

Computing Fixpoints of Learned Functions

Florian Wittbold
Universität Duisburg-Essen

Joint work with Paolo Baldan, Sebastian Gurke, Barbara König

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Fixpoints in Computer Science

General Task

Given a function $f: L \rightarrow L$ over a partially ordered set $(L, \sqsubseteq)$, compute its least fixpoint x , i.e., the least element $x \in L$ fulfilling

$$f(x) = x.$$

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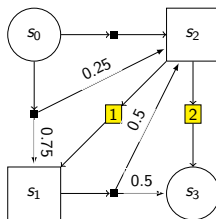
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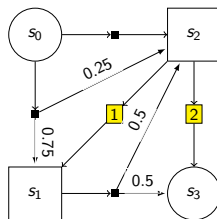
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Question: What happens if the function f is not known but only approximated?

Case Study: Simple Stochastic Games



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Optimal behavior can be obtained through the state-action values of the SSG, characterized as the least fixpoint of the Bellman optimality operator $f : \mathbb{R}_{\geq 0}^{S \times A} \rightarrow \mathbb{R}_{\geq 0}^{S \times A}$ given by

$$f(q)(s, a) = R(s, a) + \sum_{s' \in S} T(s' \mid s, a) \operatorname{opt}_{a' \in A(s')} q(s', a')$$

where $\operatorname{opt} \in \{\max, \min\}$ depending on the active player at state s' .

Non-expansive Setting

Functions of interest

Given a box $X = [0, C] \cap \mathbb{R}_{\geq 0}^d$ for some $C \in [0, \infty]^d$, we consider **monotone** functions $f : X \rightarrow X$ that are **non-expansive**, i.e., it holds that for all $x, y \in X$

$$\|f(x) - f(y)\|_{\infty} \leq \|x - y\|_{\infty}.$$

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Remarks:

- This setting covers many interesting cases: termination probabilities and non-discounted returns (with non-negative rewards) in general Markov chains, MDPs, and stochastic games, behavioural metrics,...
- If X is unbounded, the least fixpoint may only lie in $[0, C] \subseteq [0, \infty]^d$

Fixpoint Theory

Kleene and Knaster-Tarski theorems

Given a complete lattice $(X, \sqsubseteq)$ and a (Scott-)continuous function $f : X \rightarrow X$, we have

- the set $\text{Fix}(f) \subseteq X$ of fixpoints of f is a complete lattice
- $(f^n(\perp))$ is a monotonically increasing sequence and
$$\mu f = \bigvee_{n \in \mathbb{N}_0} f^n(\perp) = \bigwedge \{x \in X \mid x \geq f(x)\}$$

Fixpoint Theory

Kleene and Knaster-Tarski theorems

Given a *box* $X = [0, C] \subseteq [0, \infty]^d$ for some $C \in [0, \infty]^d$, and a **monotone and continuous** function $f : X \rightarrow X$, we have

- the set $\text{Fix}(f) \subseteq X$ of fixpoints of f is a complete lattice
- the iteration

$$\begin{cases} x_0 = 0 \\ x_{n+1} = f(x_n) \end{cases}$$

converges to $\mu f = \inf\{x \in X \mid x \geq f(x)\}$

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- Approximated partial results
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⇒ e.g., (model-based) Reinforcement Learning

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- the total **discounted** value for a discount factor $\gamma < 1$, i.e., the (unique!) fixpoint of the discounted Bellman operator

$$f(q)(s, a) = R(s, a) + \gamma \sum_{s' \in S} T(s' | s, a) \max_{a' \in A(s')} q(s', a')$$

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- the value (e.g., optimal termination probability) under some **termination guarantees**

$\Rightarrow f$ is a **power-contraction**!

Non-expansive Setting

Task

Given a sequence of monotone and non-expansive functions $f_0, f_1, \dots : X \rightarrow X$ that converges (pointwise) to $f : X \rightarrow X$:

Compute a sequence $x_0, x_1, x_2, \dots \in X$ that converges to μf where x_n may only depend on $f_0, \dots, f_{n-1}$.

