Online Learning of non-Markovian Reward Models

Gavin Rens¹, Jean-François Raskin², Raphaël Reynouard² and Giuseppe Marra¹

¹DTAI Group, KU Leuven, Belgium
²Université Libre de Bruxelles, Belgium

Keywords: non-Markovian Rewards, Learning Mealy Machines, Angluin’s Algorithm.

Abstract: There are situations in which an agent should receive rewards only after having accomplished a series of previous tasks, that is, rewards are non-Markovian. One natural and quite general way to represent history-dependent rewards is via a Mealy machine. In our formal setting, we consider a Markov decision process (MDP) that models the dynamics of the environment in which the agent evolves and a Mealy machine synchronized with this MDP to formalize the non-Markovian reward function. While the MDP is known by the agent, the reward function is unknown to the agent and must be learned. Our approach to overcome this challenge is to use Angluin’s L∗ active learning algorithm to learn a Mealy machine representing the underlying non-Markovian reward machine (MRM). Formal methods are used to determine the optimal strategy for answering so-called membership queries posed by L∗. Moreover, we prove that the expected reward achieved will eventually be at least as much as a given, reasonable value provided by a domain expert. We evaluate our framework on two problems. The results show that using L∗ to learn an MRM in a non-Markovian reward decision process is effective.

1 INTRODUCTION

Traditionally, a Markov Decision Process (MDP) models the probability of going to a state s′ from the current state s while taking a given action a together with an immediate reward that is received while performing a from s. This immediate reward is defined regardless of the history of states traversed in the past. Such immediate rewards thus have the Markovian property. But many situations require the reward to depend on the history of states visited so far. A reward may depend on the particular sequence of (sub)tasks that has been completed. For instance, when a nuclear power plant is shut down in an emergency, there is a specific sequence of operations to follow to avoid a disaster; or in legal matters, there are procedures to follow which require documents to be submitted in a particular order. So, many tasks agents could face need us to reason about rewards that depend on some history, not only the immediate situation (non-Markovian).

Learning and maintaining non-Markovian reward functions is useful for several reasons: (i) Many tasks are described intuitively as a sequence of sub-tasks or

References:

- Rens, G., Raskin, J., Reynouard, R. and Marra, G., Online Learning of non-Markovian Reward Models.
  DOI: 10.5220/0010212000740086
  In Proceedings of the 13th International Conference on Agents and Artificial Intelligence (ICAART 2021) - Volume 2, pages 74–86
  ISBN: 978-989-758-484-8
  Copyright © 2021 by SCITEPRESS – Science and Technology Publications, Lda. All rights reserved
to such finite state reward models as Mealy Reward Machines (MRM). Our framework (Fig. 1) is considered to be for online systems, alternating between a learning phase and an exploitation phase. The learning phase is based on Angluin’s $L^*$ active learning algorithm (Angluin, 1987) to learn finite automata. It is an active learning algorithm because it poses a series of queries to a teacher who must provide answers to an agent performing experiments on/in the system being learnt. In our case, the learner is an agent in an MDP and the teacher is the environment. The queries consist of sequences of observations and the answers are the corresponding sequences of rewards that the agent experiences. In this setting, answering membership queries is already a challenge. An observation is a function of an action and the successor state. Encountering a particular observation sequence when actions are stochastic and observations have the functional dependencies just mentioned is non-trivial. When $L^*$ has enough input/output data, it can build a corresponding MRM as an hypothesis of the true underlying MRM. In our framework, whenever an hypothesis is inferred, the agent enters the exploitation phase. The agent then acts to maximize rewards until it encounters a sequence of observations and rewards which contradicts the current hypothesis. The agent then goes back to learning with $L^*$.

Due to the stochasticity of actions in MDPs, a challenge is for the agent to experience exactly the observation sequence posed by $L^*$ as a query, and to do so efficiently. We rely on known formal methods to compute the sequence of actions the agent should execute to encounter the observation sequence with highest probability or least expected number of actions. Another important aspect of the framework is that, given an (hypothesized) MRM, a synchronized product of the MRM and the MDP is induced so that an immediate reward function is available from the induced product MDP. This means that existing (Markovian) MDP planning or reinforcement learning techniques can be employed in the exploitation phase. We use model-based optimization methods as developed by (Baier and Katoen, 2008).

Furthermore, in our framework, a special reset action is introduced at the time the synchronized product is formed. This action is available at every state of the product MDP such that it takes the system to its initial state. In this way, the product MDP is strongly connected and we can then prove some useful properties of our framework. The engineer needs not be concerned with the reset action when modeling the system, that is, the MDP of the system does not have to mention this action. However, the engineer should keep in mind that the framework is best used for systems which can actually be reset at any time. Another useful feature of our framework is that it allows a domain expert to provide a value that the system should be able to achieve in the long-run if it follows the optimal strategy. This ‘expert value’ needs not be the optimal expected value, but some smaller value that the system owner wants a guarantee for.

Our contribution is to show how a non-Markovian reward function for a MDP can be actively learnt and exploited to play optimally according to this non-Markovian reward function in the MDP. We provide a framework for completely and correctly learning the underlying reward function with guarantees under mild assumptions. To the best of our knowledge, this is the first work which employs traditional automata inference for learning a non-Markovian reward model in an MDP setting.
Related Work. There has been a surge of interest in non-Markovian reward functions recently, with most papers on the topic being publications since 2017. But unlike our paper, most of those papers are not concerned with learning non-Markovian reward functions.

An early publication that deserves to be mentioned is (Bacchus et al., 1996). In this paper, the authors propose to code non-Markovian rewards by assigning values using temporal logic formulae. The reward for being in a state is then the value associated with a formula that is true in that state. They were the first to abbreviate the class of MDP with non-Markovian reward as decision processes with non-Markovian reward or NMRDP for short. A decade later, (Thiébaux et al., 2006) presented the Non-Markovian Reward Decision Process Planner: a software platform for the development and experimentation of methods for decision-theoretic planning with non-Markovian rewards. In both the cases above, the non-Markovian reward functions is given and does not need to be learned.

A closely related and possibly overlapping research area is the use of temporal logic (especially linear temporal logic (LTL)), for specifying tasks in Reinforcement Learning (RL) (Alshiekh et al., 2018; Icarte et al., 2018a; Icarte et al., 2018b; Camacho et al., 2019; Giacomo et al., 2019; Hasanbeig et al., 2019a). Building on recent progress in temporal logics over finite traces (LTLf), (Brafman et al., 2018) adopt linear dynamic logic on finite traces (LDLf; an extension of LTLf) for specifying non-Markovian rewards, and provide an automaton construction algorithm for building a Markovian model. The approach is claimed to offer strong minimality and compositionality guarantees. In those works, the non-Markovian reward function is given and does have to be learned as in our setting.

