

Meta Reinforcement Learning Adaptable Models & Policies

CS 224R

Reminders

Homework 3 due **Wednesday**

Project milestone due **next Wednesday**

Plan for Today

Meta-RL problem statement

Black-box meta-RL methods

<- comes up in HW4

Optimization-based meta-RL methods

Next time: Learning to explore.

<- part of HW4

- Understand the **meta-RL problem statement** & set-up
- Understand the basics of **black-box meta RL algorithms**
- Understand the basics & challenges of **optimization-based meta RL algorithms**

Lecture goals:

Problem Settings

Multi-Task Learning

Solve multiple tasks $\mathcal{T}_1, \dots, \mathcal{T}_T$ at once.

$$\min_{\theta} \sum_{i=1}^T \mathcal{L}_i(\theta, \mathcal{D}_i)$$

Transfer Learning

Solve target task \mathcal{T}_b after solving source task \mathcal{T}_a
by *transferring* knowledge learned from \mathcal{T}_a

The Meta-Learning Problem

Given data from $\mathcal{T}_1, \dots, \mathcal{T}_n$, quickly solve new task $\mathcal{T}_{\text{test}}$

In all settings: tasks must share structure.

A reinforcement learning task:

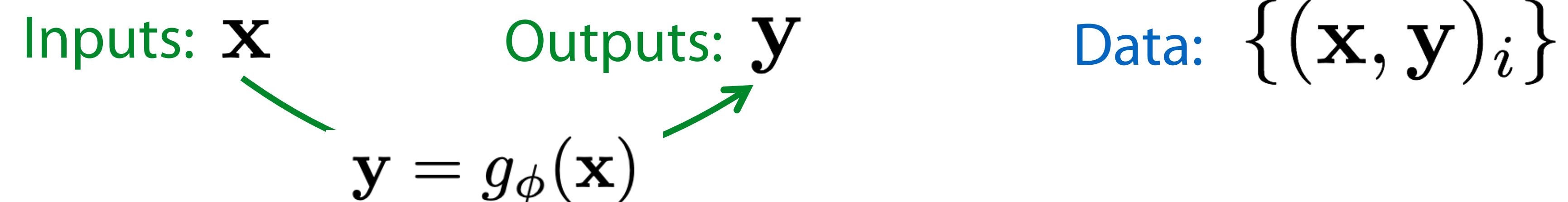
The diagram illustrates a reinforcement learning environment model. At the top, two labels are positioned: "action space" on the left and "dynamics" on the right. Below these labels, a mathematical expression defines the model as $\mathcal{T}_i \triangleq \{\mathcal{S}_i, \mathcal{A}_i, p_i(s_1), p_i(s' | s, a), r_i(s, a)\}$. This expression is connected by arrows to its corresponding components: "state space" and "initial state distribution" under "action space", and "reward" under "dynamics".

Meta-reinforcement learning

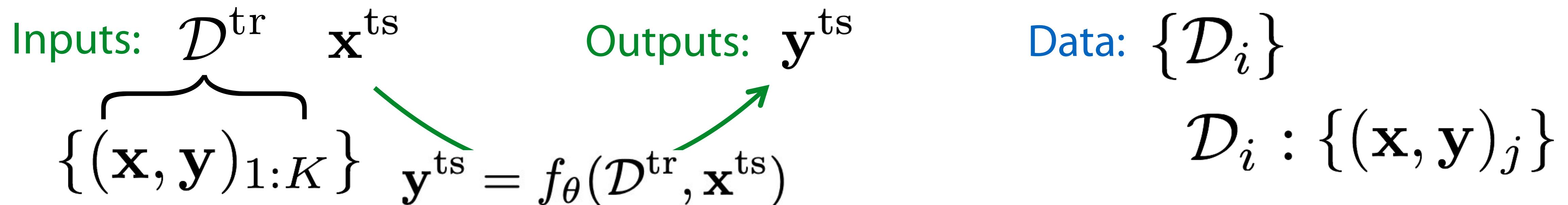
= **meta-learning** with RL tasks

The Meta-Learning Problem

Supervised Learning:



Meta Supervised Learning:

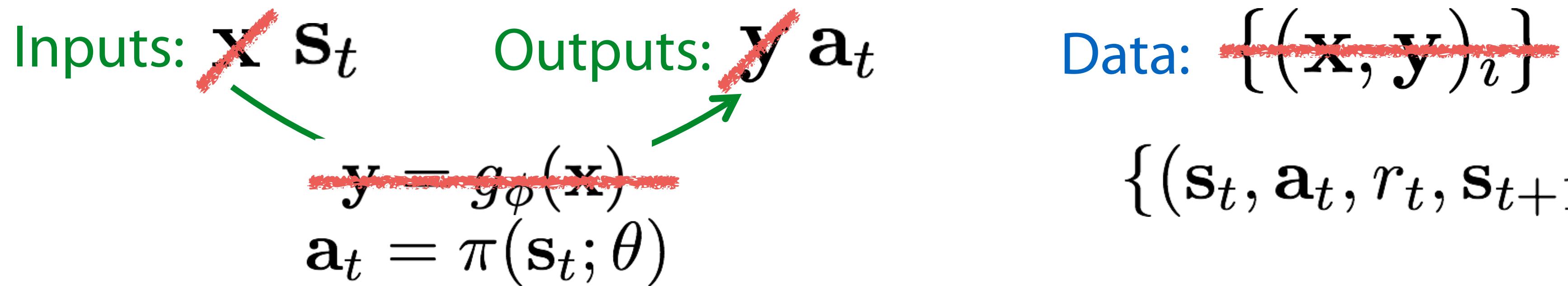


Why is this view useful?

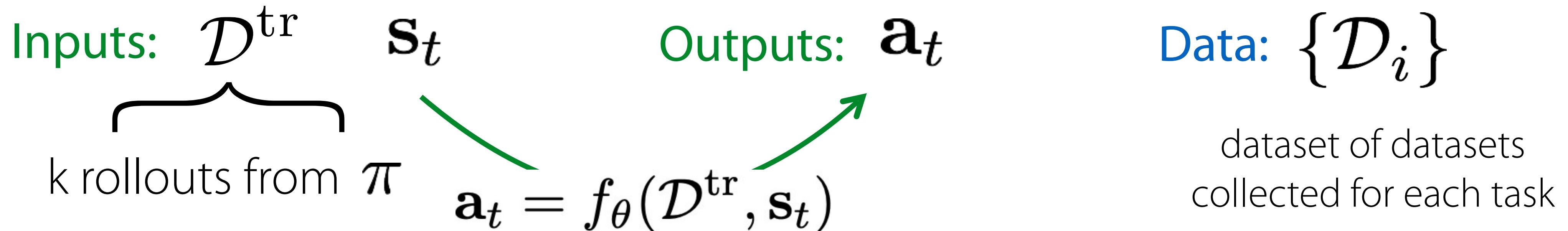
Reduces the meta-learning problem to the design & optimization of f .

The Meta Reinforcement Learning Problem

Reinforcement Learning:



Meta Reinforcement Learning:

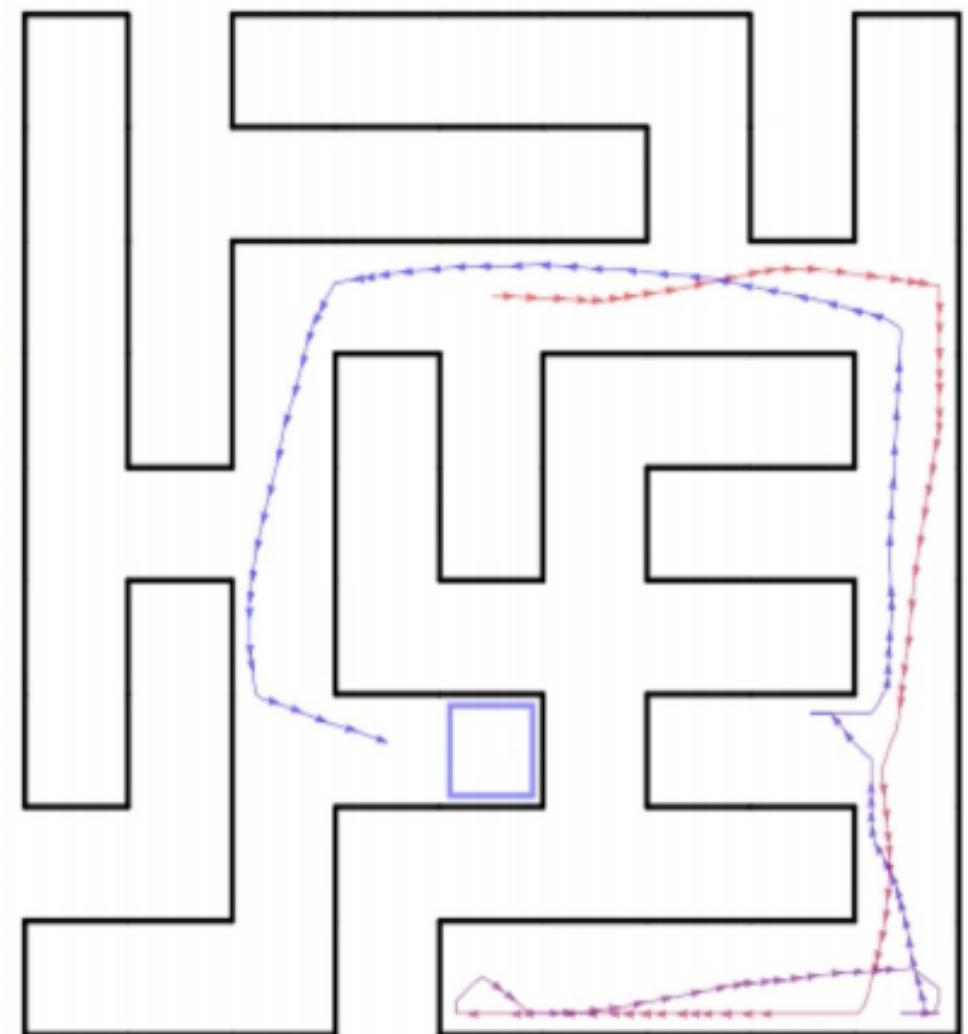


Design & optimization of f *and* collecting appropriate data
(learning to explore)

