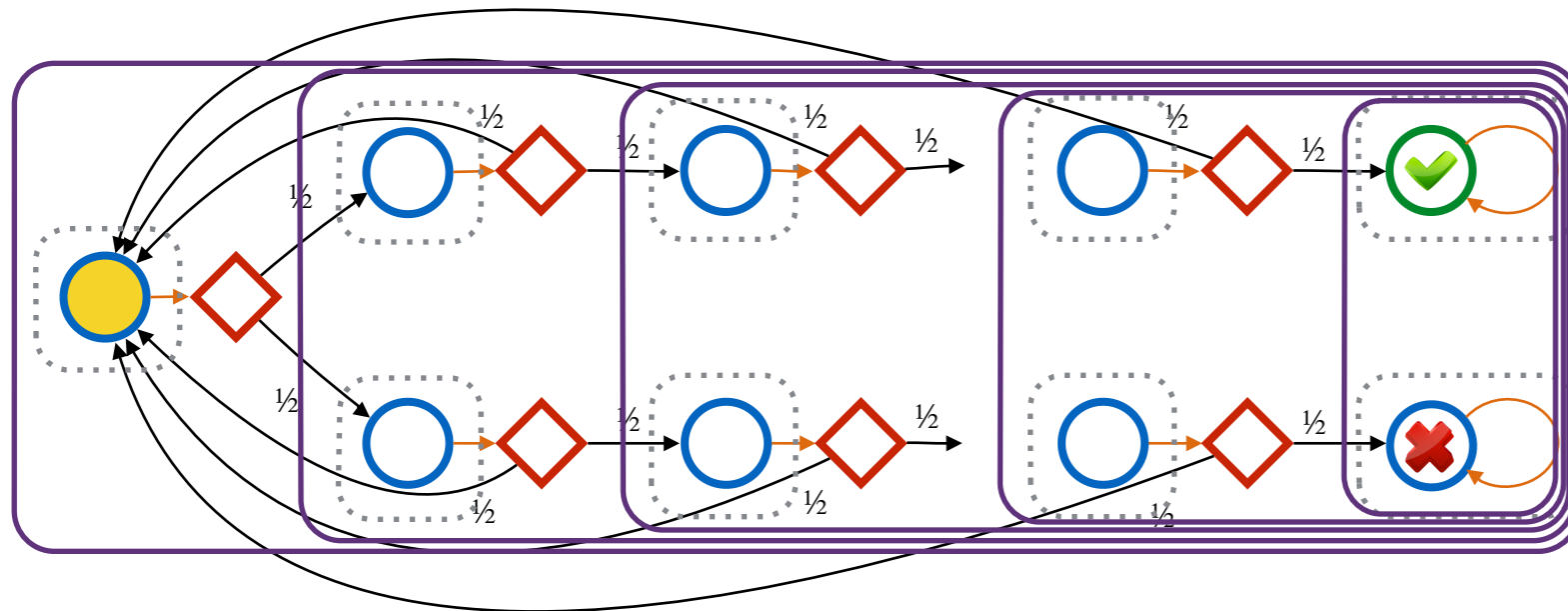
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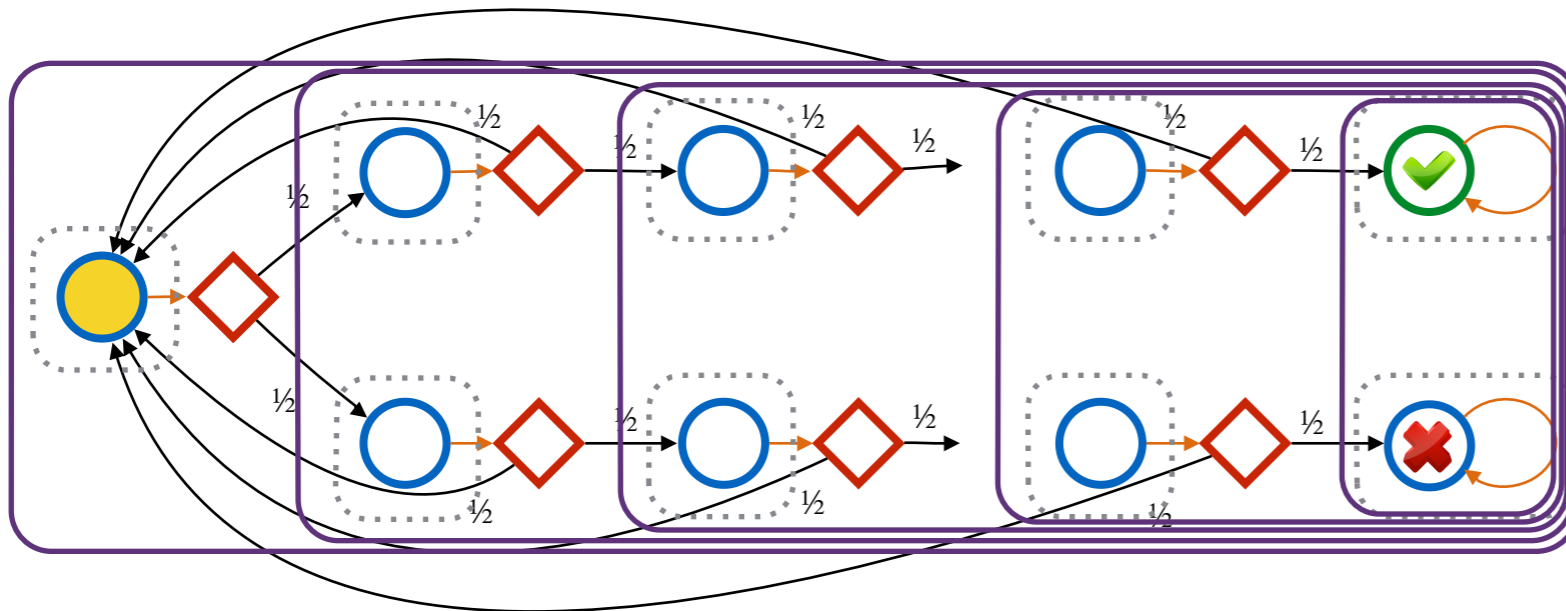
