



Stochastic Variance-Reduced Policy Gradient

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Policy Gradient

An effective Reinforcement Learning (RL) solution to continuous control problems:



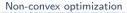
Robotics (Heess et al., 2017)

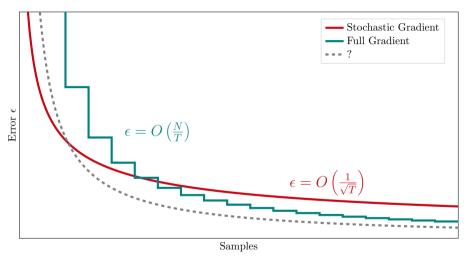


Video games (OpenAI, 2018)

Mostly based on **Stochastic Gradient Ascent** (Robbins and Monro, 1951)

maximize $J(\boldsymbol{\theta})$ by iterating $\boldsymbol{\theta} \leftarrow \boldsymbol{\theta} + \alpha \widehat{\nabla} J(\boldsymbol{\theta})$





Can we do something better?

Visualization idea from Bach (2016)

A solution from finite-sum optimization (Johnson and Zhang, 2013):

$$\max_{\boldsymbol{\theta}} J(\boldsymbol{\theta}) = \sum_{i=1}^{N} f_i(\boldsymbol{\theta})$$

$$V J(\theta) = V J(\widetilde{\theta}) + V J(\widetilde{$$

- Unbiased
- Linear convergence

- More data-efficient than FG
- Supervised Learning (SL)

Non-concavity of $J(\theta)$ (Allen-Zhu and Hazan, 2016; Reddi et al., 2016)

Infinite dataset: we would need infinite samples to compute FG (Harikandeh et al., 2015; Bietti and Mairal, 2017)

3 Non-stationarity: $\tau \sim p_{\theta}$ (new!)

RL so far: policy evaluation (Du et al., 2017) and off-policy control (Xu et al., 2017)

Our work: on-policy control

$$\begin{array}{c} \blacktriangledown J(\boldsymbol{\theta}) \\ \texttt{SVRPG estimator} \end{array} = \underbrace{ \begin{array}{c} \widehat{\nabla}_N J(\widetilde{\boldsymbol{\theta}}) \\ \texttt{Large N} \\ \texttt{to approximate FG} \end{array} } + \underbrace{ \begin{array}{c} \widehat{\nabla}_B J(\boldsymbol{\theta}) \\ B < < N \end{array} }_{\texttt{SVRPG estimator}} - \underbrace{ \begin{array}{c} \widehat{\nabla}_B J(\widetilde{\boldsymbol{\theta}}) \\ \texttt{Importance weighting} \\ \texttt{for non-stationarity} \end{array} }$$

- Unbiased
- More data-efficient than FG
- On-policy: only the correction term is weighted

Convergence to local optimum:

$$\mathbb{E}\left[\left\|\nabla J(\boldsymbol{\theta})\right\|^2\right] \leq \frac{J(\boldsymbol{\theta}^*) - J(\boldsymbol{\theta}_0)}{\psi T} + \underbrace{\frac{\zeta}{N}}_{\text{Infinite dataset}} + \underbrace{\frac{\xi}{B}}_{\text{Nonstationarity}}$$

■ Linear convergence + error (similar to Harikandeh et al., 2015)

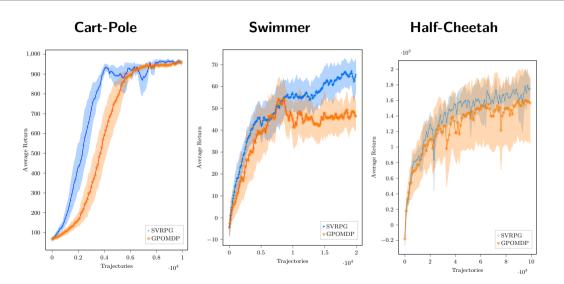
Meta-parameter selection

Adaptive step size: two ADAM (Kingma and Ba, 2014) annealing schedules

$$\underbrace{\alpha_{FG}}_{\text{used at the snapshot}} \qquad \underbrace{\alpha_{SG}}_{\text{used inside epoch}}$$

Adaptive epoch size: new snapshot when effective step size becomes too small

$$\frac{\alpha_{SG}}{B} < \frac{\alpha_{FG}}{N} \implies \text{snapshot}$$



10 Conclusions

- Efficient policy optimization is challenging
- SVRPG: on-policy control based on SVRG
- Meta-parameters still crucial to tame different sources of variance
- Future work: adaptive batch size, natural gradient, actor-critic