Meta-RL Example: Maze Navigation

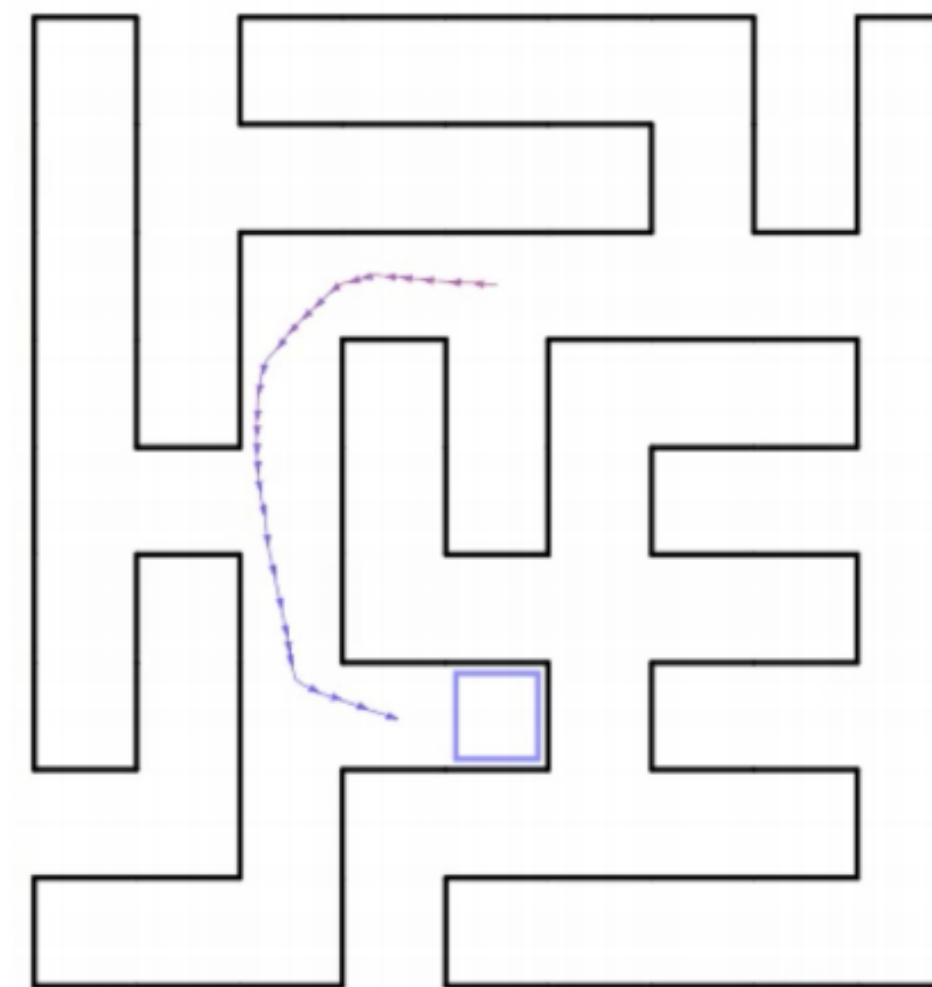
Collect small amount of experience in new MDP

Goal:



Collect $\mathcal{D}_{\text{tr}} \sim \pi^{\text{exp}}$

Learn policy that solves that MDP

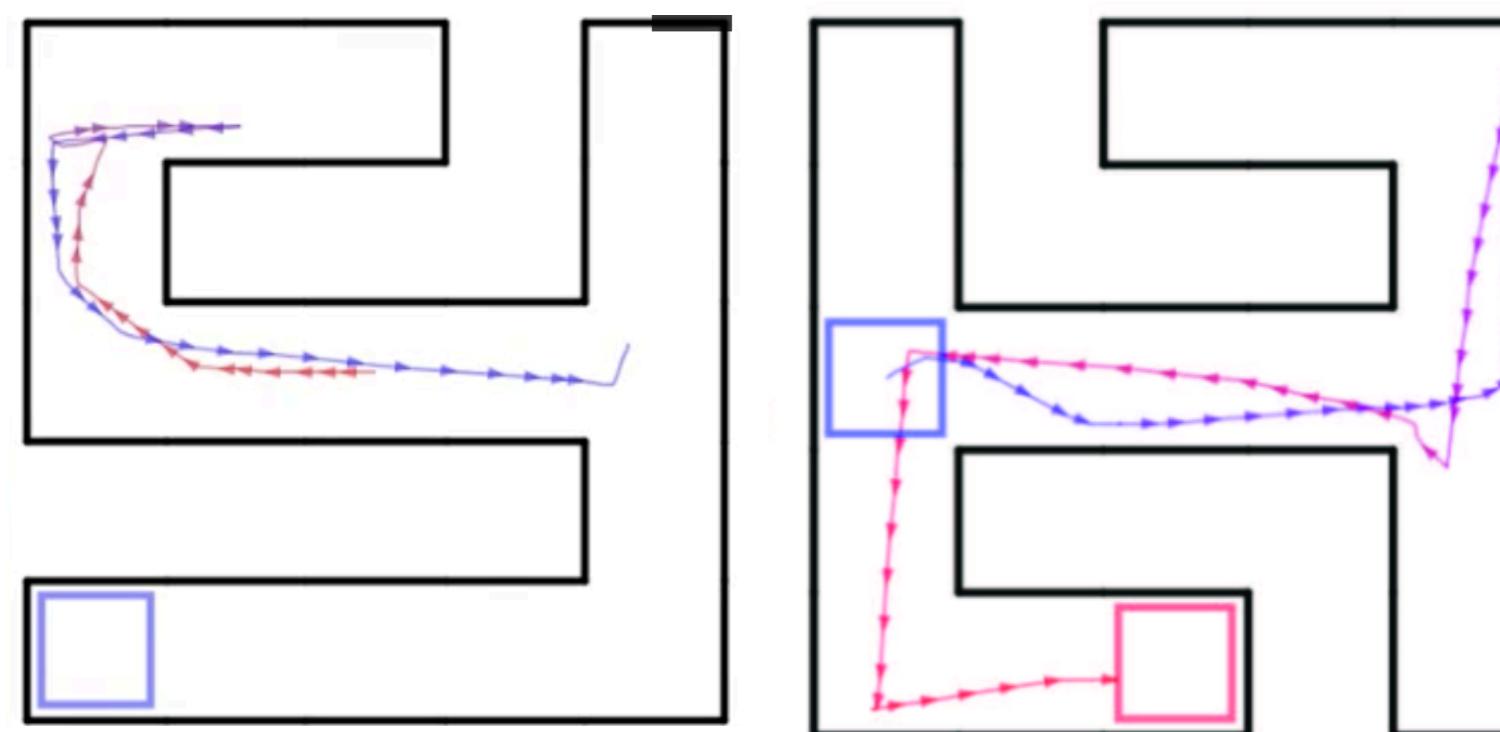


$\mathcal{D}_{\text{tr}} \rightarrow \pi^{\text{task}}$

Meta-RL Example: Maze Navigation

Meta-Train Time:

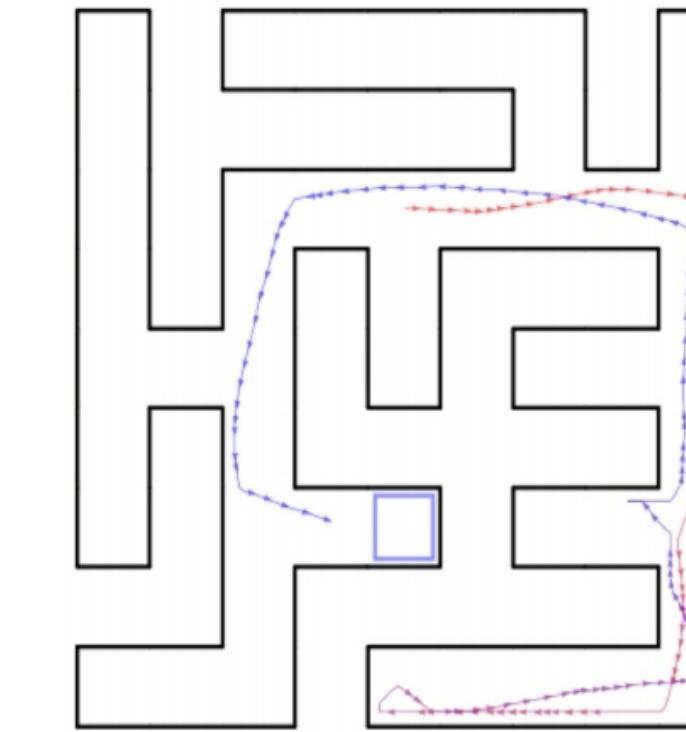
Learn how to efficiently explore & solve many MDPs:



Meta-train $\pi^{\text{exp}}, \pi^{\text{task}}$

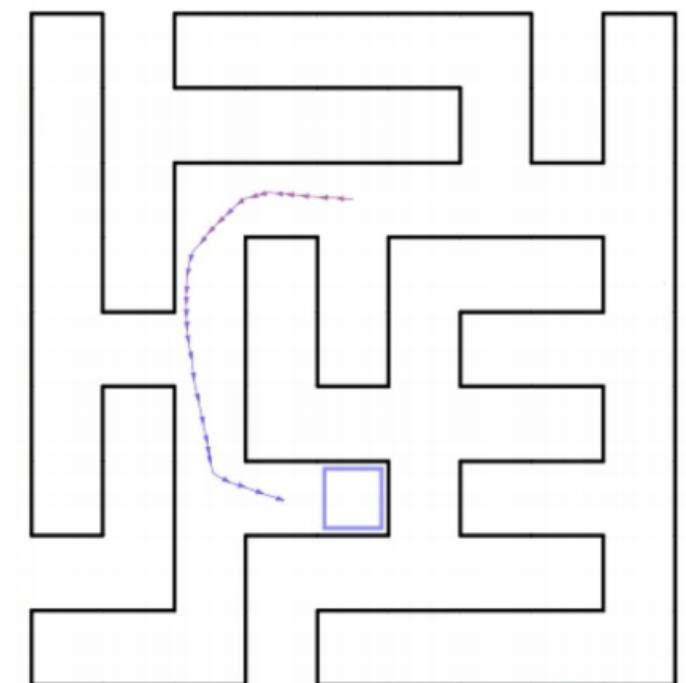
Meta-Test Time:

Collect small amount of experience in new MDP



Collect $\mathcal{D}_{\text{tr}} \sim \pi^{\text{exp}}$

Learn policy that solves that MDP

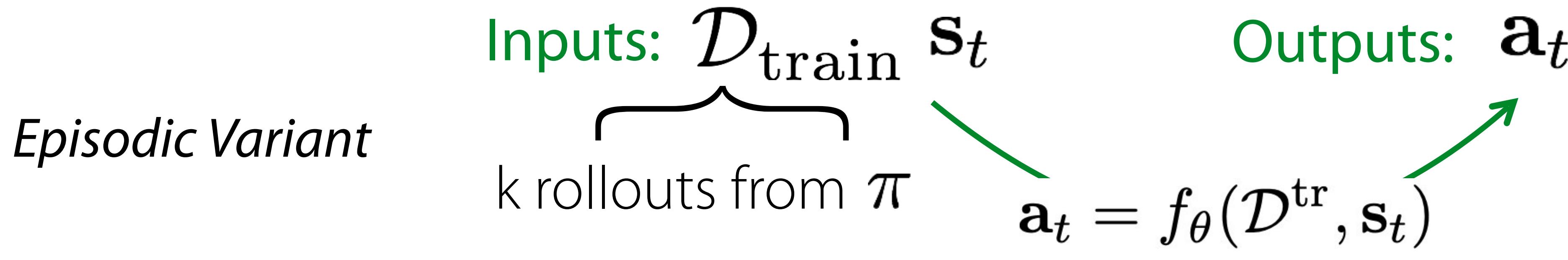


$\mathcal{D}_{\text{tr}} \rightarrow \pi^{\text{task}}$

Key assumption: Meta-training & meta-testing MDPs come from same distribution.
(so that we can expect generalization)

The Meta Reinforcement Learning Problem

Meta Reinforcement Learning:



Note: exploration policy π and adaptation policy f_θ need not be the same.

