





# Implicit Under-Parameterization Inhibits Data Efficient Deep Reinforcement Learning



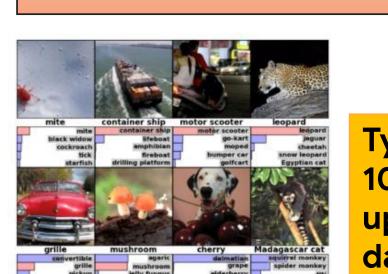
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#### Modern Deep RL Algorithms $(\mathbf{s}, \mathbf{a}, \mathbf{s}', r)$ dataset of Training transitions deep neural off-policy net policies learning $\pi(\mathbf{a}|\mathbf{s})$ (with exploration) Q-Learning 1. Train Q-functions by minimizing **TD Error**: Typically solved $E_{(\mathbf{s},\mathbf{a})\sim\pi_{\beta}(\mathbf{s},\mathbf{a})} \left| \left( Q_{\phi}(\mathbf{s},\mathbf{a}) - \left( r(\mathbf{s},\mathbf{a}) + \gamma E[Q_{\phi}(\mathbf{s}',\mathbf{a}')] \right) \right|^{2} \right|$ "approximately" using 2. Collect new data in the environment by rolling gradient descent for a fixed number of steps

How does this approximate optimization procedure affect learning?

## Data-Efficient Deep Reinforcement Learning

Data-Efficient Deep RL: Want to learn the most per unit amount of experience/data



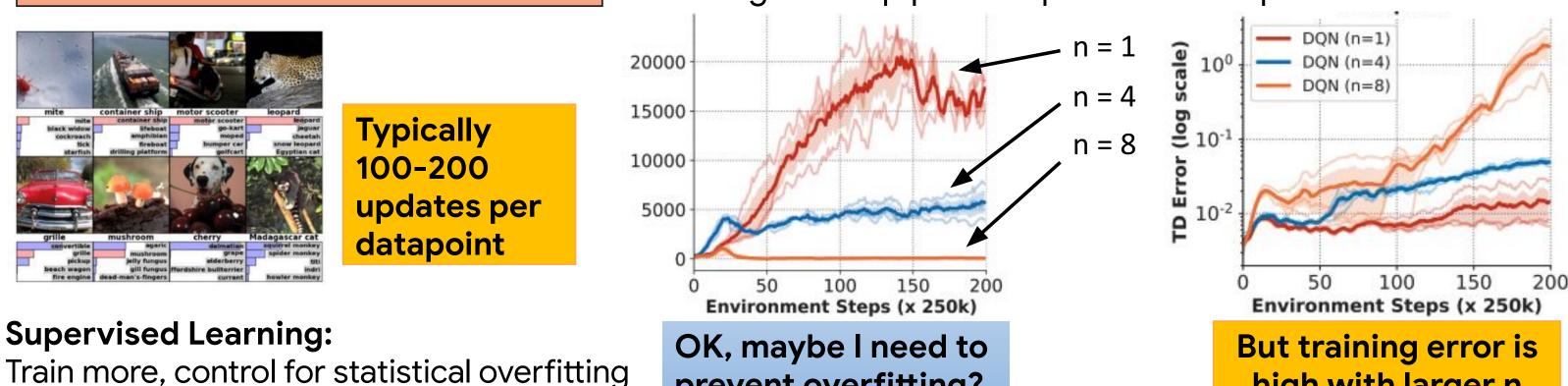
How can we obtain data-efficiency?

Train error = 0, validation error = high

out the learned policy.

### Reinforcement Learning:

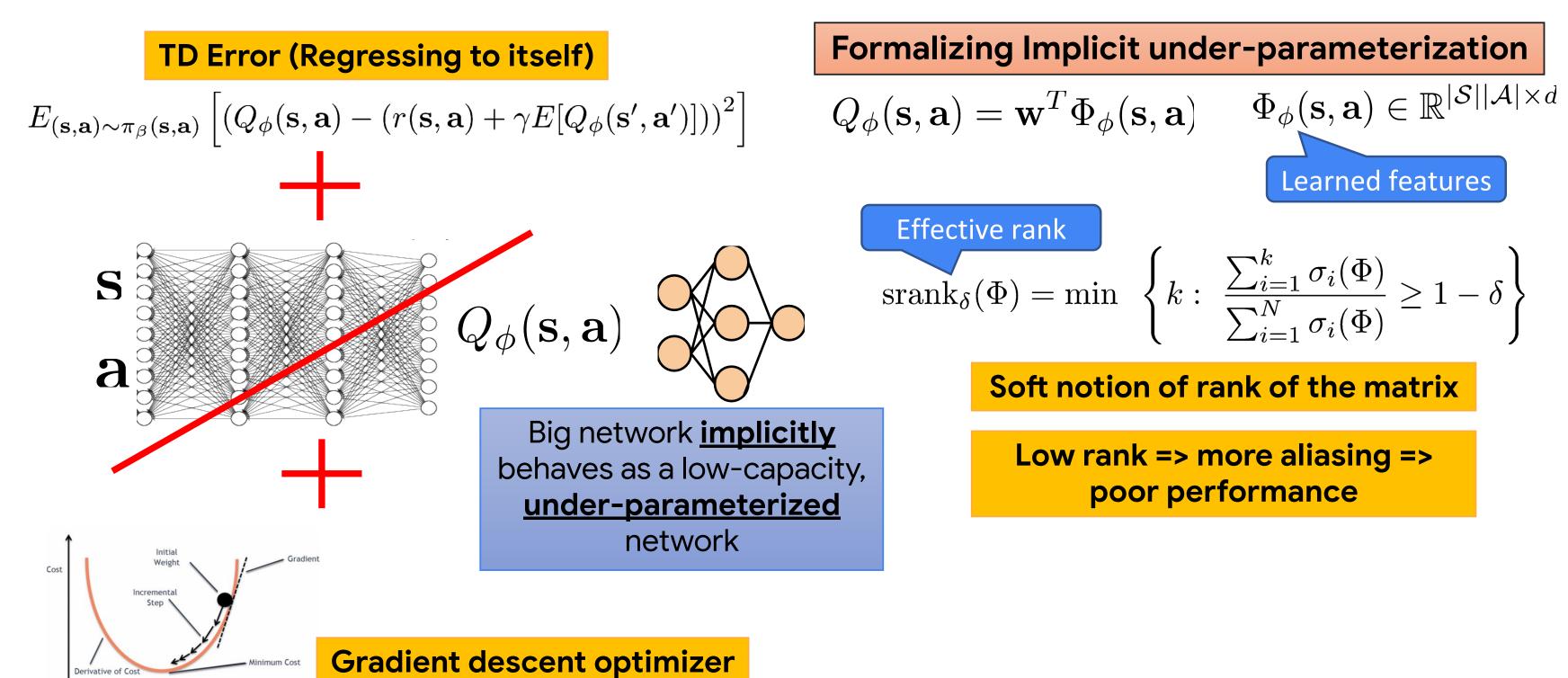
Training >=1 step per datapoint leads to poor



