# Markov decision processes and interval Markov chains: exploiting the connection

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July 10, 2013



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Intervals Markov chains Problem

#### Intervals and interval arithmetic

We use the notation

$$X = \left[\underline{X}, \overline{X}\right]$$

to represent an interval

 Interval arithmetic allows us to perform arithmetic operations on intervals and can be represented as follows

$$X \odot Y = \{x \odot y : x \in X, y \in Y\}$$

where X and Y represent intervals and  $\odot$  is the arithmetic operator

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#### Intervals and interval arithmetic

Let X = [-1, 1]. Then we have

$$X^2 = \{x^2 : x \in [-1,1]\} = [0,1]$$

whilst

$$X \cdot X = \{x_1 \cdot x_2 : x_1 \in [-1, 1], x_2 \in [-1, 1]\} = [-1, 1].$$

So here, we have the idea of 'one-sample' and 're-sample'.

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Computation with interval arithmetic

#### • Computational software, e.g. INTLAB

- Performs arithmetic operations on interval vectors and matrices
- Solves systems of linear equations with intervals

#### Why might interval arithmetic be useful?

- Point estimate of parameters with sensitivity analysis
- Can we avoid the need for sensitivity analysis?
- Is it possible to directly incorporate the uncertainty of parameter values into our model?
- Intervals can be used to bound our parameter values,

$$[x - error, x + error]$$

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#### Markov chains + intervals = ?

• Consider a discrete time Markov chain with n+1 states,

 $\{0,\ldots,n\}$ , and state 0 an absorbing state

• Interval transition probability matrix

$$\mathbb{P} = \begin{bmatrix} [1,1] & [0,0] & \cdots & [0,0] \\ \\ [\underline{P}_{10}, \overline{P}_{10}] & & \\ \vdots & & \\ [\underline{P}_{n0}, \overline{P}_{n0}] & & \\ \end{bmatrix}$$

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Background Intervals Markov Decision Processes Questions Problem

Conditions on the interval transition probability matrix

Bounds are valid probabilities,

$$0 \leq \underline{P}_{ij} \leq \overline{P}_{ij} \leq 1$$

• Row sums must satisfy the following,

$$\sum_{j} \underline{P}_{ij} \leq 1 \leq \sum_{j} \overline{P}_{ij}$$

Intervals **Markov chains** Problem

### Time homogeneity

- Standard Markov chains:
  - One-step transition probability matrix, P, constant over time
- Interval Markov chains:
  - Time inhomogeneous interval matrix
  - Time homogeneous interval matrix
    - One-sample (Time homogeneous Markov chain)
    - Re-sample (Time inhomogeneous Markov chain)

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#### Hitting times and mean hitting times

- *N<sub>i</sub>* is the random variable describing the number of steps required to hit state 0 conditional on starting in state *i*
- ν<sub>i</sub> = E[N<sub>i</sub>] is expected number of steps needed to hit state 0 conditional on starting in state i

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#### Hitting times problem

We want to calculate an interval hitting times vector,  $[\underline{\nu}, \overline{\nu}]$ , for our interval Markov chain. That is, we want to solve

$$[\underline{
u},\overline{
u}]=(I-\mathbb{P}_s)^{-1}\mathbf{1}$$

where I is the identity matrix,  $\mathbf{1}$  is vector of ones,  $\mathbb{P}_s$  is sub-matrix of the interval matrix  $\mathbb{P}$  and  $\underline{\nu}$  and  $\overline{\nu}$  represent the lower and upper bounds of the hitting times vector.

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#### Can we solve the system of equations directly?

- Can we just use INTLAB and interval arithmetic to solve the system of equations?
- INTLAB uses an iterative method to solve the system of equations
  - Problem: ensuring the same realisation of the interval matrix is chosen at each iteration

• Problem: ensuring 
$$\sum_{j} P_{ij} = 1$$

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#### Hitting times interval

We seek to calculate the interval hitting times vector of an interval Markov chain by minimising and maximising the hitting times vector,

$$\boldsymbol{\nu} = (I - P_s)^{-1} \, \mathbf{1},$$

where

$$P_{s} = \begin{bmatrix} P_{11} & \cdots & P_{1n} \\ \vdots & \ddots & \vdots \\ P_{1n} & \cdots & P_{nn} \end{bmatrix}$$

is a realisation of the interval  $\mathbb{P}_s$  matrix with the row sums condition obeyed.

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#### Maximisation case

#### We wanted to solve the following maximisation problem for

 $k=1,\ldots,n.$ 

$$\max 
u_k = \left[ \left( I - P_s 
ight)^{-1} \mathbf{1} 
ight]_k$$

subject to

$$\sum_{j=0}^{n} P_{ij} = 1, \quad \text{for } i = 1, \dots, n,$$
$$\underline{P}_{ij} \le P_{ij} \le \overline{P}_{ij}, \quad \text{for } i = 1, \dots, n; j = 0, \dots, n.$$

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#### New formulation of the problem

$$\max \nu_k = \left[ (I - P_s)^{-1} \, \mathbf{1} \right]_k$$

#### subject to

$$\sum_{j=1}^{n} P_{ij} = 1 - \underline{P}_{i0}, \quad \text{for } i = 1, \dots, n,$$
$$\underline{P}_{ij} \le P_{ij} \le \overline{P}_{ij}, \quad \text{for } i, j = 1, \dots, n.$$

