

Actor-Critic Reinforcement Learning With Experience Replay

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Bachelorarbeit

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Erklärung

Hiermit versichere ich, dass ich diese Bachelorarbeit selbstständig verfasst habe. Ich habe dazu keine anderen als die angegebenen Quellen und Hilfsmittel verwendet.

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Abstract

Deep Reinforcement Learning and policy gradient methods majorly contributed to the most recent advances in the field of Artificial Intelligence. These Methods enabled machines to surpass human performance for Atari console games (Mnih et al., [2013](#)), boardgames like Chess, Shogi (Silver et al., [2017a](#)) or Go (Silver et al., [2017b](#)) and most recently even complex team-based computer games (OpenAI, [2018](#)).

As environments get more complex the cost of simulating the environment increases and often outweighs the isolated computational cost of training the agent, making sample efficient methods nessecary.

This thesis will take a look at off-policy methods and learning from previously sampled data, with the main focus being the implementation and evaluation of the "Actor-Critic with Experience Replay"(ACER) algorithm proposed by Wang et al., [2016](#) on the Atari 2600 console games.

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1 Introduction

Sutton and Barto (2018) describes the reinforcement learning task as "learning what to do". Acting optimal within an unknown environment can be very difficult. The field within machine learning addressing this problem is called reinforcement learning.

The reinforcement problem consist of an *agent* taking *actions* within some sort of *environment*. By interacting with the *environment* the *agent* receives *rewards*.

The goal of reinforcement learning is to create fast and reliable learning algorithms for the *agent* to gain the maximum *reward*

Environments can range from simple tasks, like balancing a pole to very complex and demanding tasks where *environment states* are given as pixels, continuous control problems or real life robotic tasks. This thesis will work with the Atari 2600 environments offered by OpenAI (Brockman et al., 2016)

By combining deep learning techniques (Hinton and Salakhutdinov, 2006) with reinforcement learning, the problems posed by most of the Atari games can easily be solved.

However complex environment like the Atari 2600 games can often be costly to simulate.

ACER (Wang et al., 2016) provides a sample efficient learning agent. This work aims at implementing and evaluating the Algorithm

This thesis will provide a short overview for important concepts of reinforcement learning

To lay out the foundation for ACER, policy gradient, specifically Actor-Critic methods and the Advantage Actor Critic(A3C) - Algorithm (Mnih et al., 2016) are looked upon, followed by an introduction to some approaches of Off-Policy learning.

Finally the ACER- Algorithm is presented, implemented and evaluated.

2 Reinforcement Learning Framework

The core opponent of the reinforcement learning framework are the *agent* and the *environment*.

An agent interacts with the *environment* over time, by taking in the environment state, evaluating the state and deciding on an *action*. A core question is the one of exploration and exploitation. In order to learn the best behaviour the *agent* needs to make sure to explore the *environment* to avoid getting stuck on local maxima, however at some point the gained knowledge should be used to achieve the best possible reward.

Whenever the agent interact with the environment, a reward and a new state are given to him in return.



2.1 Elements of Reinforcement Learning

Sutton and Barto (2018) names 4 core elements of the reinforcement learning framework.

Policy

The behaviour of the agent within at any given time is determined by the *policy*. A policy can roughly be described as a mapping of states to an action or a distribution over actions.

Reward Signal

The problem posed by an environment is defined through the reward function. The goal of the learning agent is to receive the maximum accumulated future reward at any given time. One of the most important features of reinforcement learning is the fact, that rewards are often very delayed. Good opening moves in for example Chess will play a major role in winning the game, which however usually occurs at a much later stage.

Value Function

The value of a state (or a state - action pair) describes how much more reward can be earned from this state onwards. Values represent the sum of the future rewards, and indicate the long term desirability of states.

Environment Model

In order to solve a problem, a model of the environment can be learned and used for planning. A model can be used to predict future states and rewards before they happen. Model-based and model-free reinforcement learning methods, which explicitly learn by trial and error both play an important role in reinforcement learning.

2.2 Markov Decision Process

The sequential decision making process of the *agent* can be more formally described as a Markov decision process (MDP).

