

Percentile Queries in Multi-Dimensional Markov Decision Processes

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In a nutshell

Strategy synthesis for Markov Decision Processes (MDPs)

Finding **good** controllers for systems interacting with a *stochastic* environment.

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- Good? Performance evaluated through *payoff functions*.
- Usual problem is to optimize the *expected performance* or the *probability of achieving a given performance level*.
- Not sufficient for many practical applications.
 - ▷ Reason about *trade-offs* and *interplays*.
 - ▷ Several extensions, more expressive but also more complex. . .

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Aim of this talk

Multi-constraint percentile queries: generalizes the problem to multiple dimensions, multiple constraints.

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Full paper available on arXiv [RRS14]: [abs/1410.4801](https://arxiv.org/abs/1410.4801)

Featured in CAV'15 [RRS15a]

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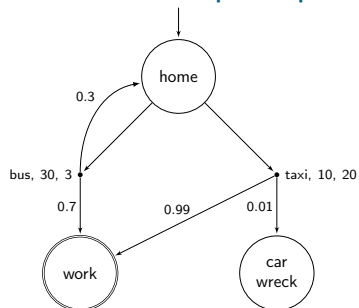
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² Département d'Informatique, Université Libre de Bruxelles (U.L.B.), Belgium

Abstract. Multi-dimensional weighted Markov decision processes (MDPs) are useful to model systems with multiple objectives that are potentially conflicting and make necessary the analysis of trade-offs. In this paper, we study the complexity of percentile queries in such MDPs and provide algorithms to synthesize strategies that enforce such constraints. Given a multi-dimensional weighted MDP, a quantitative payoff function f , quantitative thresholds v_i (one per dimension), and probability α_i , we show how to compute a single strategy that enforces that for all dimension i , the probability that an outcome ρ satisfies $f_i(\rho) \geq v_i$ is at least α_i . We study this problem for the class of MDPs with a truncated quantitative payoff function. This work extends the quantitative case of the multi-objective MDPs in the literature (sup, inf, lim sup, lim inf, mean-payoff, truncated mean-payoff) as an extension to the quantitative case of the multi-objective MDPs [19].

at 2014.

Illustration: stochastic shortest path problem

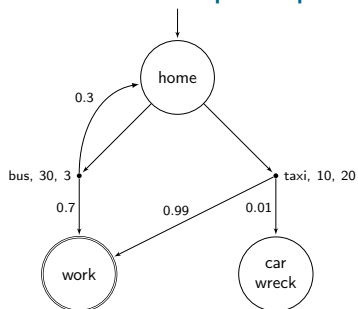


Two-dimensional weights on actions: *time* and *cost*.

Payoff: sum of weights up to work.

Often necessary to consider **trade-offs**: e.g., between the probability to reach work in due time and the risks of an expensive journey.

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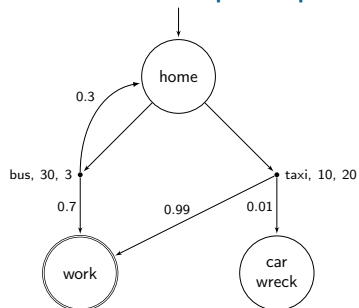


Classical problem considers only a **single percentile constraint**.

Single-constraint percentile problem

Given MDP M , initial state s_{init} , *one-dimension* payoff function f , value threshold $v \in \mathbb{Q}$, and probability threshold $\alpha \in [0, 1] \cap \mathbb{Q}$, decide if there exists a strategy σ such that $\mathbb{P}_{M, s_{\text{init}}}^{\sigma} [f \geq v] \geq \alpha$.

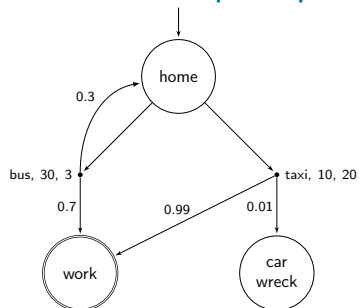
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- **C1**: 80% of runs reach work in at most 40 minutes.
 - ▷ Taxi $\rightsquigarrow \leq 10$ minutes with probability $0.99 > 0.8$.

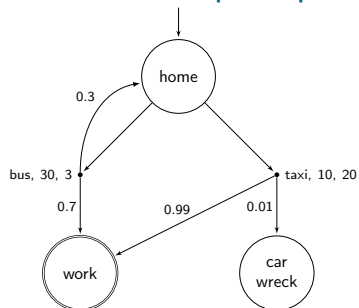
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 - ▷ Bus $\rightsquigarrow \geq 70\%$ of the runs reach work for 3\$.

