CS 747, Autumn 2022: Lecture 20

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Autumn 2022

Reinforcement Learning

- 1. Policy gradient methods
- 2. Variance reduction
- 3. Actor-critic methods

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A Variety of Applications

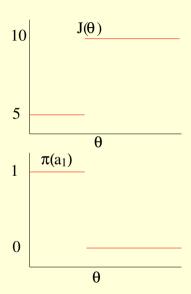
- Learning to Trade via Direct Reinforcment Moody and Saffell (2001)
- Reinforcement learning of motor skills with policy gradients
 Peters and Schaal (2008).
- Mastering the game of Go with deep neural networks and tree search Silver et al. (2016)
- Deep Reinforcement Learning for Autonomous Driving: A Survey Ravi Kiran et al. (2021)

Stochastic Policies

- Single state; actions a₁, a₂.
- $R(a_1) = 5$; $R(a_2) = 10$.
- Policy π ; parameter θ .

$$\pi(a_1) = \begin{cases} 1 & \text{if } \theta < 0.6, \\ 0 & \text{otherwise.} \end{cases}$$

$$J(\theta) = \pi(a_1) \cdot 5 + \pi(a_2) \cdot 10.$$



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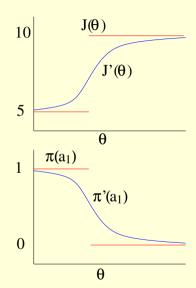
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• Policy π' ; parameter θ .

$$\pi'(a_1) = \frac{1}{1 + e^{\theta - 0.6}}.$$

$$J'(\theta) = \pi'(a_1) \cdot 5 + \pi'(a_2) \cdot 10.$$



• If π is differentiable w.r.t. θ , so is (scalar) "policy value" J.

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• **Example.** If we have features $x(s, a) \in \mathbb{R}^d$ for $s \in S$, $a \in A$, a common template for π is:

$$\pi(s,a) = rac{e^{ heta \cdot x(s,a)}}{\sum_{b \in A} e^{ heta \cdot x(s,b)}},$$

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$$abla_{ heta}\pi(s,a) = \left(x(s,a) - \sum_{b \in B}\pi(s,b)x(s,b)\right)\pi(s,a).$$

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• But what's the connection between $\nabla_{\theta} J$ and $\nabla_{\theta} \pi(\cdot, \cdot)$?

- For simplicity assume episodic task with $\gamma = 1$.
- Assume there is a fixed start state s⁰.
- We leave it implicit that π is fixed by parameter vector θ .
- $J(\theta) = V^{\pi}(s^{0}).$
- We shall derive the connection between $\nabla_{\theta} J$ and $\nabla_{\theta} \pi(\cdot, \cdot)$.

For
$$m{s} \in m{S},
abla_{ heta} m{V}^{\pi}(m{s}) =
abla_{ heta} \sum_{m{s} \in m{A}} \pi(m{s}, m{a}) m{Q}^{\pi}(m{s}, m{a})$$

$$\begin{aligned} & \text{For } s \in \mathcal{S}, \nabla_{\theta} V^{\pi}(s) = \nabla_{\theta} \sum_{a \in \mathcal{A}} \pi(s, a) Q^{\pi}(s, a) \\ & = \sum_{a \in \mathcal{A}} \nabla_{\theta} \pi(s, a) Q^{\pi}(s, a) \\ & + \sum_{a \in \mathcal{A}} \pi(s, a) \nabla_{\theta} \sum_{s' \in \mathcal{S}} T(s, a, s') (R(s, a, s') + V^{\pi}(s')) \end{aligned}$$

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where $\mathbb{P}\{s \to x, t, \pi\}$ is the probability of reaching x from s in t steps following π .