Plan for Today

Meta-RL problem statement

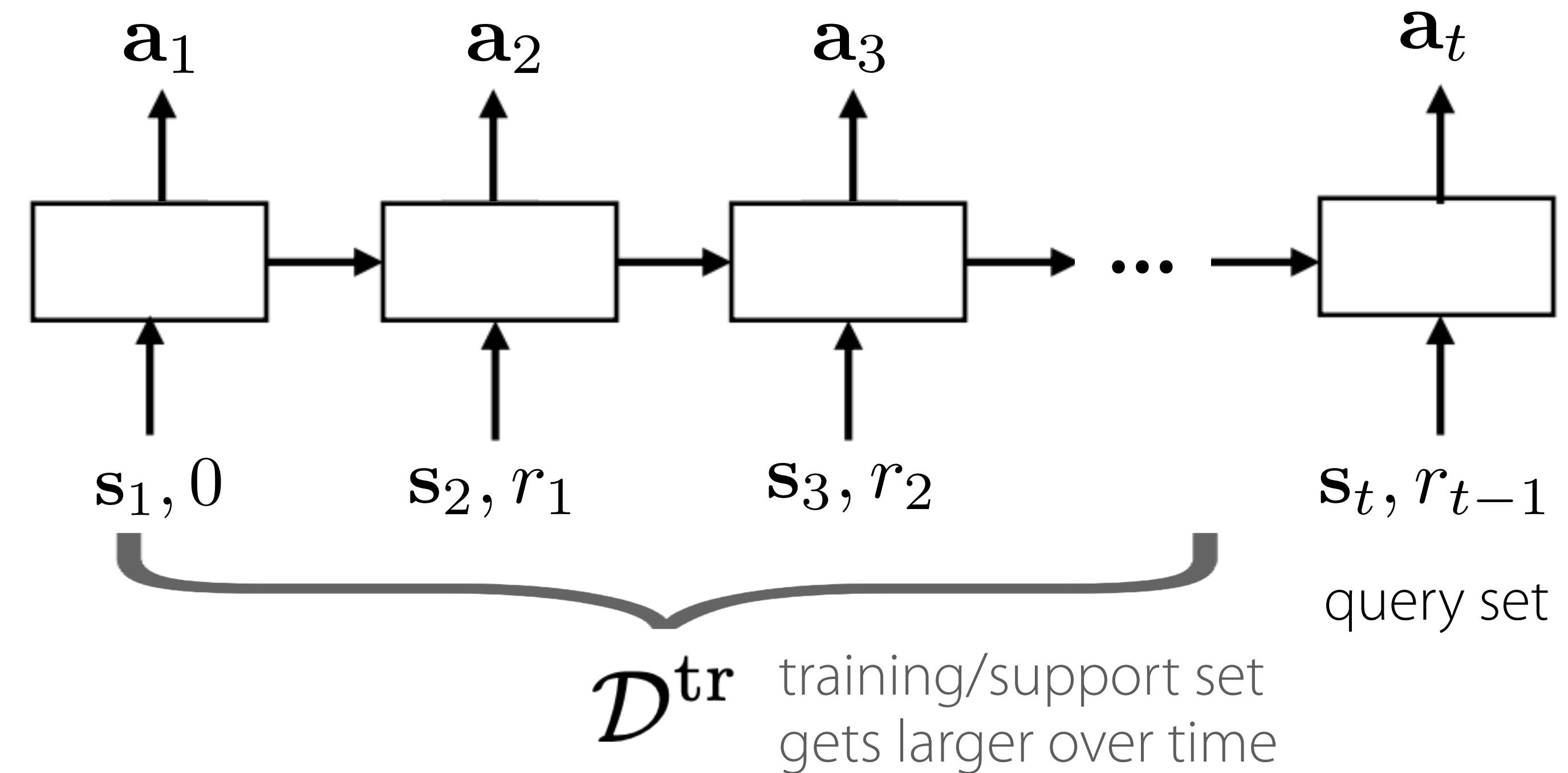
Black-box meta-RL methods

Optimization-based meta-RL methods

Black-Box Meta-RL: Overview

Black-box network
(LSTM, NTM, Conv, ...)

$$\mathbf{a}_t = f_{\theta}(\mathcal{D}^{\text{tr}}, \mathbf{s}_t)$$



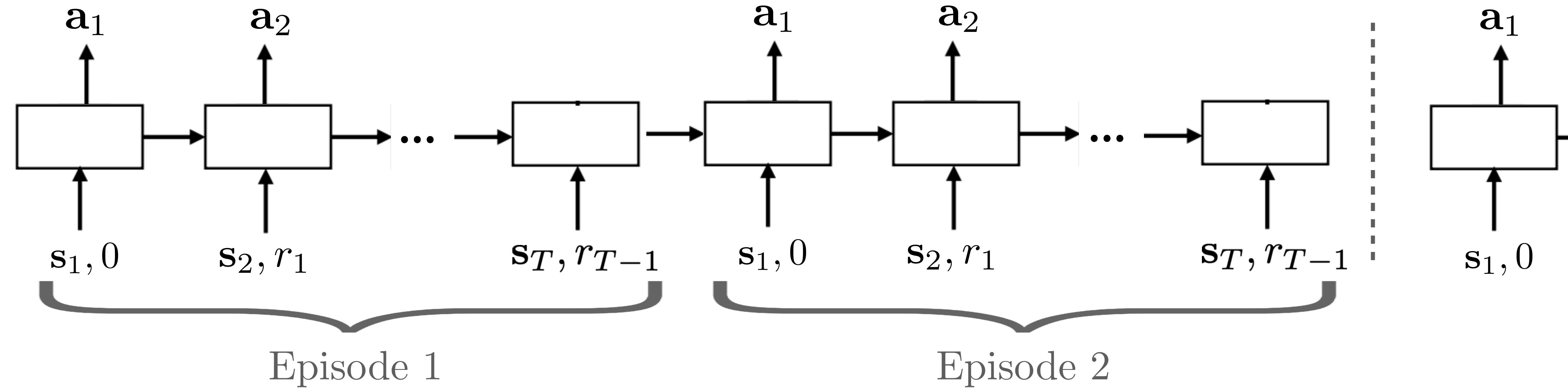
Question: Why don't we need to pass in the actions \mathbf{a}_{t-1} with the support set?

Question: How is this different from simply doing RL with a recurrent policy?

Reward is passed as input
(& trained across multiple MDPs)

Hidden state maintained
across episodes within a task!

Black-Box Meta-RL: Algorithm



1. Sample task \mathcal{T}_i
2. Roll-out policy $\pi(a|s, \mathcal{D}_i^{\text{tr}})$ for N episodes
(under dynamics $p_i(s'|s, a)$ and reward $r_i(s, a)$)
3. Store sequence in replay buffer for task \mathcal{T}_i .
4. Update policy to maximize discounted return for all tasks.

Black-Box Meta-RL: Algorithm

Meta-Training

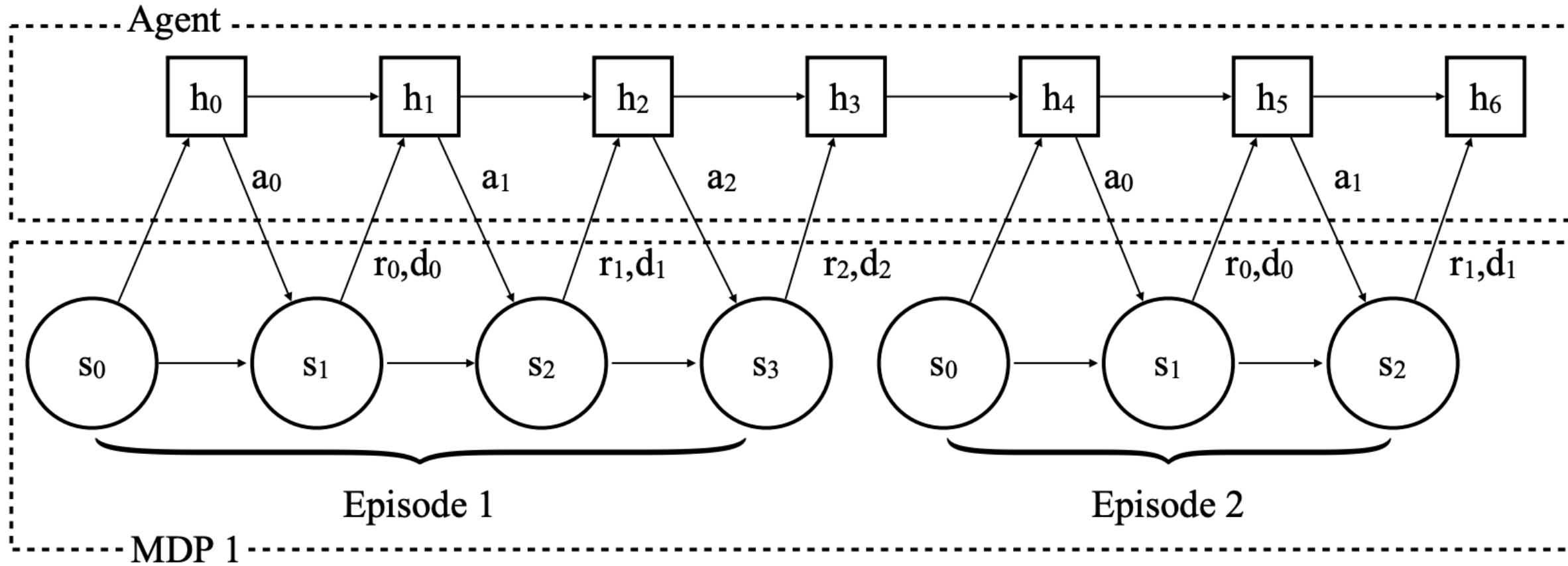
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Meta-Test Time