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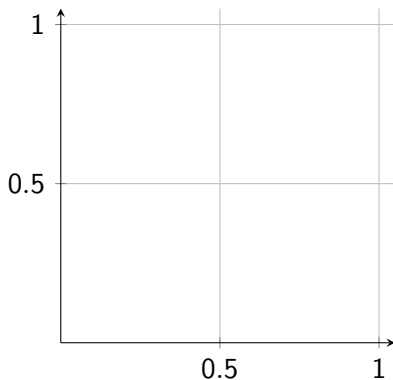
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Will a standard Kleene iteration

$$\begin{cases} x_0 = 0 \\ x_{n+1} = f_n(x_n) \end{cases}$$

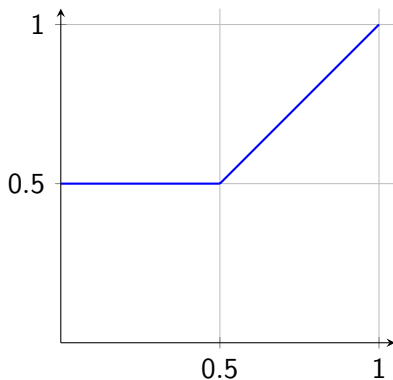
still work? Or do we need new techniques?

The Problem with Over-Approximations



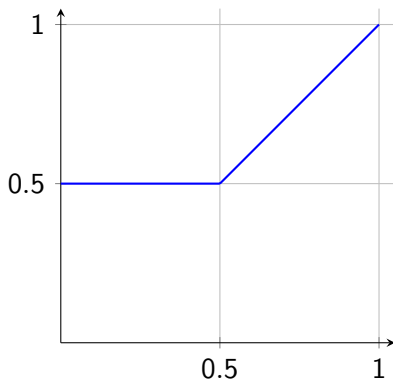
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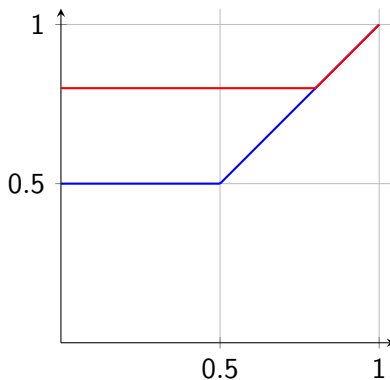
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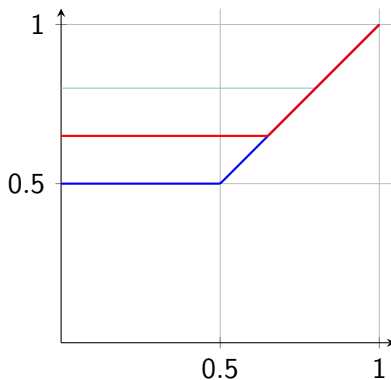
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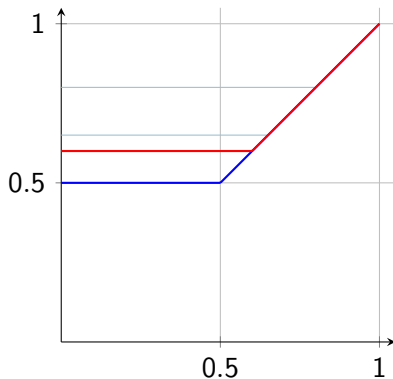
$$f(x) = \max(x, 0.8)$$