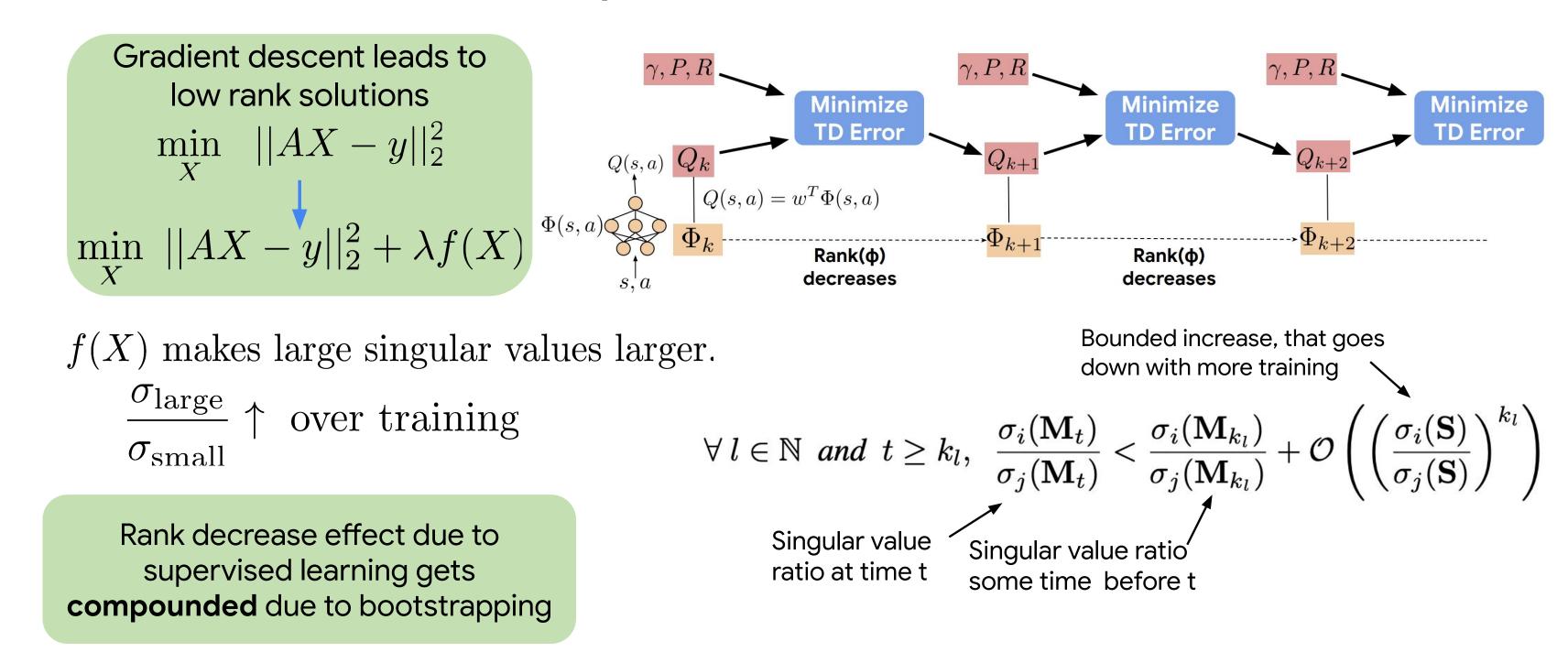
prevent overfitting?

### Why do we see "underfitting" with more training?

## Implicit Under-Parameterization



## What Causes Implicit Under-Parameterization?



..analysis with kernel regression and deep linear nets in the paper

high with larger n