1. Sample *new* task \mathcal{T}_j
2. Roll-out policy $\pi(a|s, \mathcal{D}_j^{\text{tr}})$ for up to N episodes

Black-Box Meta-RL: Architectures & Optimizers

RNN architecture



Duan, Schulman, Chen, Bartlett, Sutskever, Abbeel. *RL²: Fast Reinforcement Learning via Slow Reinforcement Learning*. 2017

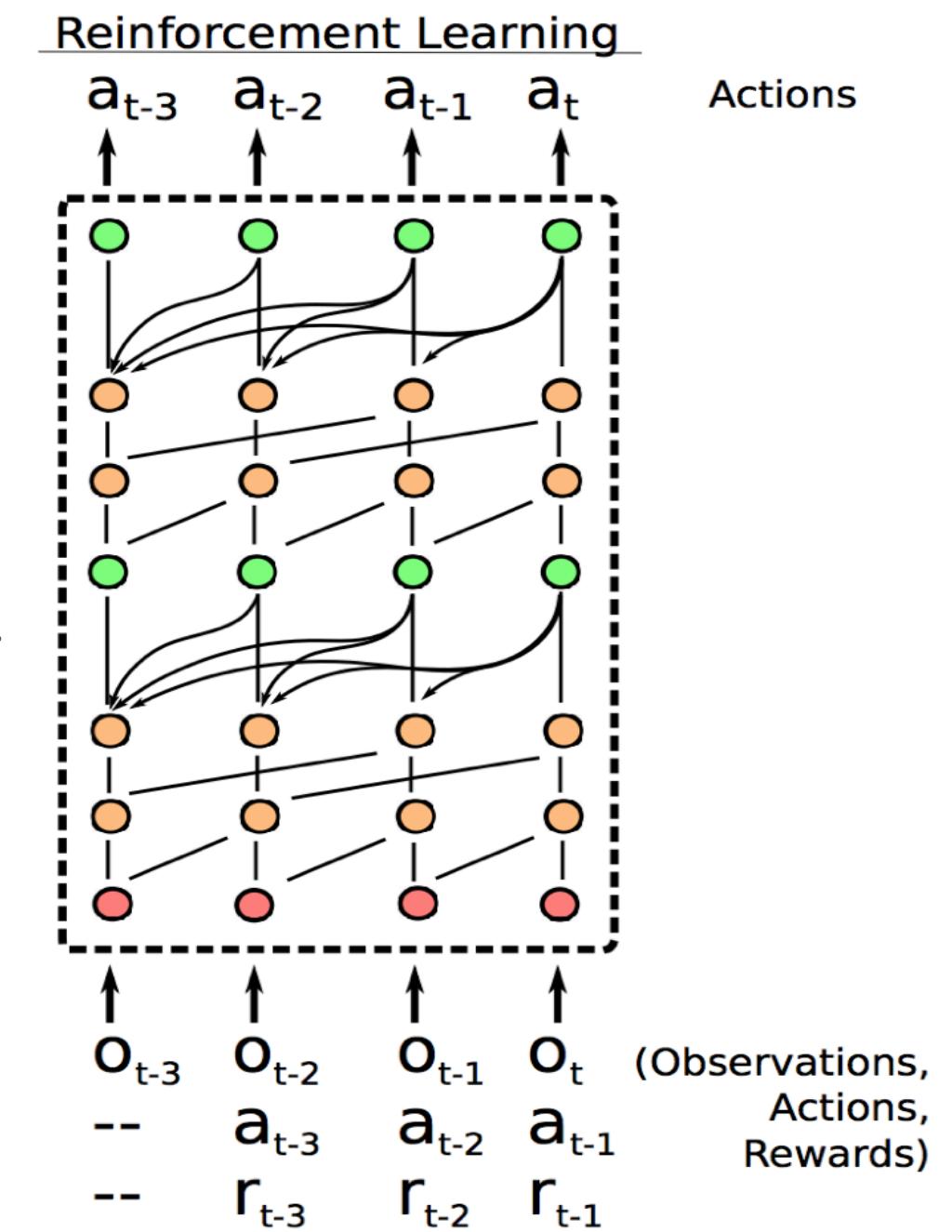
Wang, Kurth-Nelson, Tirumala, Soyer, Leibo, Munos, Blundell, Kumaran, Botvinick. *Learning to Reinforcement Learn*. CogSci 2017

TRPO/A3C (on-policy)

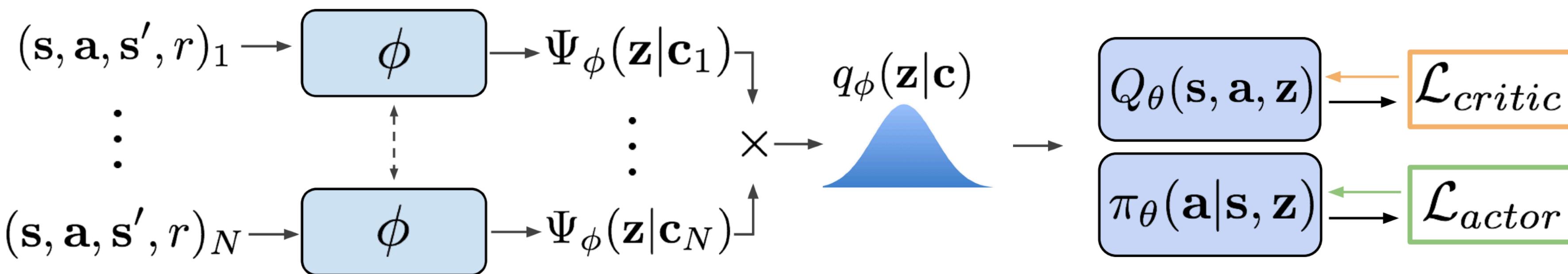
Attention + 1D conv

TRPO (on-policy)

Mishra, Rohaninejad, Chen, Abbeel. *A Simple Neural Attentive Meta-Learner*. ICLR 2018



Feedforward + average SAC (off-policy)



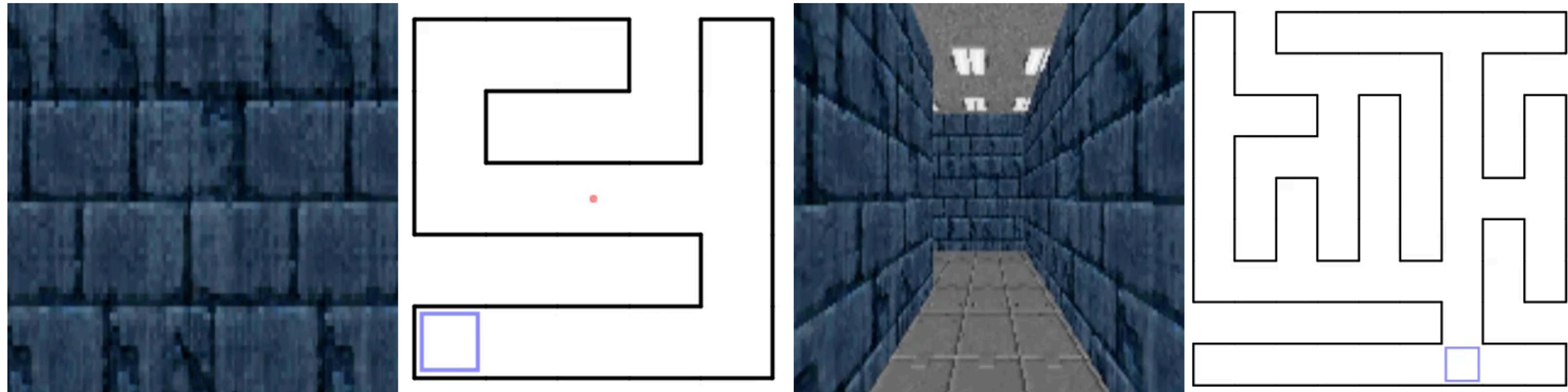
Rakelly, Zhou, Quillen, Finn, Levine. *Efficient Off-Policy Meta-Reinforcement Learning via Probabilistic Context Variables*. ICML 2019.

Meta-RL Example #1

From: Mishra, Rohaninejad, Chen, Abbeel. *A Simple Neural Attentive Meta-Learner*. ICLR 2018

Experiment: Learning to visually navigate a maze

- train on 1000 small mazes
- test on held-out small mazes and large mazes



Meta-RL Example #1

From: Mishra, Rohaninejad, Chen, Abbeel. *A Simple Neural Attentive Meta-Learner*. ICLR 2018

Experiment: Learning to visually navigate a maze

- train on 1000 small mazes
- test on held-out small mazes and large mazes

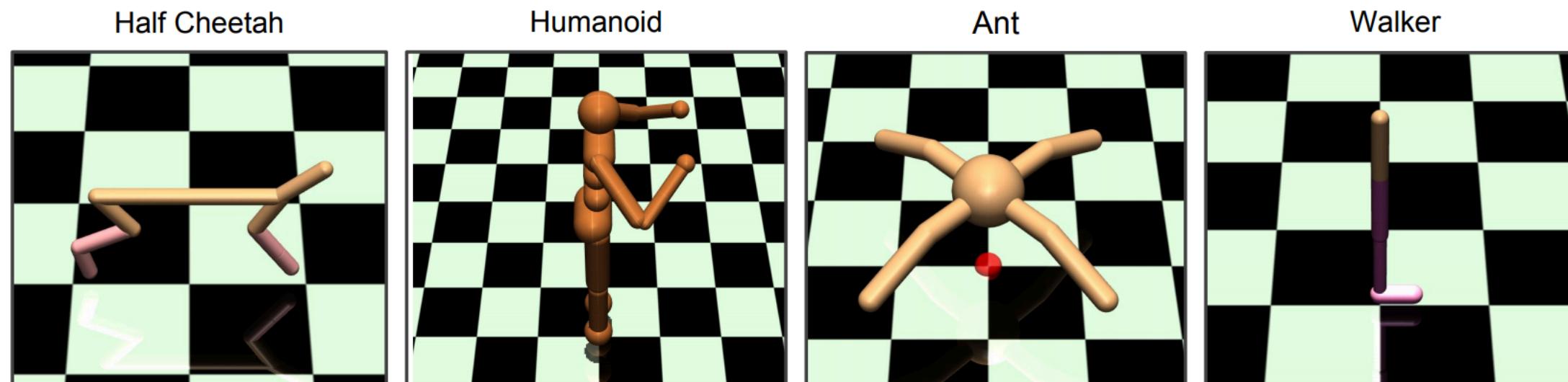
Method	Small Maze		Large Maze	
	Episode 1	Episode 2	Episode 1	Episode 2
Random	188.6 ± 3.5	187.7 ± 3.5	420.2 ± 1.2	420.8 ± 1.2
LSTM	52.4 ± 1.3	39.1 ± 0.9	180.1 ± 6.0	150.6 ± 5.9
SNAIL (ours)	50.3 ± 0.3	34.8 ± 0.2	140.5 ± 4.2	105.9 ± 2.4

Table 5: Average time to find the goal on each episode

Meta-RL Example #2

Rakelly, Zhou, Quillen, Finn, Levine. *Efficient Off-Policy Meta-Reinforcement Learning via Probabilistic Context Variables.* ICML 2019.