In another paper (Camacho et al., 2018), the authors are concerned with both the specification and effective exploitation of non-Markovian rewards in the context of MDPs. They specify non-Markovian reward-worthy behavior in LTL. These behaviors are then translated to corresponding deterministic finite state automata whose accepting conditions signify satisfaction of the reward-worthy behavior. These automata accepting conditions form the basis of Markovian rewards by taking the product of the MDP and the automaton (as we do).

None of the research mentioned above is concerned with learning non-Markovian reward functions. However, in the work of (Icarte et al., 2019), an agent incrementally learns a reward machine (RM) in a partially observable MDP (POMDP). They use a set of traces as data to solve an optimization problem. “If at some point [the RM] is found to make incorrect predictions, additional traces are added to the training set and a new RM is learned.” Their approach is also active learning: If on any step, there is evidence that the current RM might not be the best one, their approach will attempt to find a new one. One strength of their method is that the the reward machine is constructed over a set of propositions, where propositions can be combined to represent transition/rewarding conditions in the machine. Currently, our approach can take only single observations as transition/rewarding conditions. However, they do not consider the possibility to compute optimal strategies using model-checking techniques.

Moreover, our approach is different to that of (Icarte et al., 2019) in that our agents are guided by the L’ algorithm to answer exactly the queries required to find the underlying reward machine. The approach of (Icarte et al., 2019) does not have this guidance and interaction with the learning algorithm; traces for learning are collected by random exploration in their approach.

Next, we cover the necessary formal concepts and notations. In Section 3, we define our Mealy Reward Machine (MRM). Section 4 explains how an agent can infer/learn an underlying MRM and present one method for exploiting a learnt MRM. We discuss the guarantees offered by the framework in Section 5. Section 6 reports on experiments involving learning and exploiting MRMs; we consider two scenarios. The last section concludes this paper and points to future research directions.

2 FORMAL PRELIMINARIES

We review Markov Decision Processes (MDPs) and Angluin-style learning of Mealy machines.

An (immediate-reward) MDP is a tuple $\langle S, A, T, R, s_0 \rangle$, where $S$ is a finite set of states; $A$ is a finite set of actions; $T : S \times A \times S \mapsto [0, 1]$ is the state transition function such that $T(s, a, s')$ is the probability that action $a$ causes a transition from state $s$ to $s'$; $R : A \times S \mapsto \mathbb{R}$ is the reward function such that $R(a, s)$ is the immediate reward for performing action $a$ in state $s$; and $s_0$ the initial state the system is in. A non-rewarding MDP (nrMDP) is a tuple $\langle S, A, T, s_0 \rangle$ without a reward function.

The following description is from (Vaandrager, 2017). (Angluin, 1987) showed that finite automata can be learned using the so-called membership and equivalence queries. Her approach views the learn-
ing process as a game between a *minimally adequate teacher* (MAT) and a learner who wants to discover the automaton. In this framework, the learner has to infer the input/output behavior of an unknown Mealy machine by asking queries to a teacher. The MAT knows the Mealy machine \( M \). Initially, the learner only knows the inputs \( I \) and outputs \( O \) of \( M \). The task of the learner is to learn \( M \) through two types of queries: (1) With a *membership query* (MQ), the learner asks what the output is in response to an input sequence \( \sigma \in I^* \). The teacher answers with output sequence \( M(\sigma) \). (2) With an *equivalence query* (EQ), the learner asks whether a hypothesized Mealy machine \( H \) with inputs \( I \) and outputs \( O \) is correct, that is, whether \( H \) and \( M \) are equivalent (\( \forall \sigma \in I^*, M(\sigma) = H(\sigma) \)). The teacher answers yes if this is the case. Otherwise she answers no and supplies a counter-example \( \sigma' \in I^* \) that distinguishes \( H \) and \( M \) (i.e., such that \( M(\sigma') \neq H(\sigma') \)).

The \( L^* \) algorithm incrementally constructs an *observation table* with entries being elements from \( O \). Two crucial properties of the observation table allow for the construction of a Mealy machine (Vaandrager, 2017): closedness and consistency. We call a closed and consistent observation table *complete*.

( Angluin, 1987) proved that her \( L^* \) algorithm is able to learn a finite state machine (incl. a Mealy machine) by asking a polynomial number of membership and equivalence queries (polynomial in the size of the corresponding minimal Mealy machine equivalent to \( M \)). Let \( |I| \) be the size of the input alphabet (observations), \( n \) be the total number of states in the target Mealy machine, and \( m \) be the maximum length of the counter-example provided by the MAT for learning the machine. Then the correct machine can be produced by asking maximum \( O(|I|^2 + |I|m^2) \) queries (using, e.g., the \( L_M^* \) algorithm) (Shahbaz and Groz, 2009).

In an ideal (theoretical) setting, the agent (learner) would ask a teacher whether \( H \) is correct (equivalence query), but in practice, this is typically not possible (Vaandrager, 2017). “Equivalence query can be approximated using a conformance testing (CT) tool (Lee and Yannakakis, 1996) via a finite number of test queries (TQs). A test query asks for the response of the [system under learning] to an input sequence, similar to a membership query. If one of the test queries exhibits a counter-example then the answer to the equivalence query is no, otherwise the answer is yes” (Vaandrager, 2017). A finite and complete conformance test suite does exist if we assume a bound on the number of states of a Mealy machine (Lee and Yannakakis, 1996).

Our present framework, however, does not rely on conformance testing by performing a particular suite of TQs. Rather, if it is found that the current hypothesis would under-perform compared to what a domain expert expects, the framework executes a weaker kind of conformance testing: the agent performs actions uniformly at random until a counter-example is found.

### 3 MODELING NON-MARKOVIAN REWARDS

#### 3.1 Running Example

Consider, as a running example (Fig. 2), an agent who might stumble upon a person with a map (m) for a hidden treasure (t) and some instruction on how to retrieve the treasure. The instructions imply that the agent purchase some specialized equipment (e) before going to the cave marked on the treasure map. Alternatively, the agent may hire a guide (g) who already has the necessary equipment. If the agent is lucky enough to find some treasure, the agent must sell it at the local jewelry trader (j). The agent can then restock its equipment or re-hire a guide, get some more treasure, sell it and so on. Unfortunately, the instructions are written in a coded language which the agent cannot read. However, the agent recognizes that the map is about a hidden treasure, and thus spurs the agent on to start treasure hunting to experience rewards and learn the missing information.

Besides the four movement actions, the agent can also buy, sell and collect. In the next subsection, we define a labeling function which takes an action and a
state, and maps to an observation. For this example, the labeling function has the following effect. If the agent is in the state containing \( m \), \( e \) or \( g \) and the does the \textit{buy} action, then the agent observes \( m \), \( e \) respectively \( g \). If the agent is in the state containing \( t \), and does the \textit{collect} action, then the agent observes \( t \). If the agent is in the state containing \( j \), and does the \textit{sell} action, then the agent observes \( j \). In all other cases, the agent observes \textit{null}.

After receiving the treasure map, the agent might not find a guide or equipment. In general, an agent might not finish a task or finish only one version of a task or subtask. In this world, the agent can reset its situation at any time; it can receive a map again and explore various trajectories in order to learn the entire task with all its variations.

