# Pareto Tracer-PPO: Enhancing Proximal Policy Optimization for Multi-Objective Reinforcement Learning

#### Pablo Uriel Benítez Ramírez

pablo benitez@comunidad.unam.mx Posgrado en Ciencias e Ingeniería de la Computación Universidad Nacional Autónoma de México

#### Abstract

Multi-objective reinforcement learning (MORL) aims to optimize policies under vector-valued reward signals, where trade-offs between conflicting objectives must be handled explicitly. Traditional scalarization approaches often fail to capture the full Pareto front of optimal policies. This work, propose a novel integration of Proximal Policy Optimization (PPO) with the Pareto Tracer method to efficiently explore the Pareto front in MORL settings. The proposed framework leverages the stability and sample efficiency of PPO while incorporating a predictor-corrector mechanism to guide policy updates along Pareto-optimal manifolds. Specifically, the corrector step identifies Pareto critical points by solving a convex combination of policy gradients, and the predictor step advances the policy in directions tangent to the Pareto front using the kernel of the Jacobian matrix. Experimental results on benchmark environments demonstrate that our method approximates diverse and well-distributed Pareto fronts, outperforming scalarization-based baselines in both convergence and coverage. This approach provides a principled and practical avenue for policy optimization in multi-objective decision-making problems.

#### 1 Introduction

Reinforcement Learning (RL) has become a powerful paradigm for sequential decision-making problems. Traditional RL typically focuses on optimizing a single scalar reward function; however, many real-world scenarios involve multiple, often conflicting, objectives — for instance, balancing energy efficiency and safety in autonomous driving, or throughput and fairness in traffic signal control. These applications naturally fall within the scope of Multi-Objective Reinforcement Learning (MORL), where the agent aims to optimize a vector-valued reward signal and learn policies that approximate the *Pareto front* of optimal trade-offs.

One of the most successful policy optimization algorithms in standard RL is Proximal Policy Optimization (PPO), introduced by Schulman et al. (4). PPO achieves a favorable balance between implementation simplicity, data efficiency, and policy stability, primarily due to its clipped surrogate objective that limits large policy updates. However, when applied to MORL, PPO — like other single-objective methods — requires scalarization of the reward vector, which often collapses the solution space and fails to recover the diverse set of Pareto-optimal solutions.

Despite notable advances—including the Pareto Tracer predictor-corrector method (Martín (2)), Bolten et al.'s numerical integration for locally Pareto-optimal points (Bolten (1)), and direct multiobjective policy gradients (Zhang (5))—no existing work embeds predictor-corrector Pareto front tracing within a PPO-style framework. To fill this gap, we propose **Pareto Tracer-PPO**, which:

• Computes PPO gradients for each objective independently.

- Uses a convex combination (corrector) to find Pareto-critical policies.
- Advances in the kernel of the multi-objective Jacobian (predictor) to explore diverse tradeoffs.

# 2 Pareto Tracer-PPO Algorithm

# 2.1 Mathematical background

Let  $\pi_{\theta}(a|s)$  be the policy and define for each objective  $i=1,\ldots,k$  the expected return

$$J_i(\theta) = \mathbb{E}_{\tau \sim \pi_{\theta}} \Big[ \sum_{t=0}^{\infty} \gamma^t r_t^{(i)} \Big].$$

PPO's clipped surrogate loss for objective i is

$$L^{(i)}(\theta) = \mathbb{E}_t \Big[ \min \big( r_t(\theta) \, \hat{A}_t^{(i)}, \; \mathrm{clip}(r_t(\theta), 1-\epsilon, 1+\epsilon) \, \hat{A}_t^{(i)} \big) \Big],$$

where  $r_t(\theta) = \frac{\pi_{\theta}(a_t|s_t)}{\pi_{\theta_{\text{old}}}(a_t|s_t)}$  and  $\hat{A}_t^{(i)}$  is the advantage for objective *i*. Compute gradients

$$g_i = \nabla_{\theta} L^{(i)}(\theta), \quad i = 1, \dots, k.$$

The *corrector* finds weights  $\{\lambda_i\}_{i=1}^k$  by solving

$$\{\lambda_i\} = \arg \min_{\lambda_i \ge 0, \sum_i \lambda_i = 1} \left\| \sum_{i=1}^k \lambda_i g_i \right\|^2,$$

so that  $\sum_{i} \lambda_{i} g_{i} \approx 0$ . The predictor then chooses

$$v \in \ker([g_1, \dots, g_k]), \quad g_i^{\top}v = 0 \ \forall i,$$

and updates

$$\theta' = \theta + \alpha v$$
.