Experiment: Continuous control problems

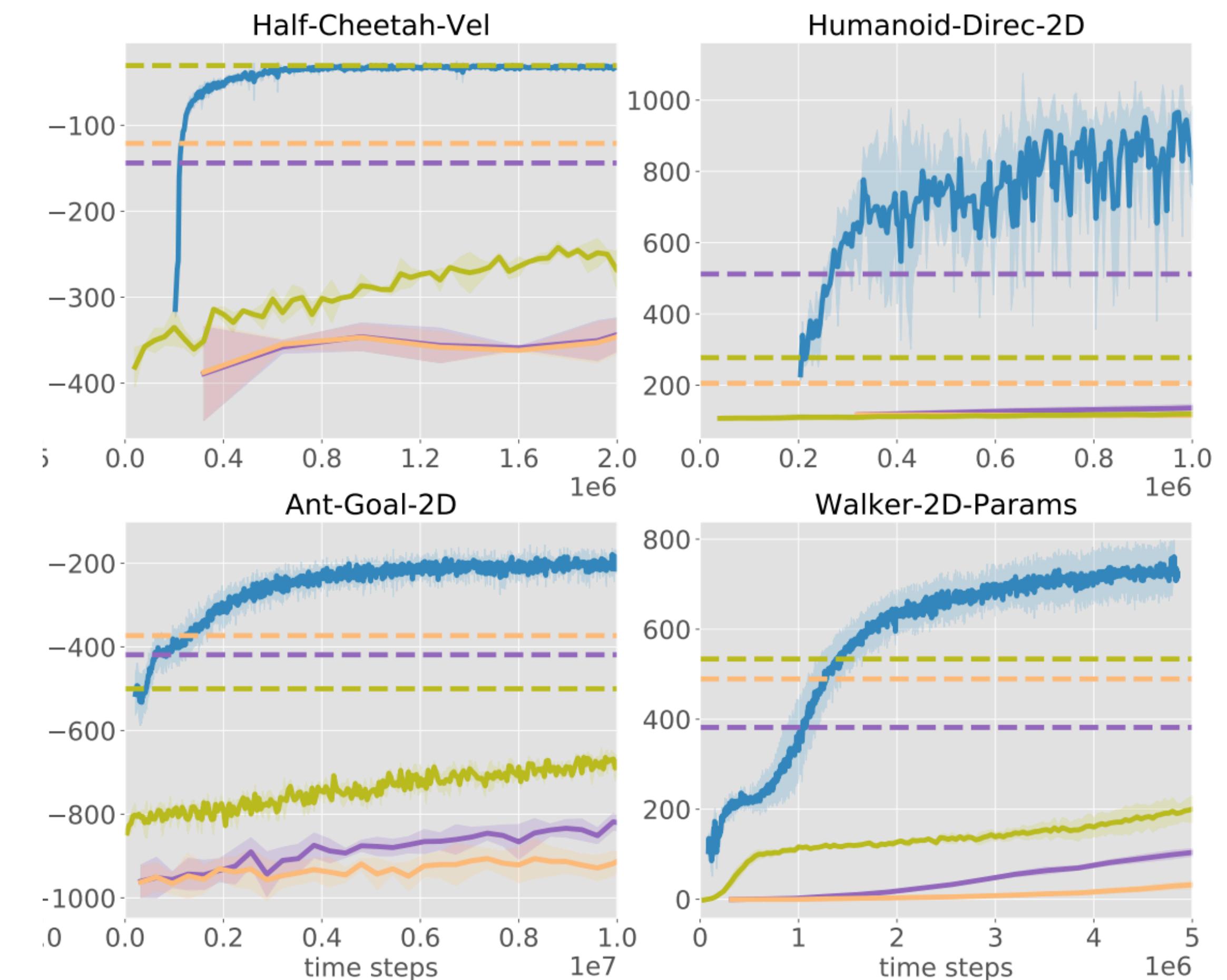


- different directions, velocities
- different physical dynamics

Meta-RL algos are very efficient at new tasks.

But, what about **meta-training efficiency**?

Question: Do you expect off-policy meta-RL to be more or less efficient than on-policy meta-RL?



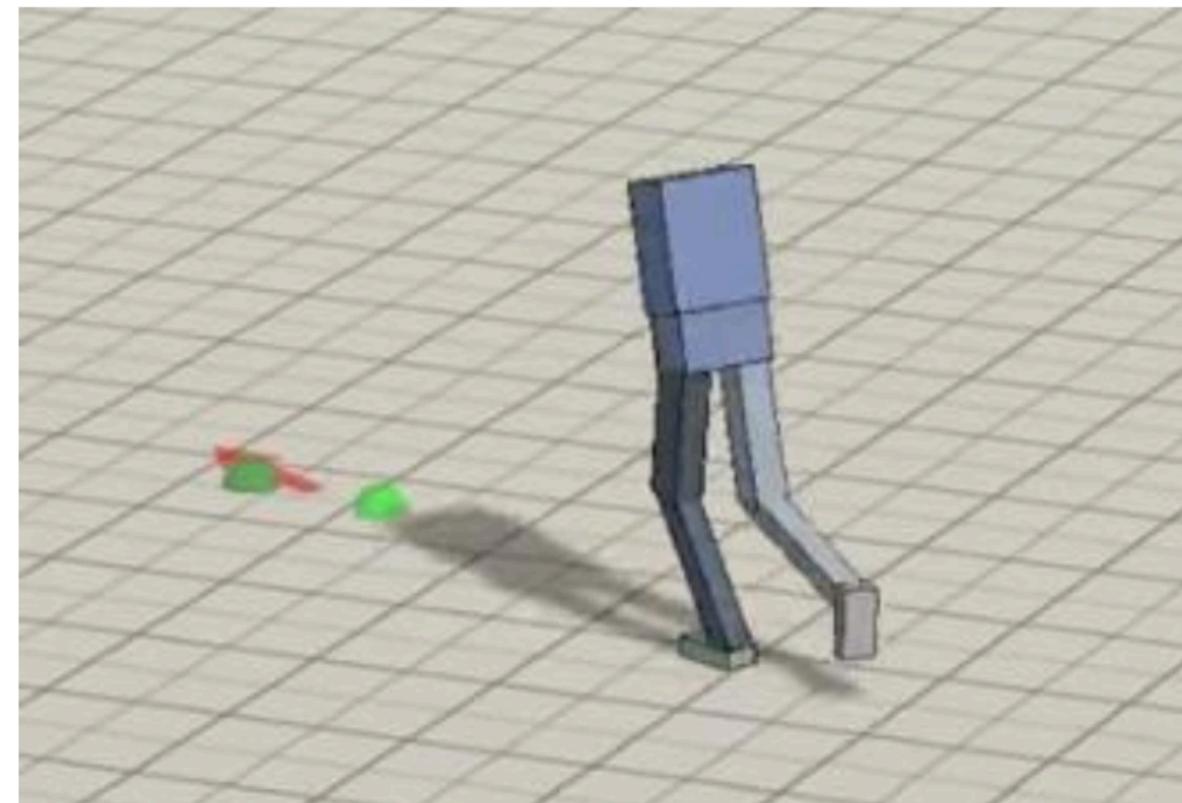
Black-box:

PEARL	RL2
ProMP	MAML

Opt-based:

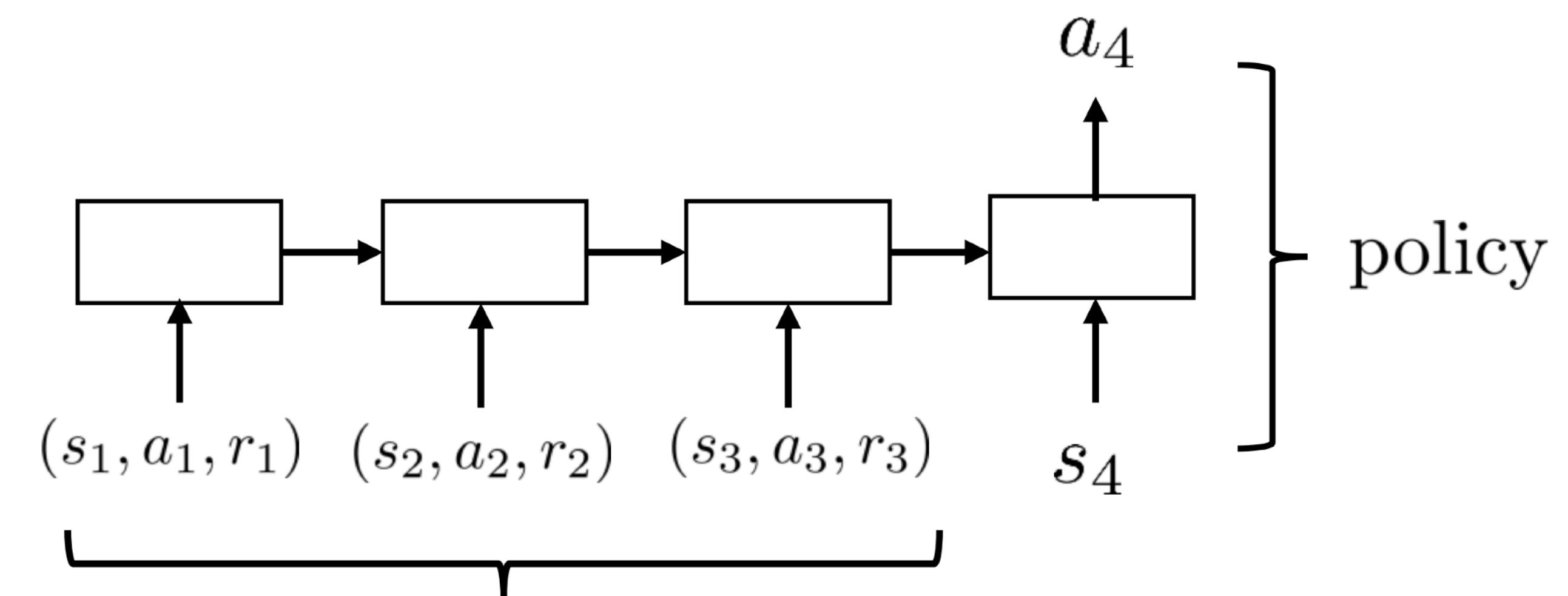
Digression: Connection to Multi-Task Policies