The reward behavior in this scenario is naturally modeled as an automaton where the agent receives a particular reward given a \textit{particular sequence} of observations. There is presumably higher value in purchasing equipment for treasure hunting only \textit{after} coming across a treasure map and thus deciding to look for a treasure. There is more value in being at the treasure with the right equipment than with no equipment, etc.

We shall interpret features of interest as observations: (obtaining) a map, (purchasing) equipment, (being at) a treasure, (being at) a jewelry trader, for example. Hence, for a particular sequence of input observations, the Mealy machine outputs a corresponding sequence of rewards. If the agent tracks its observation history, and if the agent has a correct automaton model, then it knows which reward to expect (the last symbol in the output) for its observation history as input. Figure 2a depicts the scenario in two dimensions. The underlying Mealy machine could be represented graphically as in Figure 2b. It takes observations as inputs and supplies the relevant outputs as rewards. For instance, if the agent sees \( m \), (map), then \( j \), then \( t \), then the agent will receive rewards 10, then 0 and then 0. And if it sees the sequence \( m \cdot g \cdot t \cdot j \), then it will receive the reward sequence 10 · 70 · 95 · 180.

We define \textit{intermediate states} as states that do not signify a significant progress towards completion of a task. In Figure 2a, all blank cells represent intermediate states. We assume that there is a default reward/cost an agent gets for entering intermediate states. This default reward/cost is fixed and denoted \( c \) in general discussions. Similarly, the special null observation (\textit{null}) is observed in intermediate states. An agent might or might not be designed to recognize intermediate states. If the agent could not distinguish intermediate states from ‘significant’ states, then \textit{null} would be treated exactly like all other observations and it would have to learn transitions for \textit{null} observations (or worse, for all observations associated with intermediate states). If the agent can distinguish intermediate states from ‘significant’ states (as assumed in this work), then we can design methods to take advantage of this background knowledge.

### 3.2 Mealy Reward Machines

We introduce the \textit{Mealy reward machine} to model non-Markovian rewards. These machines take a set \( Z \) of observations representing high-level features that the agent can detect (equivalent to the set of input symbols for \( L^* \)). A labeling function \( \lambda : A \times S \mapsto Z \cup \{ \text{null} \} \) maps action-state pairs onto observations; \( S \) is the set of nrMDP states and \( Z \) is a set of observations. The meaning of \( \lambda(a, s) = z \) is that \( z \) is observed in state \( s \) reached via action \( a \). The \textit{null} observation always causes the trivial transition in the machine (i.e. self-loop) and produced a default reward denoted \( c \). For Mealy reward machines, the output symbols for \( L^* \) are equated with rewards in \( \mathbb{R} \).

**Definition 3.1 (Mealy Reward Machine).** Given a set of states \( S \), a set of actions \( A \) and a labeling function \( \lambda \), a Mealy Reward Machine (MRM) is a tuple \((U, u_0, Z, \delta, \delta_r, c)\), where

- \( U \) is a finite set of MRM nodes,
- \( u_0 \in U \) is the start node,
- \( Z \cup \{ \text{null} \} \) is a set of observations,
- \( \delta : U \times Z \mapsto U \) is the transition function, such that \( \delta(u, \lambda(a, s)) = u_j \) for \( a \in A \) and \( s \in S \), specifically, \( \delta(u, \text{null}) = u_0 \),
- \( \delta_r : U \times Z \mapsto \mathbb{R} \) is the reward-output function, such that \( \delta_r(u, \lambda(a, s)) = r' \) for \( r' \in \mathbb{R} \), \( a \in A \) and \( s \in S \), specifically, \( \delta_r(u, \text{null}) = c \).

We may write \( \delta^S \) and \( \delta^R \) to emphasize that the functions are associated with MRM \( R \).

A Markov Decision Process with a Mealy reward machine is thus a non-Markovian reward decision process (NRMDP). In the diagrams of MRMs, an edge from node \( u_i \) to node \( u_j \) labeled \( z \) \( \rightarrow \) \( r \) denotes that \( \delta_r(u_i, z) = u_j \) and \( \delta_r(u_j, z) = r \).

In the following definitions, let \( s_i \in S \), \( a_i \in A \). \( z_i \in Z \), and \( r_i \in \mathbb{R} \).

- An \textit{interaction trace} of length \( k \) in an MDP represents an agent’s (recent) interactions with the environment. It has the form \( s_0 a_0 r_1 s_1 a_1 r_2 \cdots s_k-1 a_{k-1} r_k \) and is denoted \( \delta_{\text{inter}} \). That is, if an agent performs an action at time \( t \) in a state at time \( t \), then it receives the next state at time \( t + 1 \) where/when it receives a reward.

- An \textit{observation trace} is extracted from an interaction trace (employing a labeling function) and is taken as input to an
MRM. It has the form $z_1 z_2 \cdots z_k$ and is denoted $\sigma_z$. • A reward trace is either extracted from an interaction trace or is given as output from an MRM. It has the form $r_1 r_2 \cdots r_k$ and is denoted $\sigma_r$. A history has the form $s_0 a_0 s_1 a_1 \cdots s_k$ and is denoted $\sigma_h$.

Given a history $\sigma_h$, we extend $\delta_h$ to take histories by defining $\delta_t(u, \sigma_h)$ inductively as

$$\delta_t(u, \lambda(a_0, s_1)) \cdot \delta_t(u, \lambda(a_1, s_2)), a_1 s_2 \cdots s_k).$$

Finally, we extend $\delta_t$ to take histories by defining $\delta_t(u, \sigma_h)$ inductively as

$$\delta_t(u, \lambda(a_0, s_1)) \cdot \delta_t(u, \lambda(a_1, s_2)), a_1 s_2 \cdots s_k).$$

$\delta^t$ explains how an MRM assigns rewards to a history in an MDP.

### 3.3 Expected Value of a Strategy under an MRM

A (deterministic) strategy to play in a nrMDP $M = (\mathcal{S}, \mathcal{A}, T, \mathcal{S}_0)$ is a function $\pi : \mathcal{S} \rightarrow \mathcal{A}$ that associates to all sequences of states $\pi \in \mathcal{S}^*$ of $M$ the action $\pi(\sigma)$ to play. In this version of the framework, the agent tries to maximize mean payoff, defined as $\mathcal{M}P(\sigma) = \frac{1}{T} \sum_{t=1}^{T} r_i$, where $r_i$ is the reward received at step $i$. Let $\mathcal{M}P(\mathcal{R})$ be the mean payoff of an infinite reward trace generated by reward model $\mathcal{R}$. Then the expected mean payoff under strategy $\pi$ played in MDP $M$ from state $s$ is denoted as $\mathbb{E}_s^\pi(\mathcal{M}P(\mathcal{R}))$.

