The Core of MDP

Focus on what is important

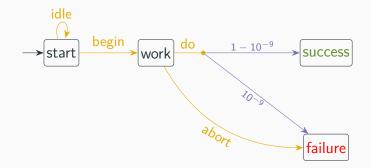
Jan Křetínský Tobias Meggendorfer

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Technical University of Munich

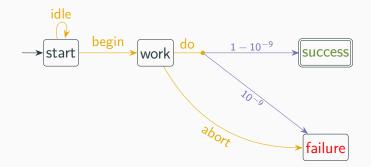
- Context: Probabilistic systems (MDP)
- But: Approach generally applicable
- Problem: (Practical) Systems usually
 - 1. very large (billions of states)
 - 2. with many barely relevant states
- \Rightarrow Identify relevant states + restrict computation to these

Markov Decision Processes



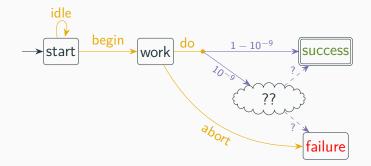
- States + Actions → Probabilities
- Strategies remove non-determinism
- Objectives formalize goals

Example



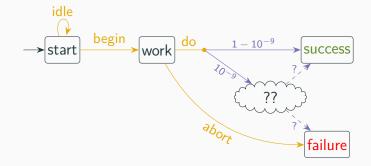
- Goal: Reach success
- Maximal probability: 1 10⁻⁹
- Let's modify the example

State of the Art



- Exact probability: We don't know!
- But: We can make an educated guess ...
- \Rightarrow Don't need to investigate unknown region (already known)

New Idea



- Actually: Don't need "??" region for any property
- \Rightarrow Region not important

- S_{ε} is ε -core if system remains inside with prob. $\geq 1 \varepsilon$
- Reachability restricted to "core states" \Rightarrow error at most ε
- 0-core = set of reachable states
- In paper:
 - Sampling / Learning approach to identify cores
 - Possibility of heuristic guidance
 - Connection to other objectives / systems
 - Step-bounded variant with further applications

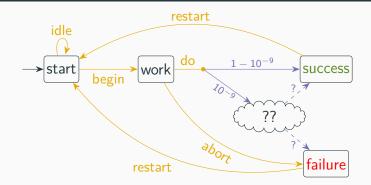
Conclusion

- Cores are an intrinsic property of the system (\Rightarrow reusable)
- Potentially significantly smaller and easier to understand
- Many applications, from analysis to design aid
- Key Idea: Only likely reached states are interesting

Interesting: 📄 (+ accepted journal version)

Jan Kretínský and T. "Of Cores: A Partial-Exploration Framework for Markov Decision Processes". In: *CONCUR*. 2019, 5:1–5:17. DOI: 10.4230/LIPIcs.CONCUR.2019.5

Difficulties?



- Now "??" region is "interesting" (for infinite horizon)
- In paper:
 - On-the-fly MEC quotient
 - Finite-horizon cores