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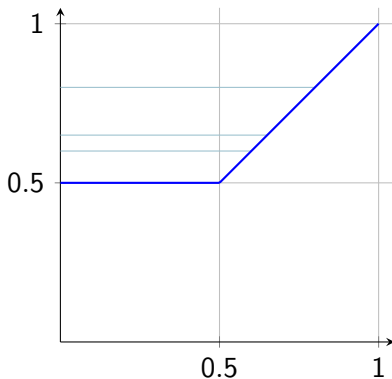
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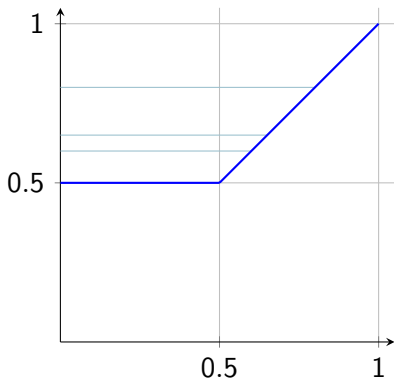
$$f(x) = \max(x, 0.6)$$

The Problem with Over-Approximations



$$f_n(x) = \max(x, 0.5 + 0.3/n)$$

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We have $\mu f_n = 0.5 + 0.3/n \rightarrow 0.5 = \mu f$, but iterating with any f_n will over-estimate μf and further iterations will never decrease it.

Introducing Dampening to the Iteration

(Kleene) Iteration

$$x_{n+1} = f_n(x_n)$$

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Dampened (Kleene) Iteration

$$x_{n+1} = (1 - \beta_n) f_n(x_n)$$

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The parameters $\beta_n \in [0, 1]$ are *dampening factors* that fulfill

$$\lim_{n \rightarrow \infty} \beta_n = 0 \quad \text{and} \quad \sum_{n=0}^{\infty} \beta_n = \infty$$

Standard Choice: $\beta_n = 1/n$

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Intuition: a form of 'vanishing discount', but there is always enough 'power' left to decrease a current over-estimation to the true least fixpoint.

Introducing a Learning Rate

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Dampened Mann Iteration

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Intuition: do not completely trust the current approximation, but keep the update large enough to be able to counteract the dampening.

Convergence Results

Convergence of Dampened Mann Iteration

Let $f_n : X \rightarrow X$ be monotone and non-expansive functions converging (pointwise) to f , and $(\alpha_n), (\beta_n)$ a sequence fulfilling

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Then, the dampened Mann iteration converges to μf for any initial point $x_0 \in X$ if

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Chaotic Dampened Mann Iteration

$$\begin{cases} x_0 \in X \\ x_{n+1}(i) = (1 - \beta_n)(x_n(i) + \alpha_n(f_n(x_n)(i) - x_n(i))) & \text{for all } i \in S_n \\ x_{n+1}(i) = x_n(i) & \text{for all } i \notin S_n \end{cases}$$

Main Results

Convergence of Chaotic Dampened Mann Iteration

Let $f_n : X \rightarrow X$ be monotone and non-expansive functions converging (pointwise) to f , and $(\alpha_n), (\beta_n), (S_n)$ sequences fulfilling

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Application to Sampled Games

Faultless Sampling

An approximation $\mathcal{G}_n$ of $\mathcal{G}$ is called a **faultless sampling** iff for all $s, s' \in S, a \in A(s), n \in \mathbb{N}_0$

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- $\mu f_{\mathcal{G}} = \lim_{n \rightarrow \infty} \mu(\sup_{k > n} f_{\mathcal{G}_k})$
- the chaotic dampened Mann iteration converges to $\mu f_{\mathcal{G}}$.

Current Work

Arbitrary rewards / functions over $\mathbb{R}^d$

- Computing the least fixpoint
- Computing the fixpoint closest to 0

Infinite state systems / functions over infinite-dimensional domains

- Theoretical results
- Practical algorithms

Model-free learning / Césaro-convergent function sequences

⇒ Instead of $f_n \rightarrow f$ only $1/N \sum_{n=1}^N f_n \rightarrow f$

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 - ⇒ e.g., approximations are generated through 'faultless' sampling
- the convergence of the approximations is sufficiently 'fast' with respect to the learning rates ($\sum \alpha_n \|f - f_n\| < \infty$)