11 Thank You

Thank you for your attention

■ Poster: today 06:15 – 09:00 PM @ Hall B #65

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Online resources: t3p.github.io



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```
For s=1,\ldots
     Sample N trajectories using \widehat{\theta}
     Compute FG = \widehat{\nabla}_N J(\widetilde{\theta})
     For t = 1, \ldots, m
           Sample B trajectories using \theta
          Compute \mathrm{SG} = \widehat{\nabla}_B J(\theta)
Compute correction = \omega(\theta, \widetilde{\theta}) \widehat{\nabla}_B J(\widetilde{\theta})
                                                                                                                                              epoch
                                                                                                             iteration
           Update \theta \leftarrow \theta + \alpha \nabla J(\theta)
     Update \widetilde{\theta} \leftarrow \theta
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ADAM (Kingma and Ba, 2014):

- adapts to gradient variance
- can manage different batch sizes
- has memory of past gradients (momentum)

Problem: FG and SG have very different variance magnitudes

⇒ spurious momentum

We use two *separate* annealing schedules:

$$\widetilde{m{ heta}} \leftarrow \widetilde{m{ heta}} + lpha_{FG} \widehat{
abla}_N J(\widetilde{m{ heta}})$$
 at the snapshot $m{ heta} \leftarrow m{ heta} + lpha_{SG} m{m{ folesigm}} J(m{ heta})$ otherwise

Note that $\widehat{\nabla}_N J(\widetilde{\boldsymbol{\theta}}) \equiv \nabla J(\boldsymbol{\theta})$ at the snapshot

Epoch size (m) trade-off:

- Large $m \implies$ large importance-weighting variance \implies unstable
- \blacksquare Small $m \implies$ frequent snapshots \implies data-inefficient

Idea: ADAM already relates gradient variance and efficiency

Our stopping criterion:

$$\frac{\alpha_{SG}}{B} < \frac{\alpha_{FG}}{N} \implies \text{snapshot}$$

When going on is not *convenient*, take new snapshot

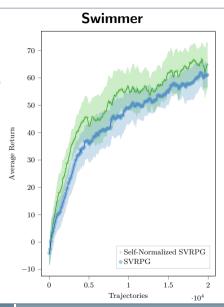
Regular importance weighting (unbiased):

$$\omega(\boldsymbol{\theta}, \widetilde{\boldsymbol{\theta}}) \widehat{\nabla}_B J(\widetilde{\boldsymbol{\theta}}) = \frac{1}{B} \sum_{i=1}^B \frac{p(\tau_i | \widetilde{\boldsymbol{\theta}})}{p(\tau_i | \boldsymbol{\theta})} \nabla \log p(\tau_i | \widetilde{\boldsymbol{\theta}}) R(\tau_i)$$

Normalized importance weighting:

$$\omega(\boldsymbol{\theta}, \widetilde{\boldsymbol{\theta}}) \widehat{\nabla}_B J(\widetilde{\boldsymbol{\theta}}) = \frac{\sum_{i=1}^B \frac{p(\tau_i | \widetilde{\boldsymbol{\theta}})}{p(\tau_i | \boldsymbol{\theta})} \nabla \log p(\tau_i | \widetilde{\boldsymbol{\theta}}) R(\tau_i)}{\sum_{i=1}^B \frac{p(\tau_i | \widetilde{\boldsymbol{\theta}})}{p(\tau_i | \boldsymbol{\theta})}}$$

- Less variance at the price of small bias
- Only affects the correction term
- Benefits are task-dependent



Gradient sample:
$$\sum_{t=1}^{H} \left(\sum_{k=1}^{t} \nabla \log \pi_{\boldsymbol{\theta}}(a_t|s_t) \right) (\gamma^t r_t - \underbrace{\mathbf{b}}_{\mathsf{baseline}}) \quad \text{(Peters and Schaal, 2008)}$$

Not trivial to combine SVRG with critic: variance reduction is not additive

We combine SVRG with a simple critic from Duan et al. (2016)

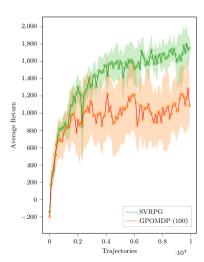
Future work: ad hoc critic

The Full Story

 For Swimmer, we employ normalized weights in our final result

- For Half-Cheetah, we employ normaized weights and critic in our final result
- We compare **SVRPG** with GPOMDP (Baxter and Bartlett, 2001) with batch size B = 10
- This shows the advantage of correcting SG with more data
- However, GPOMDP with batch size N=100 is even worse

Half-Cheetah



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