Being able to produce a traditional, immediate reward MDP from a non-Markovian rewards decision process is clearly beneficial. One can then apply all the methods developed for MDPs to the underlying NMRDP, whether to find optimal or approximate solutions. The following definition is the standard way to produce an MDP from a non-reward MDP (nr-MDP) and a deterministic finite automaton.

**Definition 3.2 (Synchronized Product).** Given an nrMDP $M = (\mathcal{S}, \mathcal{A}, T, \mathcal{S}_0)$, a labeling function $\lambda : A \times S \rightarrow Z \cup \{null\}$ and an MRM $\mathcal{R} = (\mathcal{U}, u_0, \mathcal{Z}, \delta_u, \delta_r)$, the synchronized product of $M$ and $\mathcal{R}$ under $\lambda$ is defined as an (immediate reward) MDP $P = M \otimes \mathcal{R} = (\mathcal{S}^\infty, \mathcal{A}^\infty, T^\infty, R^\infty, s_0^\infty)$, where

- $\mathcal{S}^\infty = S \times U,
- \mathcal{A}^\infty = A,
- T^\infty((s, a), (s', a')) =
  \begin{cases} 
  T(s, a, s') \quad \text{if } a' = \delta_u(u, \lambda(a, s')) \\
  0 \quad \text{otherwise}
  \end{cases}
- R^\infty(a, (s, u)) = \delta_r(u, \lambda(a, s)),
- s_0^\infty = (s_0, u_0).

Due to MRMs having deterministic transitions ($\delta_u$ and $\delta_r$ are functions), we have that the histories in $M$ and $P$ are in bijection. This is stated formally in the following proposition. Let $\mathcal{S}(M)$ and $\mathcal{S}(P)$ denote all histories that can be generated from $M$, resp. $P$.

**Proposition 3.1.** Let $B : \mathcal{S}(M) \rightarrow \mathcal{S}(P)$ be defined for $\mathcal{S}_0 = s_0 a_0 s_1 a_1 \cdots s_k$, as

$$B(\sigma_h) = \left\{ \begin{array}{ll}
  (s_0, u_0) & \\
  a_0(s_1, \delta_h(u_0, \lambda(a_0, s_1))) & \\
  a_1(s_2, \delta_h(u_0, \lambda(a_1, s_2))) & \\
  \ldots & \\
  a_{k-1}(s_k, \text{last}(\delta_h(u_0, \sigma_h))) &
\end{array} \right.$$  

As a consequence, given a strategy $\pi$ for $M$, we can define a strategy $\pi^\infty$ for $P$ as follows. For all $\sigma_h \in \mathcal{S}(M)$, $\pi^\infty(B(\sigma_h)) = \pi(\sigma_h)$.

**Corollary 3.1.** The strategies in $M$ and $P$ are in bijection.

The following proposition states that the expected value of an nrMDP with an MRM is equal to the expected value of their product under the same strategy.

**Proposition 3.2.** Given an nrMDP $M = (\mathcal{S}, \mathcal{A}, T, \mathcal{S}_0)$, a labeling function $\lambda : A \times S \rightarrow Z \cup \{\text{null}\}$, an MRM $\mathcal{R} = (\mathcal{U}, u_0, \mathcal{Z}, \delta_u, \delta_r)$, $P = M \otimes \mathcal{R}$ for all strategies $\pi$ for $M$ and $\pi^\infty$ in bijection, we have that $\mathbb{E}_u^\pi(\mathcal{M}P(\mathcal{R})) = \mathbb{E}_u^\pi^\infty(\mathcal{M}P(R^\infty))$.

### 3.4 Adding a Reset Action

We make the important assumption that the environment and the agent’s state can be reset. Resetting also sets the underlying and hypothesized MRMs to their start nodes. Having a reset action available means that the underlying domain need not be strongly connected, that is, there needs not exists a path between all pairs of states. Having the option to reset at any time allows one to learn in terms of episodes: either an episode ends naturally (when the maximum episode length is reached or when the task is achieved to satisfaction) or the episode is cut short by resetting the system due to lack of progress. Of course, the agent retains the hypothesized MRM learnt so far. Resetting a system is not always feasible. We are, however, interested in domains where an agent can be placed in a position to continue learning or repeat its task.

The results discussed in the next section rely on the implicit presence of a special reset action $\varnothing$. Instead of modifying the learning procedure, this amounts to adding $\varnothing$ when defining synchronized products ($\otimes_{\varnothing}^\infty$). Formally, this is done as follows. Let $s_0$ and $u_0$ be the unique starting state of MDP $M$ and the unique starting node of MRM $\mathcal{R}$, respectively. Then $M \otimes_{\varnothing}^\infty \mathcal{R}$ is defined as before, and with
available at every product state \((s,u)\) such that \(T((s,u),\land,(s_0,u_0)) = 1\). By adding \(\land\) in this way, the products become strongly connected.

**Definition 3.3 (Synchronized Product with Homing).**

Given an \(n\)rMDP \(M = \langle S,A,T,s_0 \rangle\), a labeling function \(\lambda : A \times S \mapsto Z \cup \{null\}\), a reset cost \(c_\land\), and an MRM \(\mathcal{R} = \langle U,u_0,\delta_0,\delta_1 \rangle\), we define the homing/\(\land\)resetable synchronized product of \(M\) and \(\mathcal{R}\) under \(\lambda\) as an (immediate reward) MDP \(P = M \otimes \mathcal{R} = \langle S^\otimes, A^\otimes, T^\otimes, R^\otimes, s_0^\otimes \rangle\), where

- \(S^\otimes = S \times U\)
- \(A^\otimes = A \uplus \{\land\}\)
- \(T^\otimes((s,u),a,(s',u')) =
  \begin{cases} 
  T(s,a,s') & \text{if } a \neq \land \land a' = \delta_0(u,\lambda(a,s')) \\
  0 & \text{if } a \neq \land \land a' \neq \delta_0(u,\lambda(a,s')) \\
  1 & \text{if } a = \land \land (s',u') = (s_0,u_0)
  \end{cases}\)
- \(R^\otimes(a,(s,u)) =
  \begin{cases} 
  \delta_i(u,\lambda(a,s)) & \text{if } a \neq \land \\
  c_\land & \text{otherwise}
  \end{cases}\)
- \(s_0^\otimes = (s_0,u_0)\)

Note that adding the reset action does not change the result of Proposition 3.2.

The following proposition states that the expected value of an \(n\)rMDP with an MRM is equal to the expected value of their product under the same strategy.