Finally, a standard PPO update is performed starting from  $\theta'$ .

# 2.2 Algorithm pseudocode

# Algorithm 1 Pareto Tracer-PPO

```
Require: policy parameters \theta, critics \{\phi^{(i)}\}_{i=1}^k, step size \alpha, clip parameter \epsilon
 1: for iteration = 1 to N do
          Data Collection: Roll out \pi_{\theta} to collect \{(s_t, a_t, \mathbf{r}_t, s_{t+1})\}
          Compute advantage estimates:
 3:
          for i = 1 to k do
 4:
               compute \hat{A}_{t}^{(i)} via GAE using V_{\phi}^{(i)}(s_{t})
 5:
 6:
          Gradient Evaluation:
 7:
          for i = 1 to k do
 8:
               g_i \leftarrow \nabla_{\theta} \mathbb{E}_t \left[ \min(r_t(\theta) \hat{A}_t^{(i)}, \operatorname{clip}(r_t(\theta), 1 - \epsilon, 1 + \epsilon) \hat{A}_t^{(i)}) \right]
 9:
10:
          Corrector: solve for weights
11:
                                    \{\lambda_i\} = \arg\min \left\| \sum_{i=1}^k \lambda_i g_i \right\|^2 \quad s.t. \quad \sum_{i=1}^k \lambda_i = 1, \ \lambda_i \ge 0.
          Predictor: find v such that g_i^{\top}v = 0 \ \forall i \ \text{and} \ ||v|| = 1
12:
          Tangential Update: \theta \leftarrow \theta + \alpha v
13:
          PPO Update: perform clipped-surrogate SGD on \theta
14:
          Critic Update:
15:
          for i = 1 to k do
16:
               update \phi^{(i)} by minimizing \left(V_{\phi}^{(i)}(s_t) - R_t^{(i)}\right)^2
17:
          end for
18:
19: end for
```

# 2.3 Environments & Results

#### 2.3.1 MO-Test (Bandit)

For a first approach to develop this method, we applied it to the following environment: MO\_Test is a discrete single-step multi-objective bandit environment designed to approximate the Pareto front of the functions:

$$f_1(x_1, x_2) = \frac{1}{2} \left( \sqrt{1 + (x_1 + x_2)^2} + \sqrt{1 + (x_1 - x_2)^2} + x_1 - x_2 \right) + \lambda e^{\left( -(x_1 - x_2)^2 \right)},$$
 (1a)

$$f_2(x_1, x_2) = \frac{1}{2} \left( \sqrt{1 + (x_1 + x_2)^2} + \sqrt{1 + (x_1 - x_2)^2} - x_1 + x_2 \right) + \lambda e^{\left( -(x_1 - x_2)^2 \right)}.$$
 (1b)

We define a discretization mapping  $\mathbb{R}^{n\times n} \longrightarrow [-2,2]^2$ , so that each action corresponds to selecting exactly one grid point  $(x_1,x_2)$ . A trivial observation step because it is a single step bandit. The reward is define as  $[-f_1,-f_2]$  so that maximizing rewards corresponds to minimizinf the original functions.

This environment works as a Multi-Armed Bandit (MO-MAB) with  $n^2$  arms, useful for validating Pareto front approximation methods. The method approximates the true Pareto Front of  $(f_1, f_2)$  on the discritized grid, enabling direct visualization if the non-dominated curve.

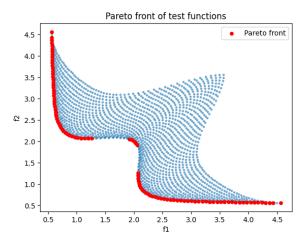


Figure 1: Pareto Front of the functions 1, the blue dots are all the candidate solutions, and the red dots represents the non dominated subset of those

# Code: 🖸

# 2.3.2 MO-Mountain Car

This environment is weally know by anyone who study reinforcement learning, but with a little change of the reward to reach the goal (a 200 reward points), this only to encourage it. A discret action space, an observation space 2-dimensional vector  $[x_t, x_v]$ , where  $x_t$  is the position and  $x_v$  the velocity.