multi-task policy: $\pi_\theta(\mathbf{a} \mid \mathbf{s}, \mathbf{z}_i)$



\mathbf{z}_i : stack location

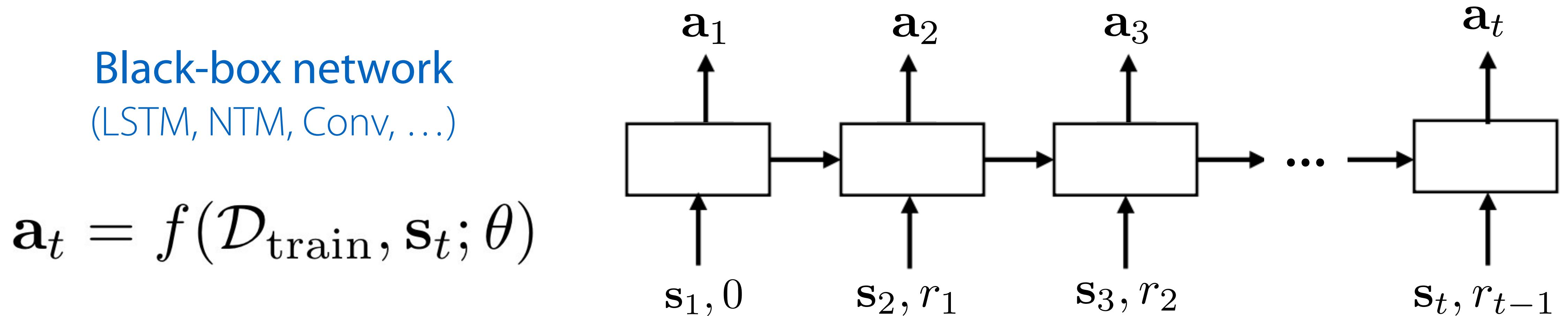
\mathbf{z}_i : walking direction



What about goal-conditioned policies / value functions?

- rewards are a strict generalization of goals
- meta-RL objective is to *adapt* new tasks vs. *generalize* to new goals
(**k-shot** vs. **0-shot**)

Black-Box Meta-RL Summary



- + general & expressive
- + a variety of design choices in architecture
- hard to optimize
- ~ inherits sample efficiency from outer RL optimizer

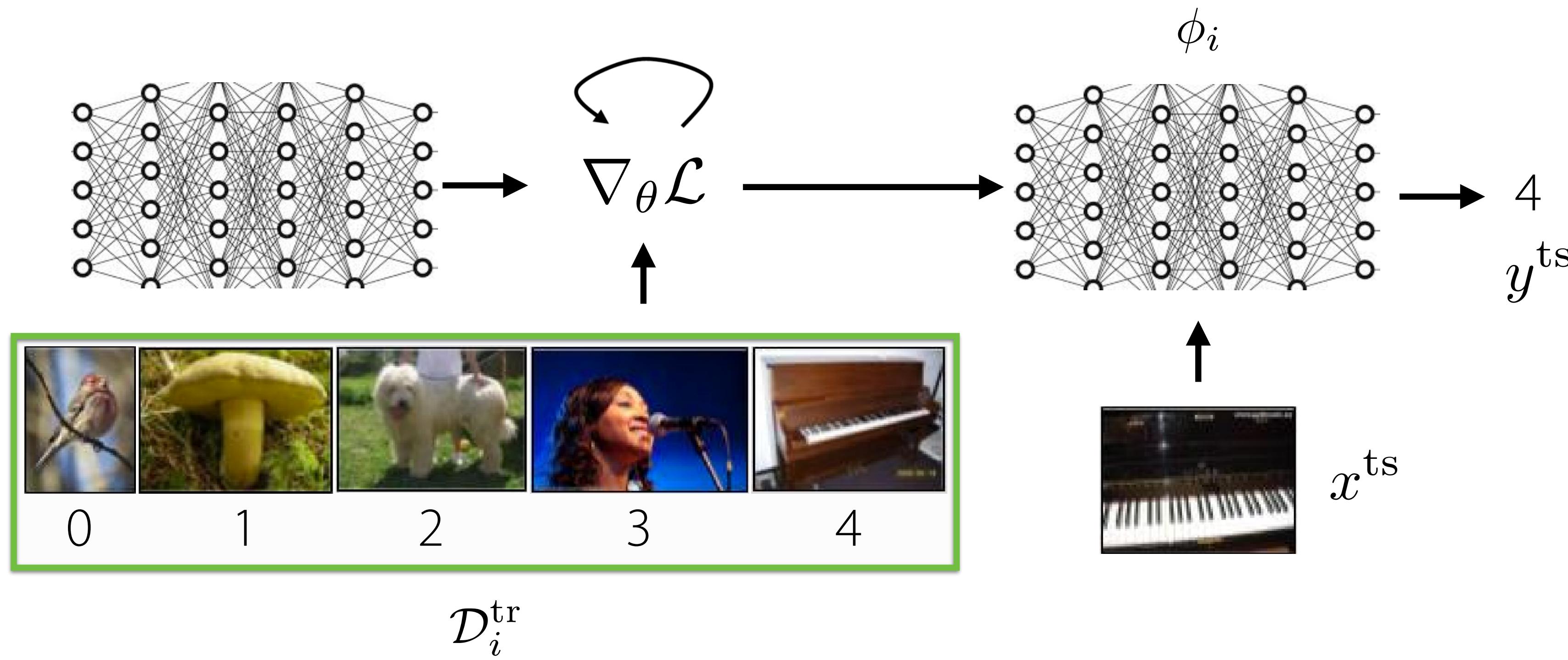
Plan for Today

Meta-RL problem statement

Black-box meta-RL methods

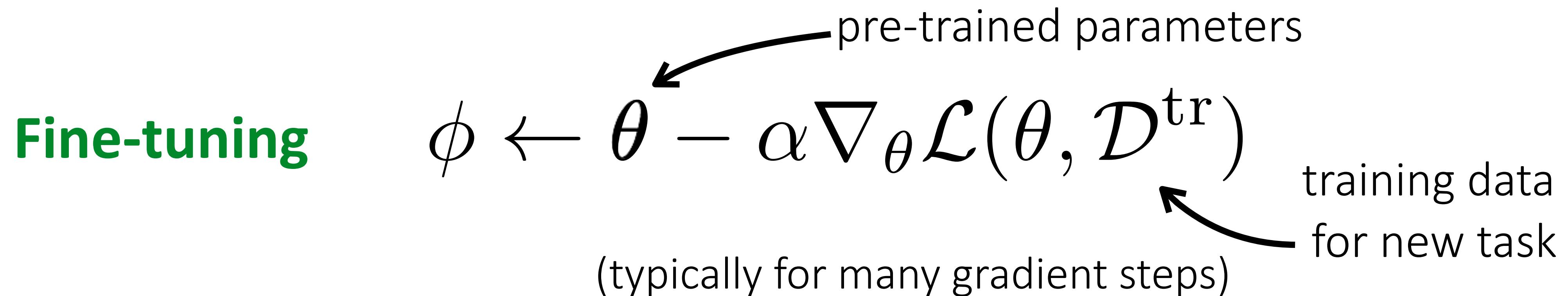
Optimization-based meta-RL methods

Optimization-Based Meta-Learning



Key idea: embed optimization inside the inner learning process

Fine-tuning



Universal Language Model Fine-Tuning for Text Classification. Howard, Ruder. '18

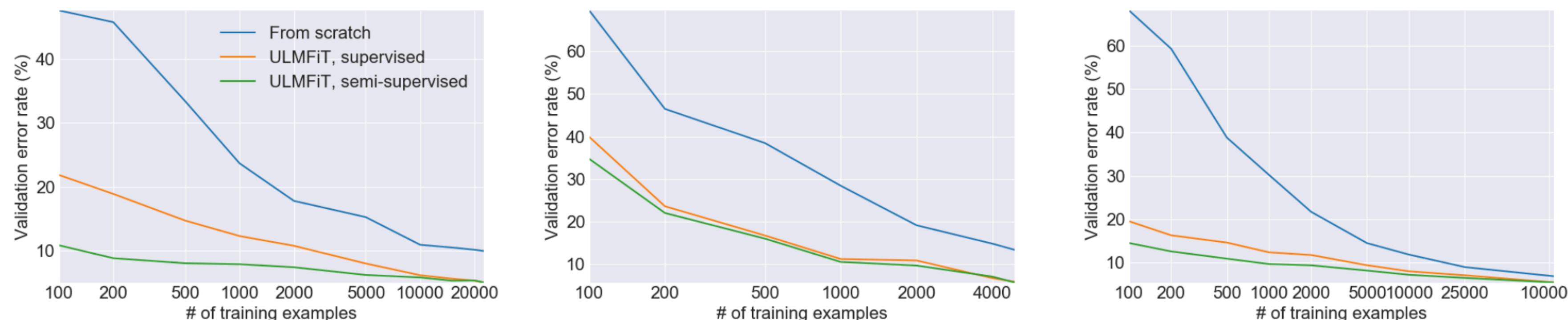


Figure 3: Validation error rates for supervised and semi-supervised ULMFiT vs. training from scratch with different numbers of training examples on IMDb, TREC-6, and AG (from left to right).