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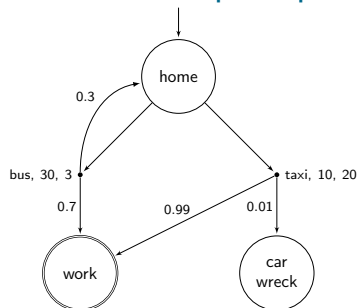


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Taxi $\not\models$ C2, bus $\not\models$ C1. What if we want $C1 \wedge C2$?

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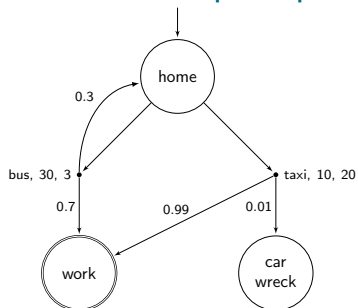


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Study of **multi-constraint percentile queries**.

- ▷ Sample strategy: bus once, then taxi. Requires *memory*.
- ▷ Another strategy: bus with probability $3/5$, taxi with probability $2/5$. Requires *randomness*.

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Study of **multi-constraint percentile queries**.

In general, *both memory and randomness* are required.

≠ classical problems (single constraint, expected value, etc)

Multi-constraint percentile problem

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Given d -dimensional MDP M , initial state s_{init} , payoff function f , and $q \in \mathbb{N}$ percentile constraints described by dimensions $l_i \in \{1, \dots, d\}$, value thresholds $v_i \in \mathbb{Q}$ and probability thresholds $\alpha_i \in [0, 1] \cap \mathbb{Q}$, where $i \in \{1, \dots, q\}$, decide if there exists a strategy σ such that query Q holds, with

$$Q := \bigwedge_{i=1}^q \mathbb{P}_{M, s_{\text{init}}}^{\sigma} [f_{l_i} \geq v_i] \geq \alpha_i.$$

Very general framework allowing for: multiple constraints related to \neq or $=$ dimensions, \neq value and probability thresholds.

- ↪ For SP, even \neq targets for each constraint.
- ↪ Great flexibility in modeling applications.

Results overview (1/2)

■ Wide range of payoff functions

- ▷ multiple reachability,
- ▷ mean-payoff ($\overline{\text{MP}}$, $\underline{\text{MP}}$),
- ▷ discounted sum (DS).
- ▷ inf, sup, lim inf, lim sup,
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- ▷ single-constraint.

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■ For each one:

- ▷ algorithms,
- ▷ lower bounds,
- ▷ memory requirements.

~> **Complete picture** for this new framework.

Results overview (2/2)

	Single-constraint	Single-dim. Multi-constraint	Multi-dim. Multi-constraint
Reachability	P [Put94]	$P(M) \cdot E(Q)$ [EKVY08], PSPACE-h	—
$f \in \mathcal{F}$	P [CH09]	P	$P(M) \cdot E(Q)$ PSPACE-h.
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Some related work

- **Same philosophy** (i.e., beyond uni-dimensional \mathbb{E} or \mathbb{P} maximization), \neq approaches.
 - ▷ Beyond worst-case synthesis: \mathbb{E} + worst-case [BFRR14b].
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- **Multi-constraint percentile queries for LTL** [EKVY08].
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- **Recent work** on percentile queries + \mathbb{E} for MP [CKK15].

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Thank you! Any question?

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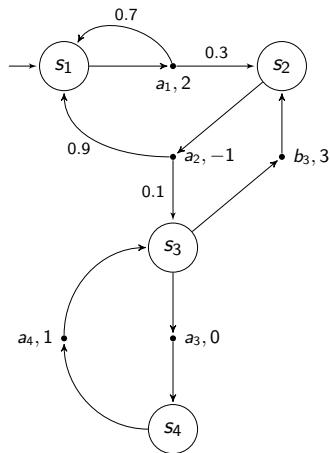


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Markov decision processes



- **MDP** $M = (S, A, \delta, w)$

- ▷ finite sets of states S and actions A
- ▷ probabilistic transition $\delta: S \times A \rightarrow \mathcal{D}(S)$
- ▷ weight function $w: A \rightarrow \mathbb{Z}^d$

