Algorithm 1 GPOMDP

Input:

- Initial policy parameters $\theta_0 = (\theta_0^1, \dots, \theta_0^{D_\theta})^T$
- Learning rate $\{\alpha_k\}$
- Number of trajectories M

Output: Approximation of the optimal policy $\pi_{\theta^*} \approx \pi_*$

- 1: Initialize k = 0
- 2: repeat
- 3: Sample M trajectories $h^{(m)} = \{(s_t^{(m)}, a_t^{(m)}, r_{t+1}^{(m)}\}_{t=0}^{T^{(m)}} \text{ of the MDP under policy } \pi_{\theta_k}$
- 4: Compute the optimal baseline

$$\widehat{b}_{k}^{n} = \frac{\sum_{m=1}^{M} \left[\sum_{i=0}^{T^{(m)}} \partial_{\theta_{k}} \log \pi_{\theta} \left(s_{i}^{(m)}, a_{i}^{(m)} \right) \right]^{2} \sum_{j=0}^{T^{(m)}} \gamma^{j} r_{j+1}^{(m)}}{\sum_{m=1}^{M} \left[\sum_{i=0}^{T^{(m)}} \partial_{\theta_{k}} \log \pi_{\theta} \left(s_{i}^{(m)}, a_{i}^{(m)} \right) \right]^{2}}$$

5: Approximate policy gradient

$$\frac{\partial}{\partial \theta^n} J_{\text{start}}(\theta_k) \approx \hat{g}_k^n = \frac{1}{M} \sum_{m=1}^M \sum_{i=0}^{T^{(m)}} \frac{\partial}{\partial \theta^n} \log \pi_{\theta_k} \left(s_i^{(m)}, a_i^{(m)} \right) \left(\sum_{j=i}^{T^{(m)}} \gamma^j r_{j+1}^{(m)} - \hat{b}_k^n \right)$$

- 6: Update actor parameters $\theta_{k+1} = \theta_k + \alpha_k \widehat{g}_k$.
- 7: $k \leftarrow k+1$
- 8: until converged