• Recall that $J(\theta) = V^{\pi}(s^0)$.

$$abla_{ heta} J(heta) = \sum_{oldsymbol{s} \in \mathcal{S}} \sum_{t=0}^{\infty} \mathbb{P} \{ oldsymbol{s}^0 o oldsymbol{s}, t, \pi \} \sum_{oldsymbol{a} \in \mathcal{A}}
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- But how to do gradient ascent? We don't know $\mathbb{P}\{s^0 \to s, t, \pi\}, Q^{\pi}(s, a)!$
- We perform stochastic gradient ascent.
- We use the following fact. For any discrete, real-valued random variable X with pmf p: X → [0, 1],

$$\sum_{x\in X} p(x)x = \mathbb{E}[X].$$

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abla_{ heta} oldsymbol{J}(heta) &= \mathbb{E}_{\pi} \left[\sum_{t=0}^{\mathcal{T}-1} \sum_{oldsymbol{a} \in \mathcal{A}}
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REINFORCE Algorithm

- Reference: Williams (1992).
- For clarity we show explicit dependence of π on parameter vector $\theta \in \mathbb{R}^d$.
- Assume θ is initialised arbitrarily.

Repeat for ever:

$$egin{aligned} & heta_{\mathsf{new}} \leftarrow \theta. \ & \mathsf{Generate\ episode\ } s^0, a^0, r^0, s^1, \dots, s^T = s_\top, \ & \mathsf{following\ } \pi_\theta. \end{aligned}$$
 For $t = 0, 1, \dots, T - 1$:
$$& G \leftarrow \sum_{k=t}^{T-1} r^k. \ /\!/\mathsf{This\ is\ } G_{t:T}. \\ & \theta_{\mathsf{new}} \leftarrow \theta_{\mathsf{new}} + \alpha G \nabla_\theta \ln \pi_\theta(s^t, a^t). \end{aligned}$$

$$\theta \leftarrow \theta_{\text{new}}$$
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Repeat for ever: \begin{array}{l} \theta_{\mathsf{new}} \leftarrow \theta. \\ \text{Generate episode } s^0, a^0, r^0, s^1, \dots, s^T = s_\top, \text{ following } \pi_\theta. \\ \text{For } t = 0, 1, \dots, T - 1: \\ G \leftarrow \sum_{k=t}^{T-1} r^k. \text{ //This is } G_{t:T}. \\ \theta_{\mathsf{new}} \leftarrow \theta_{\mathsf{new}} + \alpha G \nabla_\theta \ln \pi_\theta(s^t, a^t). \\ \text{ //REward Increment = Nonnegative Factor} \times \\ \text{ //Offset Reinforcement} \times \text{ Characteristic Eligibility.} \\ \theta \leftarrow \theta_{\mathsf{new}}. \end{array}
```

Reinforcement Learning

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Baseline Subtraction

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Baseline Subtraction

Policy Gradient Theorem

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• Let $B: S \to \mathbb{R}$ be an *arbitrary* function of state. We claim

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abla_{ heta} \pi(s, a) (Q^{\pi}(s, a) - B(s)).$$

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• How come?

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How come? Observe that

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abla_{ heta}\pi(oldsymbol{s},oldsymbol{a})B(oldsymbol{s})\ &=\sum_{oldsymbol{s}\in\mathcal{S}}\sum_{t=0}^{\infty}\mathbb{P}\{oldsymbol{s}^0 ooldsymbol{s},t,\pi\}B(oldsymbol{s})
abla_{ heta}\sum_{oldsymbol{a}\in\mathcal{A}}\pi(oldsymbol{s},oldsymbol{a})=0. \end{aligned}$$

• The policy gradient estimate can have high variance.

| S | $Q^{\pi}(s,a_1)$ | $Q^{\pi}(s,a_2)$ | $Q^{\pi}(s,a_3)$ | $V^{\pi}(s)$ |
|-----------------------|------------------|------------------|------------------|--------------|
| S ₁ | 105 | 79 | 100 | 90 |
| S ₂ | 10 | 6 | 13 | 12 |
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- Common to subtract out $V^{\pi}(s)$ —approximated independently as $\hat{V}(s)$.
- REINFORCE with baseline: revise pseudocode to

$$heta_{\mathsf{new}} \leftarrow heta_{\mathsf{new}} + lpha \sum_{t=0}^{T-1} (G_{t:T} - \hat{V}(oldsymbol{s}^t))
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- Actor updates θ and hence π_{θ} .
- Critic evaluates π_{θ} (say using TD(0)) and provides input for the gradient ascent update.

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Not always provably convergent, but widely used in practice.

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- 1. Policy gradient methods
- 2. Variance reduction
- 3. Actor-critic methods

Next class: Batch reinforcement learning