**Corollary 3.2.** Given an \(n\)rMDP \(M = \langle S,A,T,s_0 \rangle\), a labeling function \(\lambda : A \times S \mapsto Z \cup \{null\}\), an MRM \(\mathcal{R} = \langle U,u_0,\delta_0,\delta_1 \rangle\), \(P = M \otimes \mathcal{R}\) for all strategies \(\pi\) in bijection, we have that

\[
E_{s_0}^{\pi}(M^\mathcal{R}(\mathcal{R})) = E_{(s_0,u_0)}^{R^\otimes}(M^\mathcal{R}(R^\otimes)).
\]

A strategy \(\pi : S' \mapsto A\) is memoryless if \(\forall \sigma_1,\sigma_2 \in S'\) such that \(last(\sigma_1) = last(\sigma_2)\), then \(\pi(\sigma_1) = \pi(\sigma_2)\), that is, if the action played by \(\pi\) for sequence \(\sigma\) depends only on the last state in \(\sigma\). Because memoryless strategies are sufficient to play optimally in order to maximize \(E_{(s_0,u_0)}^{R^\otimes}(M^\mathcal{R}(R^\otimes))\) in immediate reward MDPs, and together with Corollary 3.2, we conclude that we can play optimally in \(M\) under \(\mathcal{R}\) in a finite memory strategy \(\pi^*\) (finite in the memory required for \(\mathcal{R}\); but memoryless if viewed as \(P = M \otimes \mathcal{R}\)). Strategy \(\pi^*\) can be computed with, for instance, the STORM probabilistic model checking software package.\(^1\) In this work, we use STORM to compute \(\pi^*\) for \(M \otimes \mathcal{H}\) (product of the \(n\)rMDP and the hypothesis MRM).

---

**4 THE FRAMEWORK**

**4.1 Flow of Operation**

A high-level description of the process follows (recall Fig. 1).

1. Play a finite number of episodes to answer membership queries by extracting reward traces from the appropriate interaction traces until the observation table (OT) is complete;
2. As soon as OT becomes complete, construct new hypothesized MRM \(\mathcal{H}\) from OT and compute the optimal strategy \(\pi^*_H\) for \(M \otimes \mathcal{H}\) with value \(V(\pi^*_H)\) employing STORM;
3. If \(V(\pi^*_H)\) is less than the value provided by a domain expert, then we know that \(\mathcal{H}\) must be wrong, in which case, we seek an interaction trace which is a counter example to \(\mathcal{H}\) by playing actions uniformly at random (strategy \(\pi_{null}\));
4. Else, if \(V(\pi^*_H)\) is greater than or equals the value provided by the domain expert, then repeatedly execute actions using \(\pi^*_H\);
5. Whenever a counter-example to \(\mathcal{H}\) is discovered (experienced), stop exploitation and go to step 1 (the learning phase).

**4.2 Answering Membership Queries Efficiently**

Execution of \(L^*\) requires answers to membership queries: given a sequence of observations \(\sigma_z\), we need to discover what the associated reward \(\sigma_z = \mathcal{H}(\sigma_z)\) is. Because the transitions in the MDP are stochastic, there is in general no sequence of actions \(\hat{a}\) that is guaranteed to force the occurrence of \(\sigma_z\). Forcing the sequence \(\sigma_z\) is a planning problem. Procedure getExperience(\(\sigma_z, s_0\)) implements this in the algorithm formalizing the framework. Here we distinguish two natural variants of this planning problem.

The first variant, called MAX asks to synthesize the strategy \(\pi_{MAX}\) that produces (from the initial state of the MDP) the sequence \(\sigma_z\), with the highest probability \(\alpha\). Let \(\pi_{MAX}\) be the optimal strategy for MAX. Then we can play \(\pi_{MAX}\) repeatedly, and reset the system as soon as the prefix of observations is not compatible with \(\sigma_z\). Each such try will succeed with probability \(\alpha\), and so by repeating trials, we are guaranteed to observe \(\sigma_z\) with probability \(1 - (1 - \alpha)^n\) after \(n\) trials, and so with probability one in the long run. To synthesize the strategy \(\pi_{MAX}\), we construct a MDP \(M'\) from \(M\) and \(\sigma_z\) in which states are pairs \((s,l)\) where \(s\)

---

\(^1\)STORM can be found at http://www.stormchecker.org
is a state of $M$ and $i$ is an index that tracks the prefix of the sequence $\sigma_z$ that has been observed so far. MDP $M'$ is reset as soon as the observed prefix is not compatible with $\sigma_i$. The goal is to reach any state $(s,k)$ where $k$ is the length of the sequence of observations $\sigma_i$. The model-checking tool STORM can then be used to synthesized, in polynomial time, the strategy that maximizes the probability $\alpha$ of reaching this set of states.

The second variant, called $\text{MIN}$ is more refined and asks to synthesize the strategy $\pi_{\text{MIN}}$ that minimize the expected number of steps $N$ that are needed (including resets of $M$) in order to observe $\sigma_i$. This strategy $\pi_{\text{MIN}}$ is played and the sequence of observations $\sigma_i$ is observed after an expected number of $N$ steps. Again, we use STORM to compute this strategy that minimizes the expected cost (each step costs 1) to reach a state of the form $(s,k)$ where $k$ is the length of the sequence of observations $\sigma_i$ in the MDP $M'$ described in the previous paragraph.

5 FORMAL GUARANTEES OF THE LEARNING FRAMEWORK

Our framework provably offers two guarantees that can be stated as follows: (1) When playing $\pi_{\text{CE}}^*$ online, with probability 1: either we obtain $V(\pi_{\text{CE}})$ in the long-run or we observe a counter-example to $H$, (2) If the expert’s value, $V_{\text{expert}}$ is less than the long-run value of playing the optimal strategy (of the underlying reward machine $R$), then with probability 1, we learn hypothesis $H$ such that $V(\pi_{\text{CE}}^*) \geq V_{\text{expert}}$. In the rest of this section, we prove these two claims.

5.1 Consequence of Playing $\pi_{\text{CE}}^*$ on $M \otimes^\infty R$

We introduce a special counter-example state $CE$ for the theory in this section. $CE$ is entered when a counter-example is encountered. To describe the effect of playing $\pi_{\text{CE}}^*$ online, we need to work in the state-space $(S \times U^R \times U^H) \cup \{CE\}$ of process $M \otimes^\infty R \cdot H$ (defined below) and to study the associated Markov chain when $\pi_{\text{CE}}^*$ is used. Intuitively, we use $s$ and $u_{\text{CE}}$ in $(s,u_{\text{CE}},u_{\text{CE}})$ to determine what action is played by $\pi_{\text{CE}}^*$. The reward observed online from $R$ and predicted by $H$ are compared: either the rewards for $u_{\text{CE}}$ and $u_{\text{CE}}$ in the two RMs agree and the RMs are updated accordingly, or we go to a special counter-example state $CE$.