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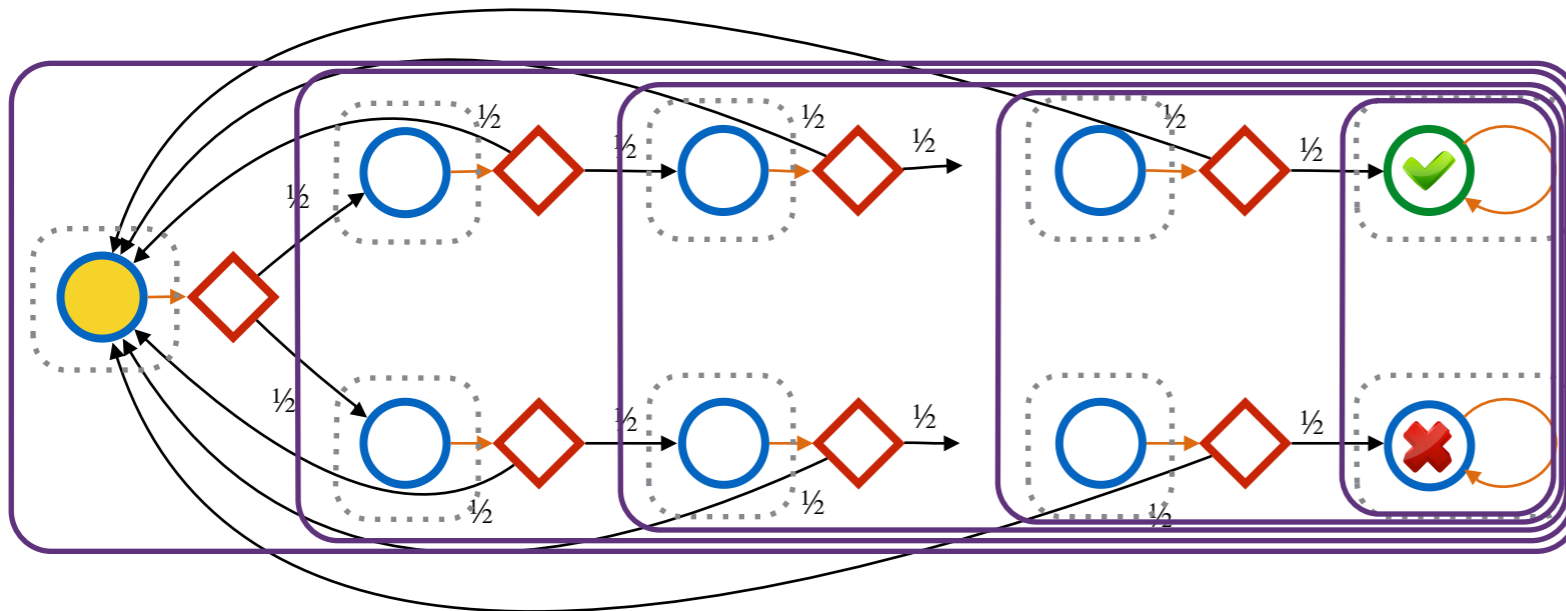