The sequential decision making process is given by a sequence of states, actions and rewards:

$$S_0, A_0, R_0, S_1, A_1, R_1, S_2, A_2, R_2, \dots, S_t, A_t, R_t, S_{t+1}$$

Within this thesis a finite environment is assumed. We call a state *Markov* or say it has *Markov property* if it only depends on it's predecessor rather than the whole history.

$$Pr(s_{t+1} = s', r_1 = r \mid s_t, a_t, r_t, s_{t-1}, a_{t-1}, \dots, r_1, a_0, s_0) = Pr(s_{t+1} = s', r_1 = r \mid s_t, a_t)$$

A finite discounted Markov decision process $MDP(S, A, P_a, R_a, \gamma)$ contains a finite set of states S , a finite set of Actions A , the transition probability to end up in state s' if action a is taken in state s : $P_{ss'}^a = Pr(s_{t+1} = s' \mid s_t = s, a_t = a)$, the reward function $R_{ss'}^a$, and the discount factor $\gamma \in [0, 1)$, used to define the importance of immediate reward in contrast to future reward.

2.3 Deep Reinforcement Learning

In contrast to simply mapping an input to an output value, deep learning algorithms contain so called *hidden layers*. For each layer the the weighted sum of units from the previous layer is computed as input. Usually a transformation or activation function is used on the input. Rectified linear units (ReLU), tanh or the sigmoid function can be named as popular activation functions. After feeding an input into the network and calculation an error value, the weights are adjusted through backpropagation.

Convolutional neural networks (CNN) were inspired by visual neuroscience and are great tools to process image data. CNNs usually contain convolutional layers, pooling layers and fully connected layers. Other relevant methods are recurrent neural networks (RNN) or long short term memory networks (LSTM).

Combining deep learning methods with reinforcement learning methods was a major breakthrough, enabling reinforcement learning methods to be successfully applied to complex problems like those posed by the Atari 2600 console. (Li, 2017)

3 Actor-Critic Methods

Many different approaches to different kind of reinforcement learning problems exist. Dynamic programming methods can compute optimal policies, however a perfect model of the environment as MDP is required. Monte-Carlo methods on the other hand can estimate value functions and discover optimal policies by averaging over sampled trajectories.

3.1 TD-Learning

Sutton and Barto, 2018 describes *temporal difference* (TD) learning as one of the central ideas in reinforcement learning. TD learning combines dynamic programming with Monte-Carlo methods to learn either *state-values*: $V(s)$ or *state-action values*: $Q(s, a)$ which are given as:

$$V^\pi(s) = E_\pi\{R_t | s_t = s\} = E_\pi\left\{\sum_{k=0}^{\infty} \gamma^k r_{t+k+1} \mid s_t = s\right\},$$

and

$$Q^\pi(s, a) = E_\pi\{R_t | s_t = s, a_t = a\} = E_\pi\left\{\sum_{k=0}^{\infty} \gamma^k r_{t+k+1} \mid s_t = s, a_t = a\right\}.$$

respectively, where E_π denotes the expected *return*, which is the accumulated discounted reward starting from a state or state-action pair, following the policy π

One of the most important TD-learning methods is Q-Learning. It is used to approximate the state-action value function:

$$Q(s_t, a_t) \leftarrow Q(s_t, a_t) + \alpha \left[r_{t+1} + \gamma \max_a Q(s_{t+1}, a) - Q(s_t, a_t) \right].$$

The agent can then directly choose the action which is expected to give the best total reward. The ϵ -greedy policy is usually applied, which uses either the best estimated action or a random policy to decide the next action, depending on the ϵ value, which is gradually lowered over the learning period, to reach optimal behaviour while ensuring sufficient exploration. Following algorithm is given by Sutton and Barto (2018)

```

Initialize  $Q(s, a)$  arbitrarily
Repeat (for each episode):
  Initialize  $s$ 
  Repeat (for each step of episode):
    Choose  $a$  from  $s$  using policy derived from  $Q$  (e.g.,  $\epsilon$ -greedy)
    Take action  $a$ , observe  $r, s'$ 
     $Q(s, a) \leftarrow Q(s, a) + \alpha [r + \gamma \max_{a'} Q(s', a') - Q(s, a)]$ 
     $s \leftarrow s'$ 
  until  $s$  is terminal

```

3.2 Critic-Only Methods

The shown Q-learning algorithm or SARSA are popular critic-only methods.

Critic-only methods learn state-action values. They do not contain an explicit function for the policy, but rather derive it from the learned state-action values by acting greedy on the Q-Values.