Fine-tuning less effective with very small datasets.

Optimization-Based Meta-Learning

Fine-tuning [test-time]

$$\phi \leftarrow \theta - \alpha \nabla_{\theta} \mathcal{L}(\theta, \mathcal{D}^{\text{tr}})$$

pre-trained parameters

training data
for new task

Meta-learning

$$\min_{\theta} \sum_{\text{task } i} \mathcal{L}(\theta - \alpha \nabla_{\theta} \mathcal{L}(\theta, \mathcal{D}_i^{\text{tr}}), \mathcal{D}_i^{\text{ts}})$$

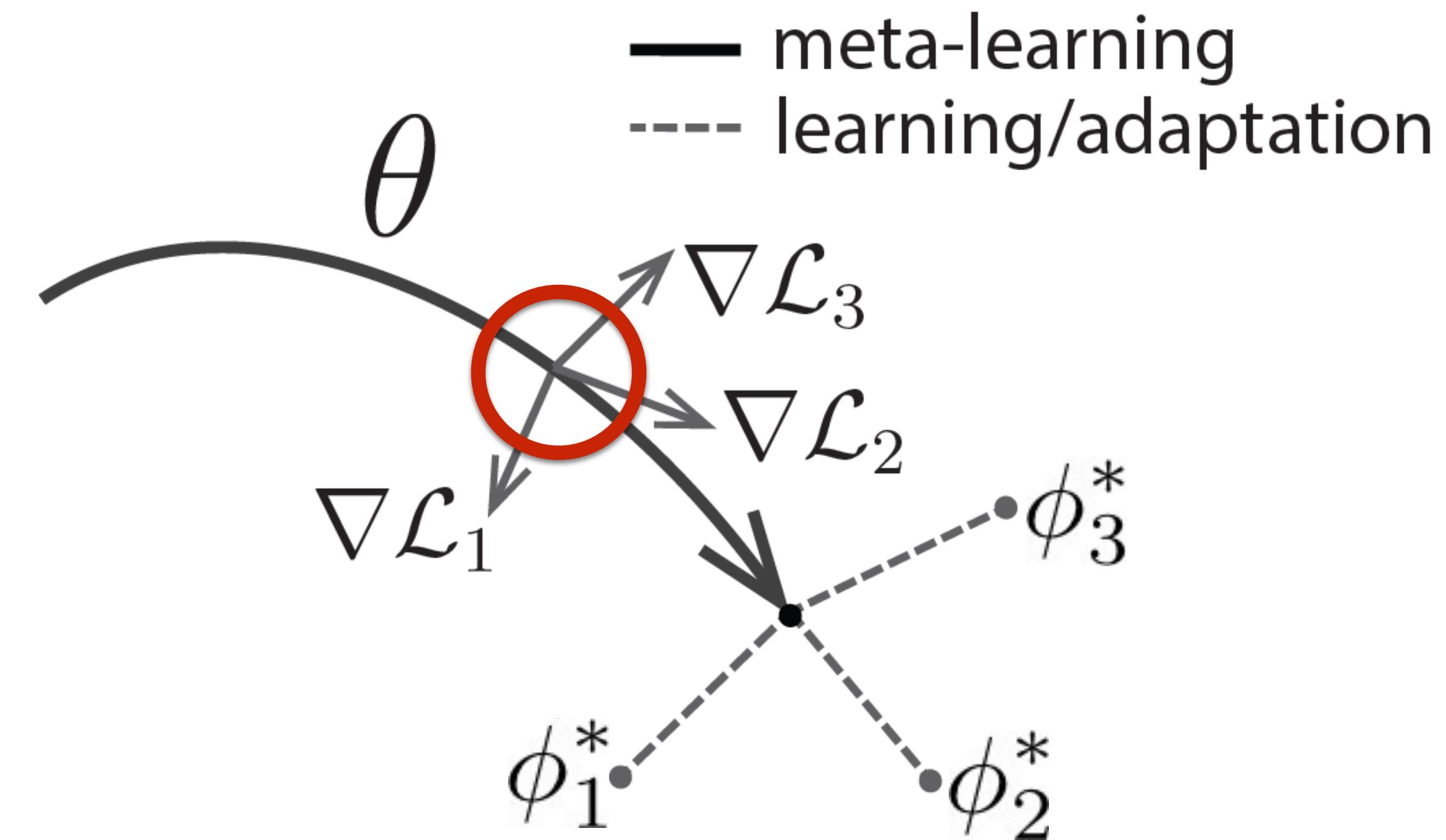
Key idea: Over many tasks, learn parameter vector θ that transfers via fine-tuning

Optimization-Based Meta-Learning

$$\min_{\theta} \sum_{\text{task } i} \mathcal{L}(\theta - \alpha \nabla_{\theta} \mathcal{L}(\theta, \mathcal{D}_i^{\text{tr}}), \mathcal{D}_i^{\text{ts}})$$

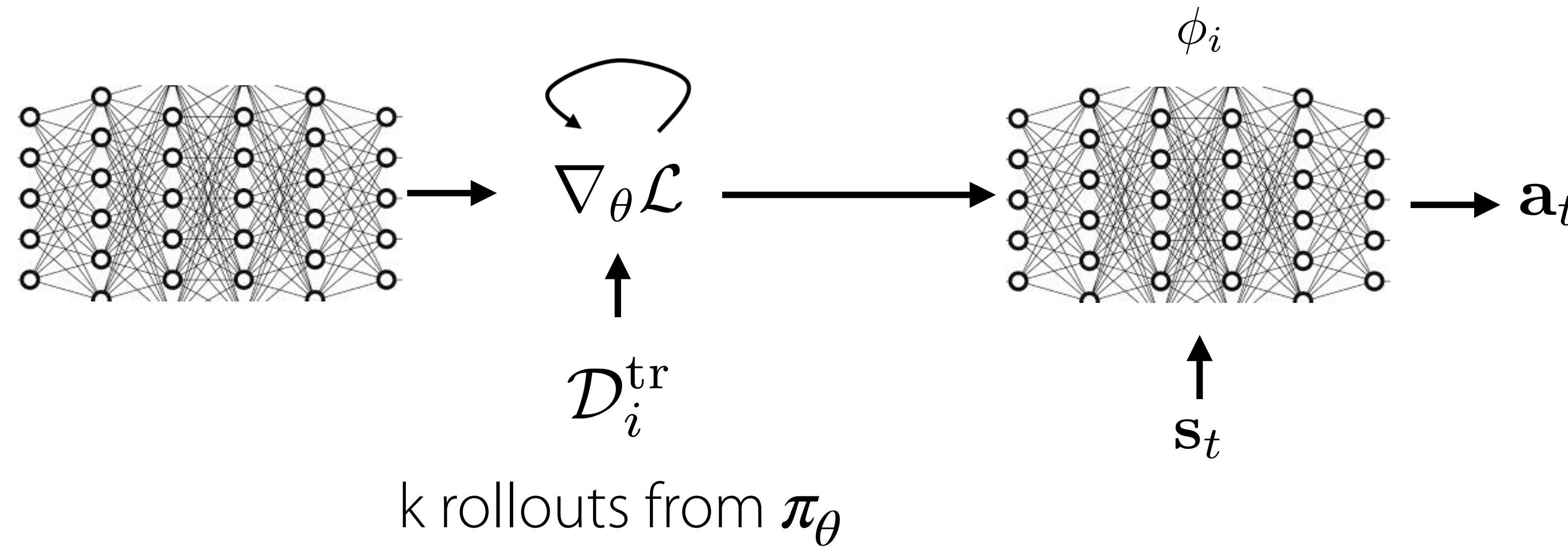
θ parameter vector being meta-learned

ϕ_i^* optimal parameter vector for task i



Model-Agnostic Meta-Learning

Optimization-Based Meta-Learning Meta-RL



Key idea: embed optimization inside the inner learning process

Question: What should we use for the inner optimization and why?

Policy gradients?

- + gradient-based!
- + on-policy (inefficient)
- low information
(esp w/ sparse rewards)

Q-learning?

- dynamic programming
(requires many steps)
- + off-policy (data efficient)

Model-based RL?

- + gradient-based
(model learning=supervised)
- + off-policy (data efficient)

MAML with Policy Gradients

$$\text{MAML: } \min_{\theta} \sum_{\text{task } i} \mathcal{L}(\theta - \alpha \nabla_{\theta} \mathcal{L}(\theta, \mathcal{D}_i^{\text{tr}}), \mathcal{D}_i^{\text{ts}})$$

$$\text{Policy Gradient: } \nabla_{\theta} J_i(\theta) = E_{\tau \sim \pi_{\theta}, \mathcal{T}_i} \left[\left(\sum_t \nabla_{\theta} \log \pi_{\theta}(\mathbf{a}_t | \mathbf{s}_t) \right) \left(\sum_t r_i(\mathbf{s}_t, \mathbf{a}_t) \right) \right]$$

