

Optimistic Policy Optimization via Multiple Importance Sampling

Matteo Papini Alberto Maria Metelli Lorenzo Lupo Marcello Restelli

11th June 2019 Thirty-sixth International Conference on Machine Learning, Long Beach, CA, USA

- **■** Parameter space $\Theta \subseteq \mathbb{R}^d$
- A parametric **policy** for each $\theta \in \Theta$
- **Each** inducing a distribution p_{θ} over trajectories
- lacksquare A return R(au) for every trajectory au

Goal:
$$\max_{\boldsymbol{\theta} \in \Theta} J(\boldsymbol{\theta}) = \mathbb{E}_{\tau \sim p_{\boldsymbol{\theta}}} \left[R(\tau) \right]$$

On-line, iterative optimization

- Exploration-exploitation trade-off
- Problem: the underlying Markov process is often continuous
- Undirected exploration: entropy bonus [3]
- Directed exploration: pseudo-counts [1]

Lack of theoretical guarantees

- **Arms:** parameters θ
- **Payoff:** expected return $J(\theta)$
- Continuous MAB [4]: we *need* structure

Arm correlation [6] through trajectory distributions

OPTIMIST 5

A UCB-like index [5]:

$$B_t(\boldsymbol{\theta}) = \underbrace{\check{\mu}_t(\boldsymbol{\theta})}_{\text{ESTIMATE:}} + \underbrace{R_{\max}\left(\sqrt{2} + \frac{4}{3}\right)\sqrt{\frac{d_2(p_{\boldsymbol{\theta}}\|\Phi_t)\log\frac{1}{\delta_t}}{t}}}_{\text{EXPLORATION BONUS:}}$$

a truncated multiple importance sampling estimator [7, 2]

distributional distance from previous arms

■ Select
$$\theta_t = \arg \max_{\theta \in \Theta} B_t(\theta)$$

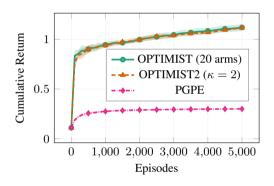
■ Recall $Regret(T) = \sum_{t=0}^{T} J(\boldsymbol{\theta}^*) - J(\boldsymbol{\theta}_t)$

 \blacksquare Consider a **compact**, d-dimensional parameter space Θ

Under mild assumptions on the policy class, with high probability:

$$Regret(T) = \widetilde{\mathcal{O}}\left(\sqrt{dT}\right)$$

Empirical Results



Caveats

- Easy implementation only for parameter-based exploration
- Difficult optimization ⇒ discretization
- ..

Thank You for Your Attention!

- Poster #103
- Code: github.com/WolfLo/optimist
- Contact: matteo.papini@polimi.it
- Web page: t3p.github.io/icml19



- [1] Bellemare, M., Srinivasan, S., Ostrovski, G., Schaul, T., Saxton, D., and Munos, R. (2016). Unifying count-based exploration and intrinsic motivation. In *Advances in Neural Information Processing Systems*, pages 1471–1479.
- [2] Bubeck, S., Cesa-Bianchi, N., and Lugosi, G. (2013). Bandits with heavy tail. IEEE Transactions on Information Theory, 59(11):7711–7717.
- [3] Haarnoja, T., Zhou, A., Abbeel, P., and Levine, S. (2018). Soft actor-critic: Off-policy maximum entropy deep reinforcement learning with a stochastic actor. In Proceedings of the 35th International Conference on Machine Learning, ICML 2018, Stockholmsmässan, Stockholm, Sweden, July 10-15, 2018, pages 1856–1865.
- [4] Kleinberg, R., Slivkins, A., and Upfal, E. (2013). Bandits and experts in metric spaces. arXiv preprint arXiv:1312.1277.
- [5] Lai, T. L. and Robbins, H. (1985). Asymptotically efficient adaptive allocation rules. Advances in applied mathematics, 6(1):4–22.
- [6] Pandey, S., Chakrabarti, D., and Agarwal, D. (2007). Multi-armed bandit problems with dependent arms. In Proceedings of the 24th international conference on Machine learning, pages 721–728. ACM.
- [7] Veach, E. and Guibas, L. J. (1995). Optimally combining sampling techniques for Monte Carlo rendering. In Proceedings of the 22nd annual conference on Computer graphics and interactive techniques - SIGGRAPH '95, pages 419–428. ACM Press.