Formally, the transition probabilities between states in this space are defined as follows. Let $a \in A \setminus \{\Diamond\}$ and $z = k(a,s')$ then:

$$T((s,u_{\text{CE}},u_{\text{CE}}),a,(s',u_{\text{CE}},u_{\text{CE}})) =$$

\[
\begin{cases}
    \delta_{R}^a(u_{\text{CE}},z) = \delta_{H}^a(u_{\text{CE}},z) \land \\
    \delta_{H}^a(u_{\text{CE}},z) = u'_{R} \land \\
    0 \quad \text{otherwise}.
\end{cases}
\]

$$T((s,u_{\text{CE}},u_{\text{CE}}),a,CE) = \sum_{s' | (u_{\text{CE}},u_{\text{CE}})} T((s,a,s'))$$

$$T((s,u_{\text{CE}},u_{\text{CE}}),\Diamond,(s',u_{\text{CE}},u_{\text{CE}})) =$$

\[
\begin{cases}
    1 \quad \text{if } (s',u_{\text{CE}},u_{\text{CE}}) = (s_0,u_{R0},u_{H0}) \\
    0 \quad \text{otherwise}.
\end{cases}
\]

Additionally, $CE$ is a sink (never left when entered). Reaching $CE$ occurs when a counter-example to the equivalence between $R$ and $H$ has been discovered online. If $h$ is the history that reaches $CE$, then $h$ can be used to restart $L$ and compute a new hypothesis $H'$ as it contains a sequence of observations on which $R$ and $H$ disagree.

Definition 5.1 (BSCC (Baier and Katoen, 2008)). Let $M = (S,A,T,s_0)$ be an mMDP and $C \subseteq S$. Let $P(s,s')$ be the probability of reaching state $s'$ from state $s$ (via a sequence of actions). $C$ is strongly connected if for every pair of states $v,w \in C$, the states $v$ and $w$ are mutually reachable, i.e., $P(v,w) > 0$ and $P(w,v) > 0$. A strongly connected component (SCC) of $M$ is a maximally strongly connected set of states. That is, $C$ is an SCC if $C$ is strongly connected and $C$ is not contained in another strongly connected set of states $D \subseteq S$ with $C \not= D$. A bottom SCC (BSCC) of $M$ is an SCC $B$ from which no state outside $B$ is reachable, i.e., for each state $b \in B$ it holds that $\sum_{b' \in B} P(b,b') = 1$.

Theorem 5.1. When playing $\pi_{\text{CE}}^*$ online, with probability 1: either $V(\pi_{\text{CE}}^*)$ is obtained or a counter-example to $H$ is found.

Proof. To prove this theorem, we show that if no counter-example is found when playing $\pi_{\text{CE}}^*$ online (playing on $M \otimes^\infty R \cdot H$), then the long run mean-payoff of the observed outcome is $V(\pi_{\text{CE}}^*)$ with probability one.

First, we note that the MDP $M \otimes^\infty H$ on which we compute $\pi_{\text{CE}}^*$ is strongly connected. As a consequence, all the states of the MDP have the same optimal mean-payoff value which is $V(\pi_{\text{CE}}^*)$. It also means that all the states in the associated Markov chain,
noted \( M \otimes \{ CE \} H (\pi_{Y|X}^*) \), have the same value \( V(\pi_{Y|X}^*) \). In turn this implies that all the BSCC of this Markov chain have the same value \( V(\pi_{Y|X}^*) \). From that, we deduce that the mean-payoff obtained by a random walk in those BSCCs has a value equal to \( V(\pi_{Y|X}^*) \) with probability one (see e.g. (Puterman, 1994)).

Next, we are interested in the expected value obtained when playing \( \pi_{Y|X}^* \) on \( M \otimes \{ CE \} R \cup \{ H \} \) conditional to the fact that no counter-example is encountered, that is, while \( CE \) is not reached. We claim that the behavior of \( \pi_{Y|X}^* \) on \( M \otimes \{ CE \} R \cup \{ H \} \) is then exactly the same as in \( M \otimes \{ H \} H \). This is a consequence of the following property: there are only two kinds of BSCCs in \( M \otimes \{ CE \} R \cup \{ H \} \) (\( \pi_{Y|X}^* \)): (i) \{ CE \} and (ii) BSCCs \( B \) not containing \( CE \). When in \( B \), \( R \) and \( H \) fully agree in the sense that, for all \((s,u_R,u_H) \in B\), as \( CE \) cannot be reached (otherwise \( B \) would not be a BSCC), the action chosen by \( \pi_{Y|X}^* \) triggers the same reward from \( R \) and \( H \). So we conclude that the expected reward in \( B \) is as predicted by \( H \) and is equal to \( V(\pi_{Y|X}^*) \). Hence, again the value observed will be \( V(\pi_{Y|X}^*) \) with probability 1 and the theorem follows. ■

5.2 Leveraging off Expert Knowledge

Now we show how one can take advantage of the knowledge a domain expert has about what value can be expected when playing optimally in the domain. This idea is exploited in Step 3 of the description of the flow of our algorithm (Sect. 4.1).

To this end, we first establish how we can find counter-examples systematically using random exploration. For that, we define the strategy \( \pi_u \), which plays uniformly at random all actions in \( A \cup \{ \Diamond \} \), that is,

\[
\pi_u: S \times U^R \times U^H \mapsto \Delta(A \cup \{ \Diamond \})
\]

such that \( \pi_u((s,u_R,u_H))(a) = 1/|A| + 1 \).\(^2\) and prove the following result.

**Lemma 5.1.** While playing \( \pi_u \) online, a counter-example is found (with probability one) if and only if \( R \) and \( H \) are not equivalent.

**Proof.** First, we note that the Markov chain \( M \otimes \{ CE \} R \cup \{ H \} \) is composed of two strongly connected components: \( C_1 = \{ CE \} \) and \( C_2 \) that contains all the other states. We also note that \( C_1 = \{ CE \} \) is reachable in this Markov chain if \( R \) and \( H \) are not equivalent. So, when playing \( \pi_u \) on \( M \otimes \{ CE \} R \cup \{ H \} \), two mutually exclusive scenarios are possible. First, \( R \) and \( H \) are not equivalent. Then, there are transitions from \( C_2 \) to \( C_1 \), and \( C_1 \) is the only BSCC of the Markov chain. As a consequence, the execution of \( \pi_u \) ends in \( C_1 \) with probability 1. Second, \( R \) and \( H \) are equivalent. Then, there are no transitions from \( C_2 \) to \( C_1 \), and \( C_2 \) is the only reachable BSCC of the Markov chain and no counter-examples exist. ■

Suppose that a domain expert can provide us with a value \( V_{\text{expert}} \) which is realistic in the following sense: \( V_{\text{expert}} \) is below the true optimal value achievable on \( M \otimes \{ CE \} R \). Then the following theorem holds.

**Theorem 5.2.** If \( V_{\text{expert}} \) is less than or equal to the optimal value \( V(\pi_{X|S}^*) \) of \( M \otimes \{ CE \} R \) then with probability 1, a hypothesis \( H \) will be learned such that \( V(\pi_{X|S}^*) \geq V_{\text{expert}} \).

**Proof.** Note that if \( V(\pi_{X|S}^*) < V_{\text{expert}} \), then it must be the case that the hypothesized MRM \( H \) does not model the underlying MRM \( R \) (i.e., they are not equivalent). Furthermore, if \( V(\pi_{X|S}^*) < V_{\text{expert}} \), then our algorithm plays the uniform random strategy \( \pi_u \), and by Lemma 5.1, a counter-example is found with probability 1 which triggers \( L^* \) to be restarted in order to obtain a new hypothesis \( H' \). Now, we note that the scenario above can happen only a number of times bounded by the number of states in \( R \), because the \( L^* \) algorithm is guaranteed to learn \( R \) after a number of equivalence queries that is at most equal to the number of states in \( R \) (Angluin, 1987).