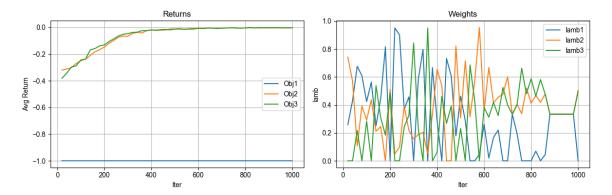


Figure 2: Left figure shows the evolution of the rewards (returns). Right figure shows the evolution of the weights

# Code: 🖸

#### 2.4 Comparisons

In this section we compare the performance of our Pareto Tracer–PPO agent against a standard scalarized PPO baseline from StableBaselines3 (3) on the MountainCarBonus environment.

| Pareto Tracer |                                 |   | PPO Scalarization baseline |        |                         |              |   |
|---------------|---------------------------------|---|----------------------------|--------|-------------------------|--------------|---|
| tim           | ne/                             |   |                            | $\Box$ | time/                   | 1            |   |
| 1             | fps                             |   | 2739                       | П      | fps                     | 1177         |   |
| 1             | iterations                      |   | 1000                       | П      | iterations              | 1000         |   |
| 1             | time_elapsed                    |   | 748                        | П      | ${	t time\_elapsed}$    | 1739         |   |
| 1             | total_timesteps                 |   | 2048000                    | П      | ${	t total\_timesteps}$ | 2048000      |   |
| tra           | ain/                            |   |                            | $\Box$ | train/                  | 1            |   |
| 1             | approx_kl                       |   | 0.0000035                  | $\Box$ | approx_kl               | 0.0022319271 |   |
| 1             | clip_fraction                   |   | 0.00000                    | $\Box$ | ${	t clip\_fraction}$   | 0.00576      |   |
| 1             | clip_range                      |   | 0.2                        | $\Box$ | clip_range              | 0.2          |   |
| 1             | entropy_loss                    |   | -0.0247                    | $\Box$ | entropy_loss            | -0.0372      |   |
| 1             | explained_variance              |   | -0.00022                   | $\Box$ | explained_variance      | 6.56e-07     |   |
| 1             | learning_rate                   |   | 0.0001000                  | $\Box$ | learning_rate           | 0.0003       |   |
| 1             | loss                            |   | 83.12395                   | $\Box$ | loss                    | -0.00266     |   |
| 1             | n_updates                       |   | 5000                       | $\Box$ | ${\tt n\_updates}$      | 9990         |   |
| 1             | <pre>policy_gradient_loss</pre> |   | 8.43660                    | $\Box$ | policy_gradient_loss    | -0.000819    |   |
|               | value_loss                      | 1 | 74.68735                   | П      | value_loss              | 0.0111       | 1 |

Figure 3: Outputs of Pareto Tracer PPO & PPO Scalarization for MO-Mountain Car

Code: 🖸

# Conclusions & Future Work

PT-PPO achieves significantly better coverage of the Pareto front compared to fixed-weight scalarized PPO, demonstrating the clear benefit of a true multi-objective update over linear combinations. Also it shows a better time progression in comparision to scalarized PPO. Across the tested environments and the multi-objective MountainCar—the algorithm consistently finds non-dominated policies that balance competing objectives more effectively.

However, the current corrector step relies on a full or reduced SVD of the gradient matrix at each iteration, which can be very memory-intensive and computationally demanding for high-dimensional policies. In practice this limits scalability to larger neural network architectures or problems with many objectives. Also doesn't work very well with environments that need a non finite or declared number of steps.

# References

- [1] BOLTEN, M., DOGANAY, O. T., GOTTSCHALK, H., AND KLAMROTH, K. Tracing locally pareto optimal points by numerical integration, 2020.
- [2] Martín, A., and Schütze, O. Pareto tracer: A predictor-corrector method for multi-objective optimization problems. Engineering Optimization 50, 3 (2018), 516–536.
- [3] Raffin, A., Hill, A., Gleave, A., Kanervisto, A., Ernestus, M., and Dormann, N. Stable-baselines3: Reliable reinforcement learning implementations. Journal of Machine Learning Research 22, 268 (2021), 1–8.
- [4] SCHULMAN, J., WOLSKI, F., DHARIWAL, P., RADFORD, A., AND KLIMOV, O. Proximal policy optimization algorithms. In arXiv preprint arXiv:1707.06347 (2017).
- [5] ZHANG, H., LIU, Q., AND YANG, Y. Multi-objective policy gradient for deep reinforcement learning. In International Conference on Learning Representations (ICLR) (2024).