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Feasible region of maximisation problem

- Constraints are row-based
- Let  $F_i$  be the feasible region of row i, for i = 1, ..., n
- Represents the possible vectors for the *i*<sup>th</sup> row of the *P*<sub>s</sub> matrix
- *F<sub>i</sub>* is defined by bounds and linear constraints which form a convex hull

Intervals Markov chains Problem

#### What can we do with this?

- Numerical experience suggests the optimal solution occurs at a vertex of the feasible region
- Look to prove this conjecture using Markov decision processes (MDPs)
- We want to be able to represent our maximisation problem as an MDP and exploit existing MDP theory

Background Mapping Markov Decision Processes Proof Questions Conclusions

#### What are Markov decision processes?

- A way to model decision making processes to optimise a pre-defined objective in a stochastic environment
- Described by decision times, states, actions, rewards and transition probabilities
- Optimised by decision rules and policies

Background Mapping Markov Decision Processes Questions Conclusion

# Mapping

#### Lemma

Our maximisation problem is a Markov decision process restricted to only consider Markovian decision rules and stationary policies.

Prove this by representing our maximisation problem as an MDP

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#### Proof: states, decision times and rewards

#### States

- Both representations involve the same underlying Markov chain
- Decision times
  - Every time step of the underlying Markov chain
  - Infinite-horizon MDP as we allow the process to continue until absorption
- Reward = 1
  - Each step increases the time to absorption by one

## Proof: actions

- Recall,  $F_i$  is the feasible region of row *i*
- We choose to let each vertex in  $F_i$  correspond to an action of the MDP when in state *i*
- To recover the full feasible region, need convex combinations of vertices  $\Rightarrow$  convex combinations of actions

Mapping Proof Conclusions

## Proof: transition probabilities

- Let P<sup>(a)</sup><sub>i</sub> be the associated probability distribution vector for an action a
- When an action a is chosen in state i, the corresponding P<sub>i</sub><sup>(a)</sup> is inserted into the i<sup>th</sup> row of the matrix, P<sub>s</sub>
- Considering all states  $i = 1, \ldots, n$ , we get the  $P_s$  matrix

Proof: Markovian decision rules and stationary policy

- Markovian decision rules
  - Maximisation problem involves choosing the transition probabilities of a Markov chain
- Stationary policy
  - We have a time homogeneous (one-sample) interval Markov chain
  - Means optimal P<sub>s</sub> matrix remains constant over time
  - Hence the choice of decision rule is independent of time

Mapping Proof Conclusions

#### Optimal at vertex

#### Theorem

There exists an optimal solution of the maximisation problem where row i of the optimal matrix,  $P_s^*$ , represents a vertex of  $F_i$  for all i = 1, ..., n.

• Need to show there is no extra benefit from having randomised decision rules as opposed to deterministic decision rules

Background Mapping Markov Decision Processes Questions Conclusion:

Why do we care about randomised and deterministic?

- Randomised decision rules ⇒ convex combination of actions
   ⇒ non-vertex of F<sub>i</sub>
- Deterministic decision rules  $\Rightarrow$  single action  $\Rightarrow$  vertex of  $F_i$
- Want deterministic decision rules!

Background Mapping Markov Decision Processes Questions Conclusions

## Proof

Proposition (Proposition 6.2.1. of Puterman<sup>1</sup>)

For all  $v \in V$ ,

$$\sup_{d\in D^{MD}} \{r_d + P_d v\} = \sup_{d\in D^{MR}} \{r_d + P_d v\}.$$

- This proposition from Puterman<sup>1</sup> gives us that there is nothing to be gained from randomised decision rules
- So there exists an optimal is obtained for deterministic decision rules

<sup>&</sup>lt;sup>1</sup>M.L. Puterman. Markov Decision Processes: Discrete Stochastic Dynamic Programming 클 + 《 클 + \_ 클 \_ \_ \_ 옷 (이

# Conclusions

- Proven that an optimal solution occurs at a vertex of the feasible region
- This theorem provides us with a useful analytic property which we can exploit when obtaining the optimal solution through numerical methods

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#### What else?

- Determine if interval analysis can be used to investigate model sensitivity
- Vary width of intervals for parameters and see effect on mean hitting times intervals

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# Questions?

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Counter-example for an analytic solution

Consider the following interval transition probability matrix,

$$\mathbb{P} = \begin{bmatrix} [1,1] & [0,0] & [0,0] & [0,0] \\ [0.3,0.35] & [0,1] & [0,0] & [0,0.1] \\ [0.2,0.3] & [0,1] & [0,1] & [0,1] \\ [0.1,0.2] & [0,1] & [0,0.3] & [0,0] \end{bmatrix}$$

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Counter-example for an analytic solution

Our proposed analytic solution:

$$P_s = \begin{bmatrix} 0.6 & 0 & 0.1 \\ 0 & 0 & 0.8 \\ 0.6 & 0.3 & 0 \end{bmatrix}.$$

Optimal solution obtained numerically from MATLAB:

$$P_s^* = egin{bmatrix} 0.6 & 0 & 0.1 \ 0 & 0.8 & 0 \ 0.6 & 0.3 & 0 \end{bmatrix}.$$