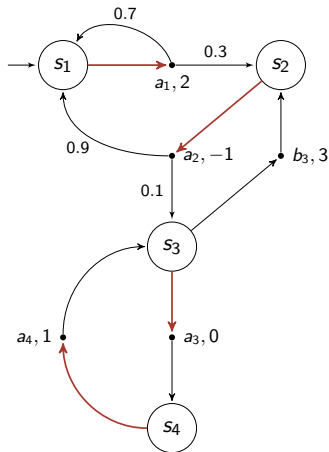
- **Run** (or play): $\rho = s_1 a_1 \dots a_{n-1} s_n \dots$
such that $\delta(s_i, a_i, s_{i+1}) > 0$ for all $i \geq 1$

- ▷ set of runs $\mathcal{R}(M)$
- ▷ set of histories (finite runs) $\mathcal{H}(M)$

- **Strategy** $\sigma: \mathcal{H}(M) \rightarrow \mathcal{D}(A)$

- ▷ $\forall h$ ending in s , $\text{Supp}(\sigma(h)) \in A(s)$

Markov decision processes



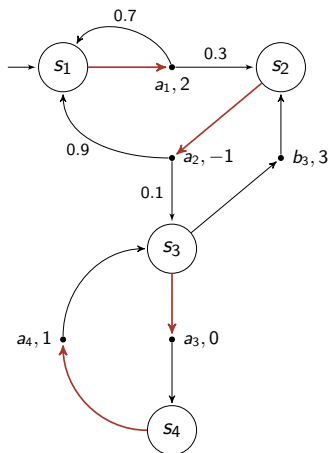
Sample *pure memoryless* strategy σ

Sample run $\rho = s_1 a_{1,2} s_2 a_{2,1} s_1 a_{1,2} s_2 a_{2,1} (s_3 a_{3,4} s_4 a_4)^\omega$

Other possible run $\rho' = s_1 a_{1,2} s_2 a_{2,1} (s_3 a_{3,3} s_4 a_4)^\omega$

- Strategies may use
 - ▷ finite or infinite **memory**
 - ▷ **randomness**
- **Payoff functions** map runs to numerical values
 - ▷ truncated sum up to $T = \{s_3\}$:
 $TS^T(\rho) = 2, TS^T(\rho') = 1$
 - ▷ mean-payoff: $\underline{MP}(\rho) = \underline{MP}(\rho') = 1/2$
 - ▷ many more

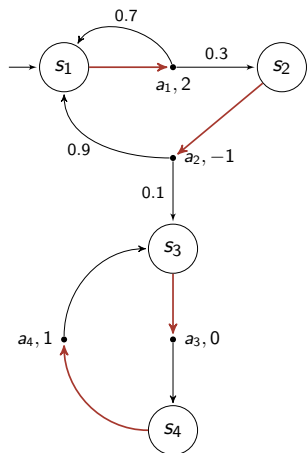
Markov chains



Once initial state s_{init} and strategy σ fixed,
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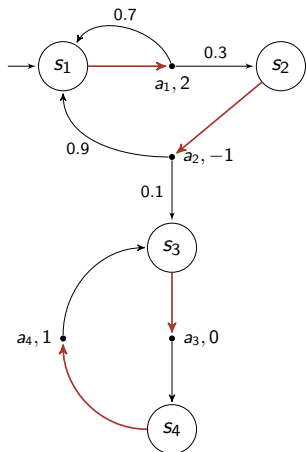


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State space = product of the MDP and the
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memory of σ

- Event $\mathcal{E} \subseteq \mathcal{R}(M)$
 - ▷ probability $\mathbb{P}_{M, s_{\text{init}}}^{\sigma}(\mathcal{E})$
- Measurable $f: \mathcal{R}(M) \rightarrow (\mathbb{R} \cup \{-\infty, \infty\})^d$
 - ▷ expected value $\mathbb{E}_{M, s_{\text{init}}}^{\sigma}(f)$

Results overview: sketches

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No time to discuss every result!

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\underline{MP}	P [Put94]	$P(M) \cdot E(Q)$	$P(M) \cdot E(Q)$
SP	$P(M) \cdot P_{ps}(Q)$ [HK15] PSPACE-h. [HK15]	$P(M) \cdot P_{ps}(Q)$ (one target) PSPACE-h. [HK15]	$P(M) \cdot E(Q)$ PSPACE-h. [HK15]
ε -gap DS	$P_{ps}(M, Q, \varepsilon)$ NP-h.	$P_{ps}(M, \varepsilon) \cdot E(Q)$ NP-h.	$P_{ps}(M, \varepsilon) \cdot E(Q)$ PSPACE-h.