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Leaking property: $\forall n \in \mathbb{N} \quad \Pr_s^{\max}(\mathbf{G}^{\leq nI} \neg(\checkmark \vee \times)) \leq (1 - \eta^I)^n$

Rate of convergence



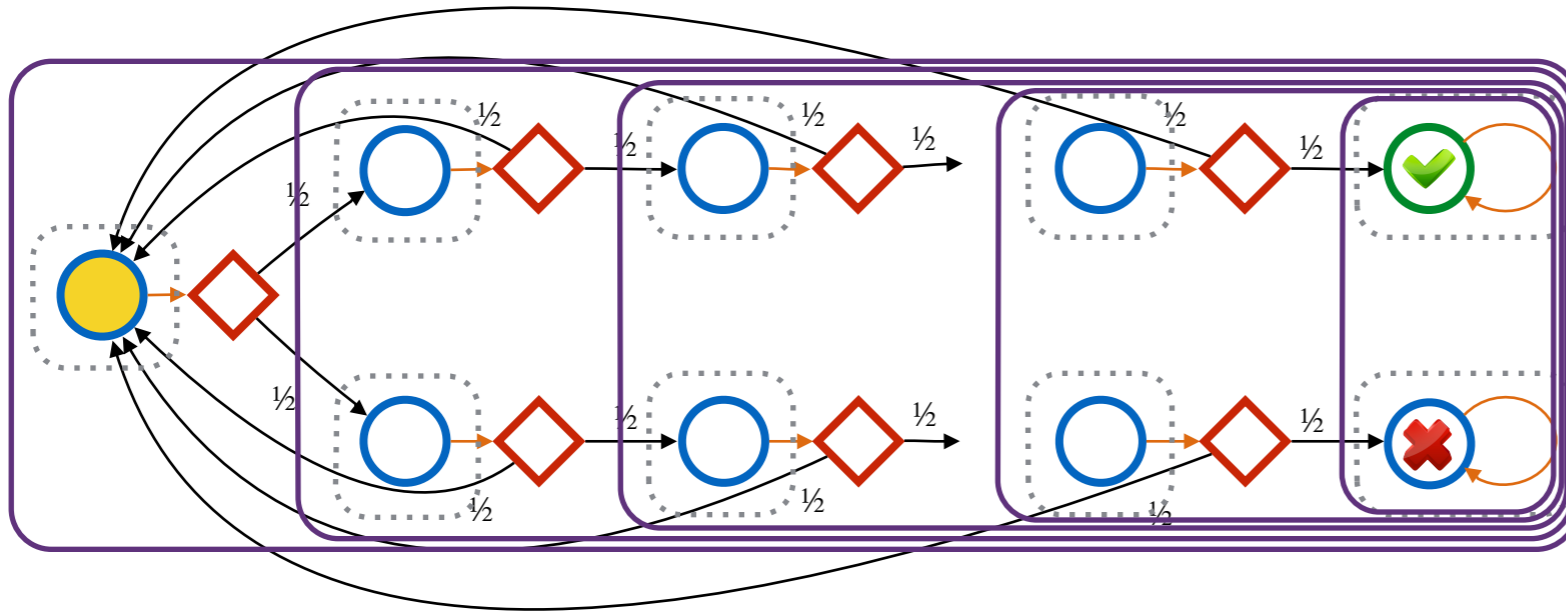
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$$y_s^{(nI)} - x_s^{(nI)} = \Pr_s^{\sigma}(\mathbf{G}^{\leq nI} (\neg \times)) - \Pr_s^{\sigma'}(\mathbf{F}^{\leq nI} \checkmark) \leq \Pr_s^{\sigma'}(\mathbf{G}^{\leq nI} (\neg \times)) - \Pr_s^{\sigma'}(\mathbf{F}^{\leq nI} \checkmark)$$