By only using a critic a low variance estimate of the expected returns is achieved, however the methods suffer from being biased and can be problematic in terms of convergence.

3.3 Actor-Only Methods

Unlike critic-only methods, actor only methods do not learn any state or state-action values. Instead they perform optimization directly on the policy. Usually a stochastic and parameterized policy π_θ is used.

Policy gradient methods like REINFORCE change the policy in order to maximize the average reward at a given timestep by performing a gradient ascent step. (Williams, 1992) Given a performance (average reward per timestep) J and a policy which is parameterized by θ we can denote the gradient as

$$\Delta\theta = \alpha \frac{\partial J}{\partial \theta}$$

where α denotes the step size.

Algorithm 1: REINFORCE provided by Sutton and Barto (2018)

Initialize parameters θ for π

Repeat forever:

 Generate episode: $S_0, A_0, R_1, \dots, S_{T-1}, A_{T-1}, R_T$, following π

 For each step $t=0, 1, \dots$ in T :

$G \leftarrow$ return from step t

$\theta \leftarrow \theta + \alpha \gamma^t G \nabla_\theta \ln(A_t | S_t, \theta)$

In contrast to value based approaches, policy gradient methods provide strong convergence to at least a local maximum. On top of that, actor methods are applicable on continuous action spaces. (Sutton et al., 2000) Actor-only methods however suffer from a large variance of the gradient. Compared to critic-only methods their learning process is significantly slowed down. (Grondman et al., 2012)

3.4 Actor-Critic Methods

Actor-critic methods tackle the problem of high variance in policy gradient methods with the use of a critic.

3.5 Asynchronous Advantage Actor Critic (A3C)

In general we call an algorithm on policy, if the data used in the policy update was sampled under the same policy. The sequence of observed data encountered by an RL agent is strongly correlated and non-stationary (Mnih et al., 2016). This can have a negative influence on the learning process.

Previous methods usually approached this problem by using randomly selected samples from a replay memory (Mnih et al., 2013)

Training an agent comes with a high demand for computational power. To achieve feasible training times, former algorithms heavily relied on a strong GPU.

The asynchronous advantage actor critic(A3C) algorithm solves both problems, by training simultaneously on multiple environment. Each learner samples trajectories and computes gradients. Those gradients are then applied to the shared parameters. After each global update step, the local parameters are synchronized. This method enables efficient CPU computation, rather than using a GPU. The core idea is, that each agents environment is in a very different state, thus reducing the correlation of the samples.

Algorithm 1: A3C algorithm by Mnih et al., (2013)

```

// Assume shared Parameters and counter  $\theta^{global}, \theta_v^{global}, T = 0$ 
// with local counterparts  $\theta, \theta_v$ 
Initialize parameters for policy  $\theta$  and critic  $\theta_v$  and counter  $t=1$ 
repeat
  Reset gradients  $d\theta, d\theta_v$ 
  Synchronize  $\theta, \theta_v$  with  $\theta^{global}, \theta_v^{global}$ 
   $t_{start} = t$ 
  get state  $s_t$ 
  repeat
    Perform  $a_t$  according to policy  $\pi(a_t | s_t; \theta)$ 
    Receive reward  $r_t$  and next state  $s_{t+1}$ 
     $t \leftarrow t + 1$ 
     $T \leftarrow T + 1$ 
  until  $s_t$  is terminal or  $(t - t_{start}) == t_{max}$ ;
   $R = \begin{cases} 0 & s_t \text{ terminal} \\ V_\theta(s_t) & s_t \text{ not terminal} \end{cases}$ 
  for  $i \in \{t - 1, \dots, t_{start}\}$  do
     $R \leftarrow r_i + \gamma R$ 
    Accumulate gradients wrt.  $\theta : d\theta^{global} \leftarrow d\theta^{global} + \nabla_\theta \log \pi_\theta(a_i | s_i)(R - V_{\theta_v}(s_i))$ 
    Accumulate gradients wrt.  $\theta_v : d\theta_v^{global} \leftarrow d\theta_v^{global} + \partial(R - V_{\theta_v}(s_i))^2 / \partial \theta_v$ 
  Perform asynchronous update of  $\theta^{global}$  and  $\theta_v^{global}$  using  $d\theta, d\theta_v$ 
until  $T > T_{max}$ ;

```

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