So, either we find a hypothesis that predicts a better value than \( V_{\text{expert}} \) or we end up with an hypothesis \( H' \) which is correct and so equivalent to \( R \), implying that \( V(\pi_{X|S}^*) = V(\pi_{X|S}^*) \geq V_{\text{expert}} \). We conclude that our algorithm is guaranteed to obtain online a mean-payoff value which is at least \( V_{\text{expert}} \) with probability 1. ■

6 EXPERIMENTAL EVALUATION

Our online active-learning algorithm was implemented, and evaluated on two small problem domains.\(^3\) The two problems are also evaluated w.r.t. a baseline based on neural networks. In this section, we describe the baseline, and then in the following two subsections, we describe the problem domain, describe in more detail the experiment setup for the particular problem and present the results. However, some aspects of the experiments are common to all our cases and discussed immediately:

For convenience, we refer to our framework as ARM (for Angluin Reward Machine) and the baseline as DQN (for Deep Q-function Network). When using ARM, the number of actions allowed per trial includes actions required for answering membership

\(^3\)For the \( L^* \) algorithm, we used a Python implementation provided by Georges Bossert (https://github.com/gbossert/pylstar).
queries and for searching for counter-examples. Rewards received during exploration, learning, exploitation are all considered. In all domains, the agent can move north, east, west and south, one cell per action. To add stochasticity to the transition function, the agent is made to get stuck 5% of the time when executing an action. We measure the cumulative rewards gained (Return) per episode. Procedure getExperience is set to use mode MIN (cf. Sect. 4.2) in all experiments. Episode length, total number of steps (actions) and number of trials performed are domain dependent; they will be mentioned for each domain. To achieve similar total experiment times (per problem), episode lengths of DQN were increased.

6.1 Deep Q-learning Baseline

We implemented a Deep Q-learning network agent (DQN) (Mnih et al., 2015). To improve the stability and the convergence speed of the learning, we augmented the agent with two standard techniques: experience replay (Mnih et al., 2015) and double-q function (Hasselt, 2010).

Let \( Q : S \rightarrow \mathbb{R}^{|A|} \) be a standard deep Q function, receiving as input a state representation and returning as output the real vector of Q-values for each single action. The state representation space \( S \) depends on the particular domain. For the domains used in this paper, it is the set of \((x, y)\) coordinates of the grid. Since ‘regular’ deep Q-learning algorithms assume a Markovian setting, a naive application of deep reinforcement learning techniques does not provide us with a fair competitor. Therefore, we enhanced our DQN baseline with the ability to make decisions based on observation history: In particular, we extended the standard deep Q network in three ways.

First, we added a one-hot representation of the current observation to the input space. Let \( i \) be the index of the current observation, its one-hot representation is a zero-vector with a single 1 in position \( i \). For example if the observation map is indexed as \( i = 2 \) out of 4 possible observations, its one-hot representation is \( v = [0, 1, 0, 0] \). Let \( \hat{O} \) be the space of one-hot representations of the current observation.

Second, we added a bag-of-words (BoW) representation of the past observations. Given a sequence of \( \hat{o} \) past observations, its BoW representation is a vector \( v \) representing the multiset of the observations, i.e. \( v_i \) is equal to the number of times observation indexed by \( i \) is encountered in the history. For example, if the past observations were \( \text{(map,treasure,map)} \) (in that order), indexed by \( I = [2, 4, 2] \), then their BoW representation is \( h = [0, 2, 0, 1] \). Note that if the agent sees \( \text{(treasure,map,map)} \) (in that order), then the repre-

6.2 Treasure-Map World

The agent starts in one of the four corners of one of the five areas; one of these twenty locations is randomly chosen. The default cost \( c \) was set to \(-0.1\) and the cost for resetting was set to \(-10\). The optimal value for this domain is 9.884 (computed by STORM for the correct reward machine). We set \( V_{\text{expert}} = 9 \). The performance of our framework applied to the Treasure-Map

![Figure 3: Results for the Treasure-Map world (averaged over ten trials for ARM and twenty trials for DQN). Episodes were 507 steps long for ARM and 1014 steps for DQN. Average running-times per episode: ARM 24.9s; DQN: 10.4s.](image)
6.3 The Cube Problem

The environment is a 5-by-5 grid without obstacles, and with two cells where \( a \) is perceived and two cells where \( b \) is perceived. The underlying reward model is the one shown in Figure 4 (top). The agent always starts in the bottom right-hand corner. The default cost \( c \) is 0 and the cost for resetting is \(-1\).

The optimal value for this problem is 0.1624 (computed by STORM for the correct reward machine). We set \( V_{\text{expert}} = 0.15 \). If \( V_{\text{expert}} \) is set too high, then the agent will keep on seeking counter-examples. Initially (for the first hypothesis RM), STORM computes an optimal value below 0.15. Random exploration commences, a counter-example is soon found and a correct reward machine is learnt.

The performance of our framework applied to the Cube problem can be seen in Figure 5. On average, for ARM, there were 850 membership-queries, and 248 counter-examples found during exploitation. In this example (and in the Office-Bot domain), another benefit of the \( L^* \) algorithm can be seen: it produces the minimal machine (Figure 4, bottom), which usually makes its meaning clearer, and produces exponentially smaller synchronized product MDPs.

7 CONCLUSION

We proposed a framework for learning and exploiting non-Markovian reward models, represented as Mealy machines. Angluin’s \( L^* \) algorithm is employed to learn Mealy Reward Machines within a Markov Decision Process setting. The framework was implemented and used for evaluation as a proof-of-concept.

Some useful theorems were proven, relying on existing theory of probabilistic model-checking and automata learning theory. The main result is that, under reasonable assumptions, we can guarantee that a system will eventually achieve a performance level provided by a domain expert if that performance level is realistic/achievable for that domain.

We found that in empirical evaluation, the framework learns the underlying MRM of the applicable domain correctly, that is, after answering a finite number of membership queries as posed by the \( L^* \) algorithm, within a finite time. And it significantly outperforms a Deep Q-Network augmented to take history-based observations as input. Moreover, the learnt MRM is minimal; least possible number of nodes.

As investigated in some of the related literature mentioned in the introduction, an agent with a non-Markovian (reward) model is better equipped to avoid dangerous or undesirable situation in some domains. A challenge is, how to safely learn non-Markovian (reward) models in unsafe domains? Some work has been done on safe learning/exploration (Turchetta et al., 2016; Hasanbeig et al., 2019b; Cheng et al., 2019).