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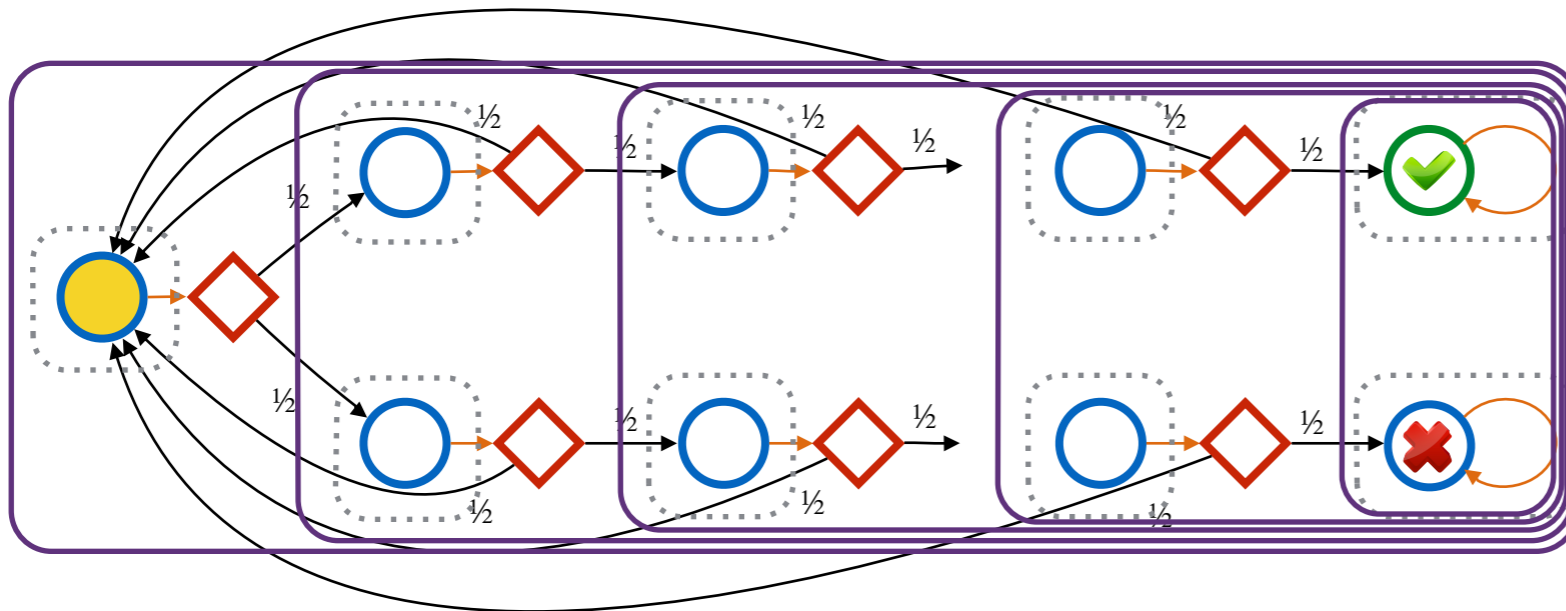
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since $\mathbf{G}^{\leq n} (\neg \times) \equiv \mathbf{G}^{\leq n} \neg(\checkmark \vee \times) \oplus \mathbf{F}^{\leq n} \checkmark$

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The interval iteration algorithm converges in at most $I \left\lceil \frac{\log \varepsilon}{\log(1 - \eta^I)} \right\rceil$ steps.

Stopping criterion for exact computation

MDPs with rational probabilities:

d the largest denominator of transition probabilities

N the number of states

M the number of transitions with non-zero probabilities

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Optimal probabilities and policies can be computed by the interval iteration algorithm in at most $\mathcal{O}((1/\eta)^N N^3 \log d)$ steps.

Sketch of proof:

- use $\varepsilon = 1 / 2\alpha$ as threshold (with α gcd of optimal probabilities)
- upper bound on α based on matrix properties of Markov chains: $\alpha = \mathcal{O}(N^N d^{3N^2})$

Improvement since

$$1 / \eta \leq d \quad N \leq M$$

Conclusion and related work

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- General results on **convergence rate**
- Criterion for computation of **exact value**
- Future work: test of our preliminary implementation over real instances

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- *To be published at ATVA 2014* **[Brázdil, Chatterjee, Chmelík, Forejt, Křetínský, Kwiatkowska, Parker, Ujma, 2014]** same techniques in a machine learning framework with almost sure convergence and computation of non-trivial end components on-the-fly