Four groups of results

- 1 Reachability.** Algorithm based on multi-objective linear programming (LP) in [EKVY08]. We refine the complexity analysis, provide LBs and tractable subclasses.

▷ **Useful tool** for many payoff functions!

Results overview: sketches

	Single-constraint	Single-dim. Multi-constraint	Multi-dim. Multi-constraint
Reachability	P [Put94]	$P(M) \cdot E(Q)$ [EKVY08], PSPACE-h	—
$f \in \mathcal{F}$	P [CH09]	P	$P(M) \cdot E(Q)$ PSPACE-h.
\overline{MP}	P [Put94]	P	P
\underline{MP}	P [Put94]	$P(M) \cdot E(Q)$	$P(M) \cdot E(Q)$
SP	$P(M) \cdot P_{ps}(Q)$ [HK15] PSPACE-h. [HK15]	$P(M) \cdot P_{ps}(Q)$ (one target) PSPACE-h. [HK15]	$P(M) \cdot E(Q)$ PSPACE-h. [HK15]
ε -gap DS	$P_{ps}(M, Q, \varepsilon)$ NP-h.	$P_{ps}(M, \varepsilon) \cdot E(Q)$ NP-h.	$P_{ps}(M, \varepsilon) \cdot E(Q)$ PSPACE-h.

Four groups of results

2 \mathcal{F} and \overline{MP} . Easiest cases.

- ▷ inf and sup: reduction to *multiple reachability*.
- ▷ lim inf, lim sup and \overline{MP} : *maximal end-component* (MEC) decomposition + reduction to multiple reachability.

Results overview: sketches

	Single-constraint	Single-dim. Multi-constraint	Multi-dim. Multi-constraint
Reachability	P [Put94]	$P(M) \cdot E(Q)$ [EKVY08], PSPACE-h	—
$f \in \mathcal{F}$	P [CH09]	P	$P(M) \cdot E(Q)$ PSPACE-h.
\overline{MP}	P [Put94]	P	P
\underline{MP}	P [Put94]	$P(M) \cdot E(Q)$	$P(M) \cdot E(Q)$
SP	$P(M) \cdot P_{ps}(Q)$ [HK15] PSPACE-h. [HK15]	$P(M) \cdot P_{ps}(Q)$ (one target) PSPACE-h. [HK15]	$P(M) \cdot E(Q)$ PSPACE-h. [HK15]
ε -gap DS	$P_{ps}(M, Q, \varepsilon)$ NP-h.	$P_{ps}(M, \varepsilon) \cdot E(Q)$ NP-h.	$P_{ps}(M, \varepsilon) \cdot E(Q)$ PSPACE-h.

Four groups of results

3 MP. Technically involved.

- ▷ Inside MECs: (a) strategies satisfying *maximal subsets of constraints*, (b) combine them linearly.
- ▷ Overall: write an LP combining multiple reachability toward MECs and those linear combinations equations.

Results overview: sketches

	Single-constraint	Single-dim. Multi-constraint	Multi-dim. Multi-constraint
Reachability	P [Put94]	$P(M) \cdot E(Q)$ [EKVY08], PSPACE-h	—
$f \in \mathcal{F}$	P [CH09]	P	$P(M) \cdot E(Q)$ PSPACE-h.
\overline{MP}	P [Put94]	P	P
\underline{MP}	P [Put94]	$P(M) \cdot E(Q)$	$P(M) \cdot E(Q)$
SP	$P(M) \cdot P_{ps}(Q)$ [HK15] PSPACE-h. [HK15]	$P(M) \cdot P_{ps}(Q)$ (one target) PSPACE-h. [HK15]	$P(M) \cdot E(Q)$ PSPACE-h. [HK15]
ε -gap DS	$P_{ps}(M, Q, \varepsilon)$ NP-h.	$P_{ps}(M, \varepsilon) \cdot E(Q)$ NP-h.	$P_{ps}(M, \varepsilon) \cdot E(Q)$ PSPACE-h.

Four groups of results

4 SP and DS. Based on *unfoldings* and multiple reachability.

- ▷ Need finite and bounded unfoldings.
- ▷ For SP, we bound the size of the unfolding by *node merging*.
- ▷ For DS, we can only *approximate* the answer in general. Need to analyze the cumulative error due to necessary *roundings*.