We expect that more complex non-Markovian reward environments will require intelligent exploration strategies. It will be interesting to investigate the exploration-exploitation trade-off in the non-Markovian setting. And if an expert value is not available, one could employ an \( \varepsilon \)-greedy (or similar) strategy to allow for the agent to observe counter-examples if they exist. This will be investigated in future work.
ACKNOWLEDGEMENTS

This work is partially supported by the ARC project Non-Zero Sum Game Graphs: Applications to Reactive Synthesis and Beyond (Fédération Wallonie-Bruxelles), the EOS project (No. 30992574) Verifying Learning Artificial Intelligence Systems (F.R.S.-FNRS & FWO), and the COST Action 16228 GAMENET (European Cooperation in Science and Technology).

REFERENCES

Abadi, M., Barham, P., Chen, J., Chen, Z., Davis, A., Dean, J., Devin, M., Ghemawat, S., Irving, G., Isard, M., et al. (2016). Tensorflow: A system for large-scale machine learning. In Twelfth USENIX symposium on operating systems design and implementation (OSDI 16), pages 265–283.

Alshiekh, M., Bloem, R., Ehlers, R., Könighofer, B., Niekum, S., and Topcu, U. (2018). Safe reinforcement learning via shielding. In Proc. of Thirty-Second AAAI Conf. on Artif. Intell. (AAAI-18), pages 2669–2678. AAAI Press.

Amato, C., Bonet, B., and Zilberstein, S. (2010). Finite-state controllers based on Mealy machines for centralized and decentralized POMDPs. In Proc. of Twenty-Fourth AAAI Conf. on Artif. Intell. (AAAI-10), pages 1052–1058. AAAI Press.

Angluin, D. (1987). Learning regular sets from queries and counterexamples. Information and Computation, 75(2):87–106.

Bacchus, F., Boutilier, C., and Grove, A. (1996). Rewarding behaviors. In Proc. of Thirteenth Natl. Conf. on Artif. Intell., pages 1160–1167. AAAI Press.

Baier, C. and Katoen, J. (2008). Principles of Model Checking. MIT Press.

Brafman, R., Giacomo, G. D., and Patrizi, F. (2018). LTL/LDL, non-Markovian rewards. In Proc. of Thirty-Second AAAI Conf. on Artificial Intelligence (AAAI-18), pages 1771–1777. AAAI Press.

Camacho, A., Chen, O., Sanner, S., and McIlraith, S. (2018). Non-Markovian rewards expressed in LTL: Guiding search via reward shaping (extended version). In Proc. of First Workshop on Goal Specifications for Reinforcement Learning, FAIM 2018.

Camacho, A., Icarte, R. T., Klassen, T., Valenzano, R., and McIlraith, S. (2019). LTL and beyond: Formal languages for reward function specification in reinforcement learning. In Proc. of Twenty-Eighth Intl. Joint Conf. on Artificial Intelligence, IJCAI-19, pages 6065–6073.

Cheng, R., Orosz, G., Murray, R., and Burdick, J. (2019). End-to-end safe reinforcement learning through barrier functions for safety-critical continuous control tasks. In The Thirty-third AAAI Conf. on Artificial Intelligence, pages 3387–3395. AAAI Press.

Giaco, G. D., Favorito, M., Jocchi, L., and Patrizi, F. (2019). Foundations for restraining bolts: Reinforcement learning with LTL/LDL restraining specifications. In Proc. of Twenty-Ninth Intl. Conf. on Automated Planning and Scheduling (ICAPS-19), pages 128–136. AAAI Press.

Hasanbeig, M., Abate, A., and Kroening, D. (2019a). Logically-constrained neural fitted q iteration. In Agmon, N., Taylor, M. E., Elkind, E., and Veloso, M., editors, Proc. of Eighteenth Intl. Conf. on Autonomous Agents and Multiagent Systems, AAMAS-2019, pages 2012–2014. Intl. Foundation for AAMAS.

Hasanbeig, M., Kroening, D., and Abate, A. (2019b). Towards verifiable and safe model-free reinforcement learning. In Proc. of First Workshop on Artificial Intelligence and Formal Verification, Logics, Automata and Synthesis (OVERLAY).

Hasselt, H. (2010). Double q-learning. In Advances in neural information processing systems 23, pages 2613–2621.

Icarte, R. T., Klassen, T., Valenzano, R., and McIlraith, S. (2018a). Teaching multiple tasks to an RL agent using LTL. In Proc. of Seventeenth Intl. Conf. on Autonomous Agents and Multiagent Systems, AAMAS-2018, pages 452–461. Intl. Foundation for AAMAS.

Icarte, R. T., Klassen, T., Valenzano, R., and McIlraith, S. (2018b). Using reward machines for high-level task specification and decomposition in reinforcement learning. In Proc. of Thirty-Fifth Intl. Conf. on Machine Learning, volume 80 of ICML-18, pages 2107–2116. Proceedings of Machine Learning Research.

Icarte, R. T., Waldie, E., Klassen, T., Valenzano, R., Castro, M., and McIlraith, S. (2019). Learning reward machines for partially observable reinforcement learning. In Proc. of Thirty-third Conf. on Neural Information Processing Systems, NeurIPS 2019.

Kingma, D. and Ba, J. (2014). Adam: A method for stochastic optimization. arXiv preprint arXiv:1412.6980.

Křetínský, J., Perez, G., and Raskin, J.-F. (2018). Learning-based mean-payoff optimization in an unknown MDP under omega-regular constraints. In Proc. of Twenty-Ninth Intl. Conf. on Concurrency Theory (CONCUR-18), pages 1–8, Schloss Dagstuhl, Germany. Dagstuhl.

Lee, D. and Yannakakis, M. (1996). Principles and methods of testing finite state machines – a survey. Proc. of IEEE, 84(8):1090–1123.

McTeer, M., Callejas, Z., and Griot, D. (2016). The conversational interface. Springer Verlag, Heidelberg, New York, Dortrecht, London.

Mnih, V., Kavukcuoglu, K., Silver, D., Rusu, A., Veness, J., Bellemare, M., Graves, A., Riedmiller, M., Fidjeland, A., Ostrovski, G., et al. (2015). Human-level control through deep reinforcement learning. nature, 518(7540):529–533.

Plappert, M. (2016). keras-rl. https://github.com/keras-rl/keras-rl.

Puterman, M. (1994). Markov Decision Processes: Discrete Dynamic Programming. Wiley, New York, NY.

Shahbaz, M. and Groz, R. (2009). Inferring Mealy machines. In Cavalcanti, A. and Dams, D., editors, Proc.
Thiébaux, S., Gretton, C., Slaney, J., Price, D., and Kabanza, F. (2006). Decision-theoretic planning with non-Markovian rewards. *Artif. Intell. Research*, 25:17–74.

Turchetta, M., Berkenkamp, F., and Krause, A. (2016). Safe exploration in finite markov decision processes with gaussian processes. In *Proc. of Thirtieth Conf. on Neural Information Processing Systems*, NeurIPS 2016.

Vaandrager, F. (2017). Model Learning. *Communications of the ACM*, 60(2):86–96.