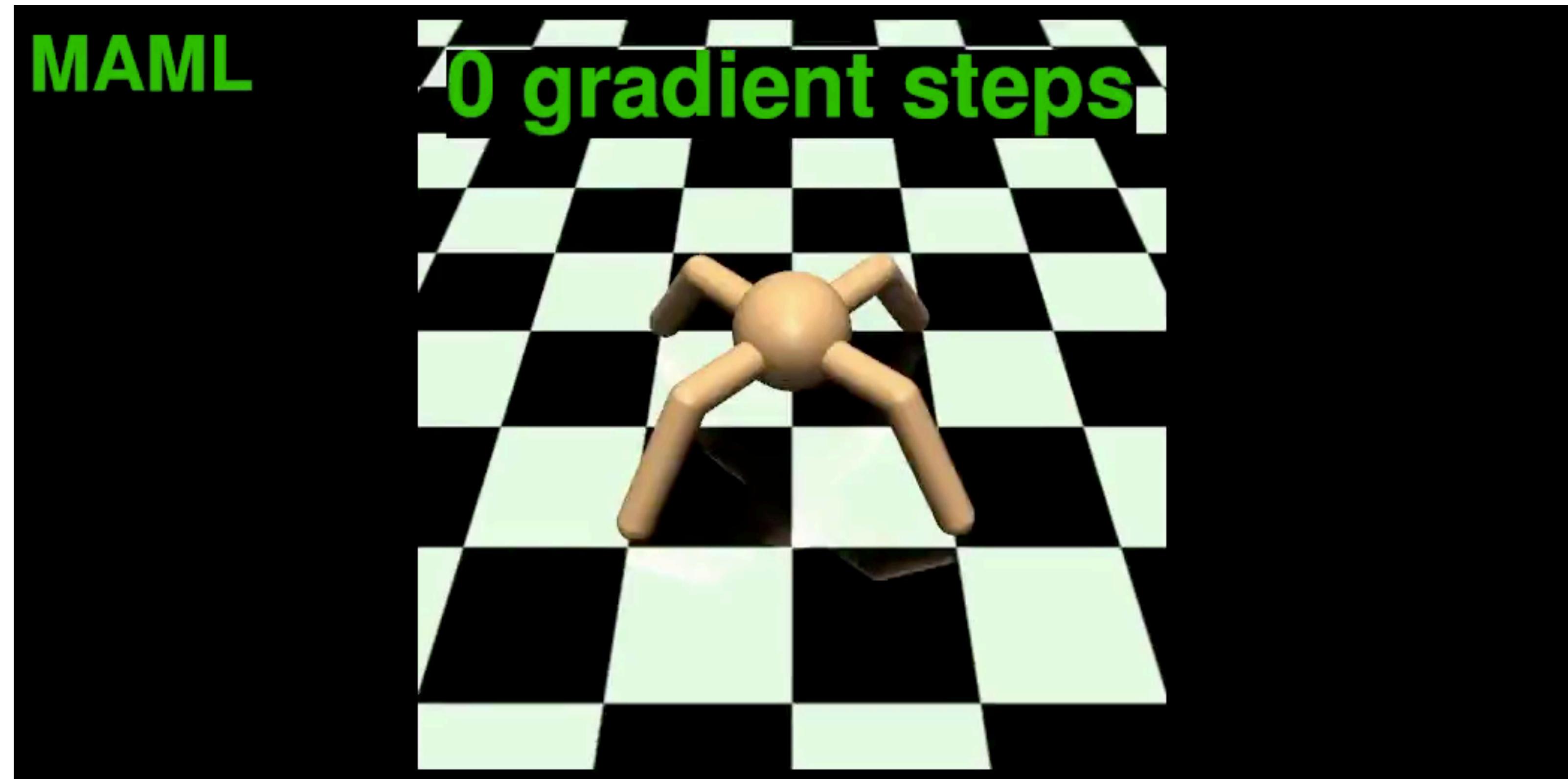
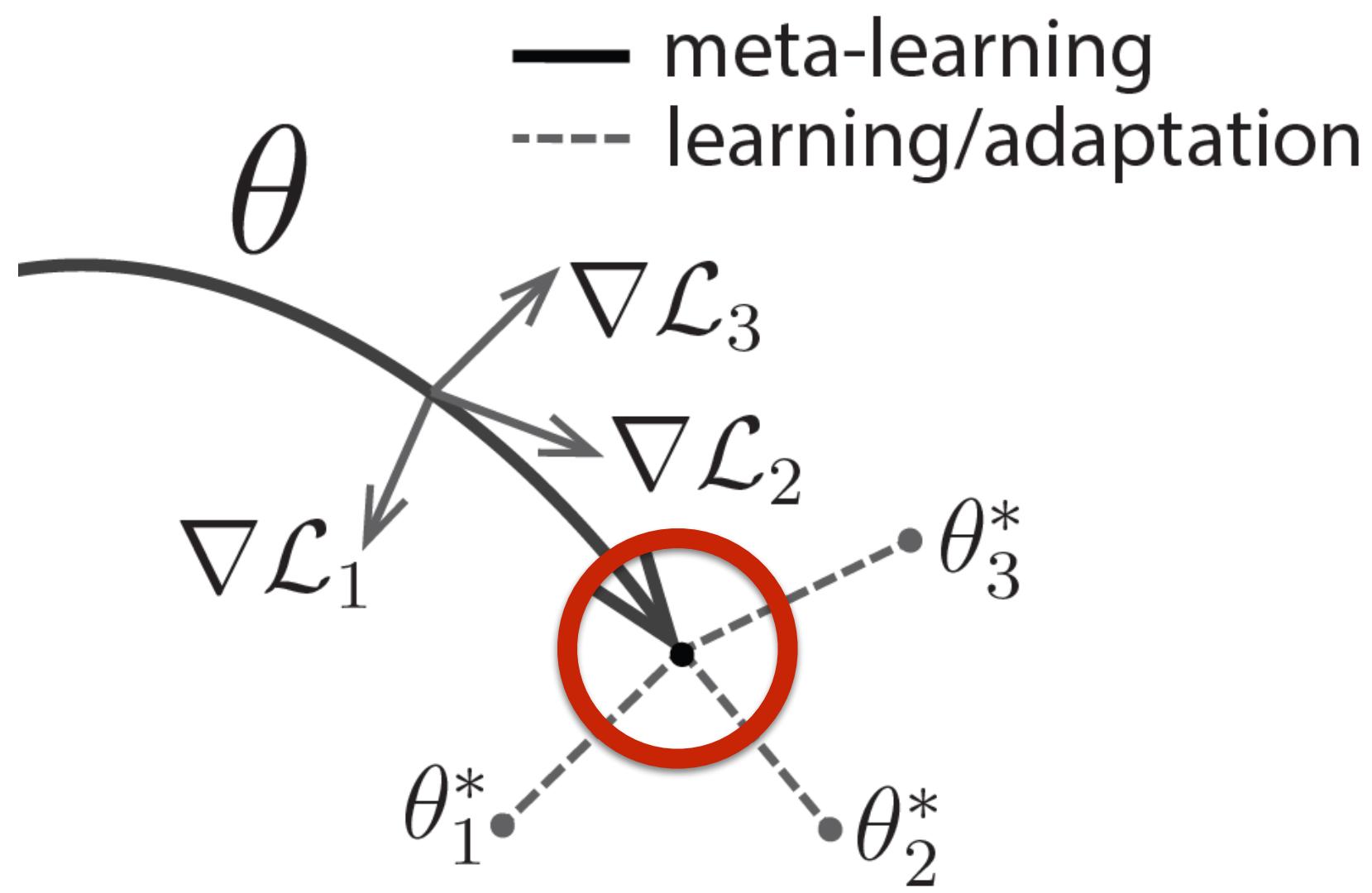
Meta-Training

1. Sample task \mathcal{T}_i
2. Collect $\mathcal{D}_i^{\text{tr}}$ by rolling out π_{θ}
3. Inner loop adaptation: $\phi_i = \theta + \alpha \nabla_{\theta} J_i(\theta)$
4. Collect $\mathcal{D}_i^{\text{ts}}$ by rolling out π_{ϕ_i}
5. Outer loop update: $\theta \leftarrow \theta + \beta \sum_{\text{task } i} \nabla_{\theta} J_i(\phi_i)$

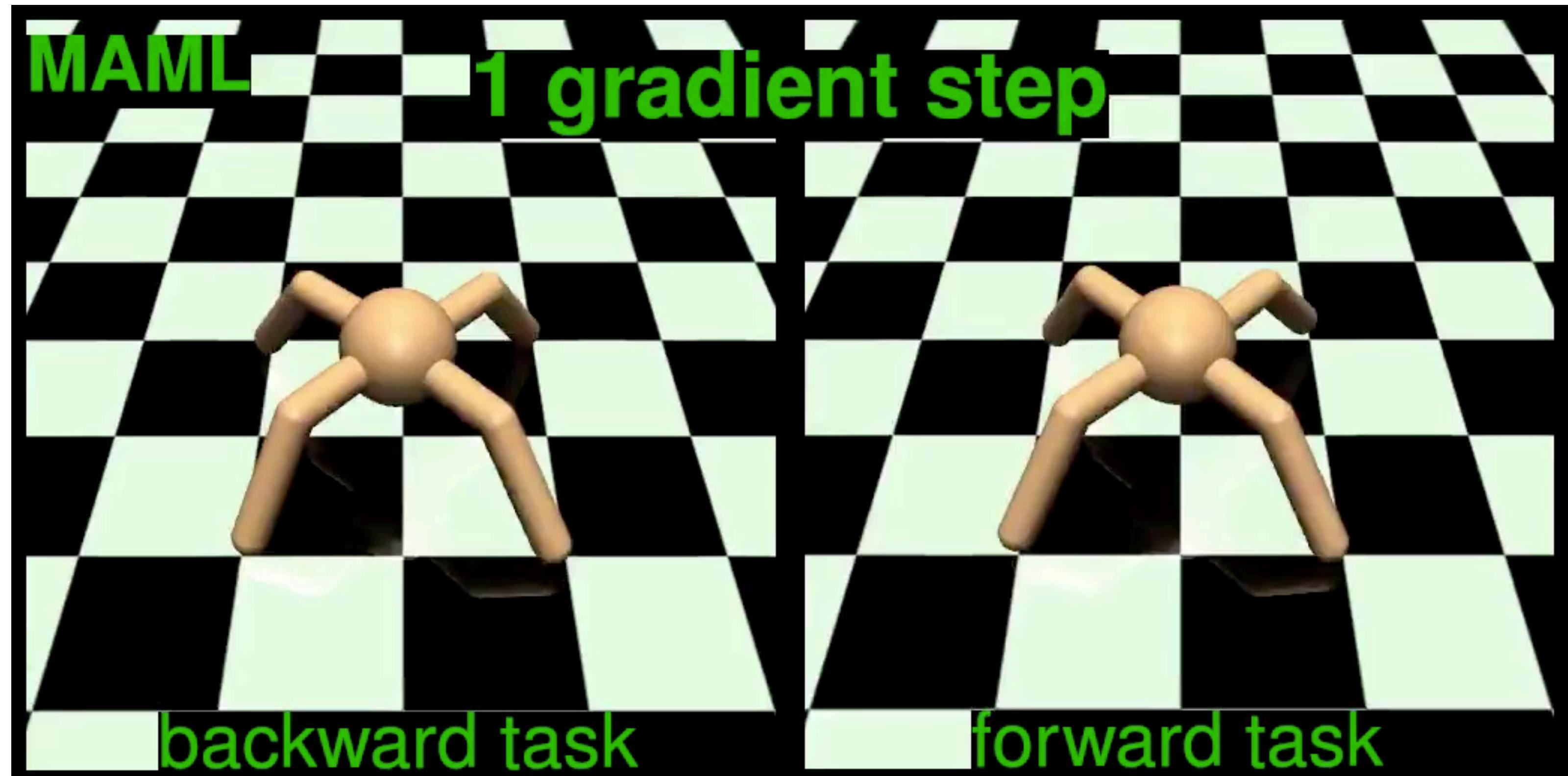
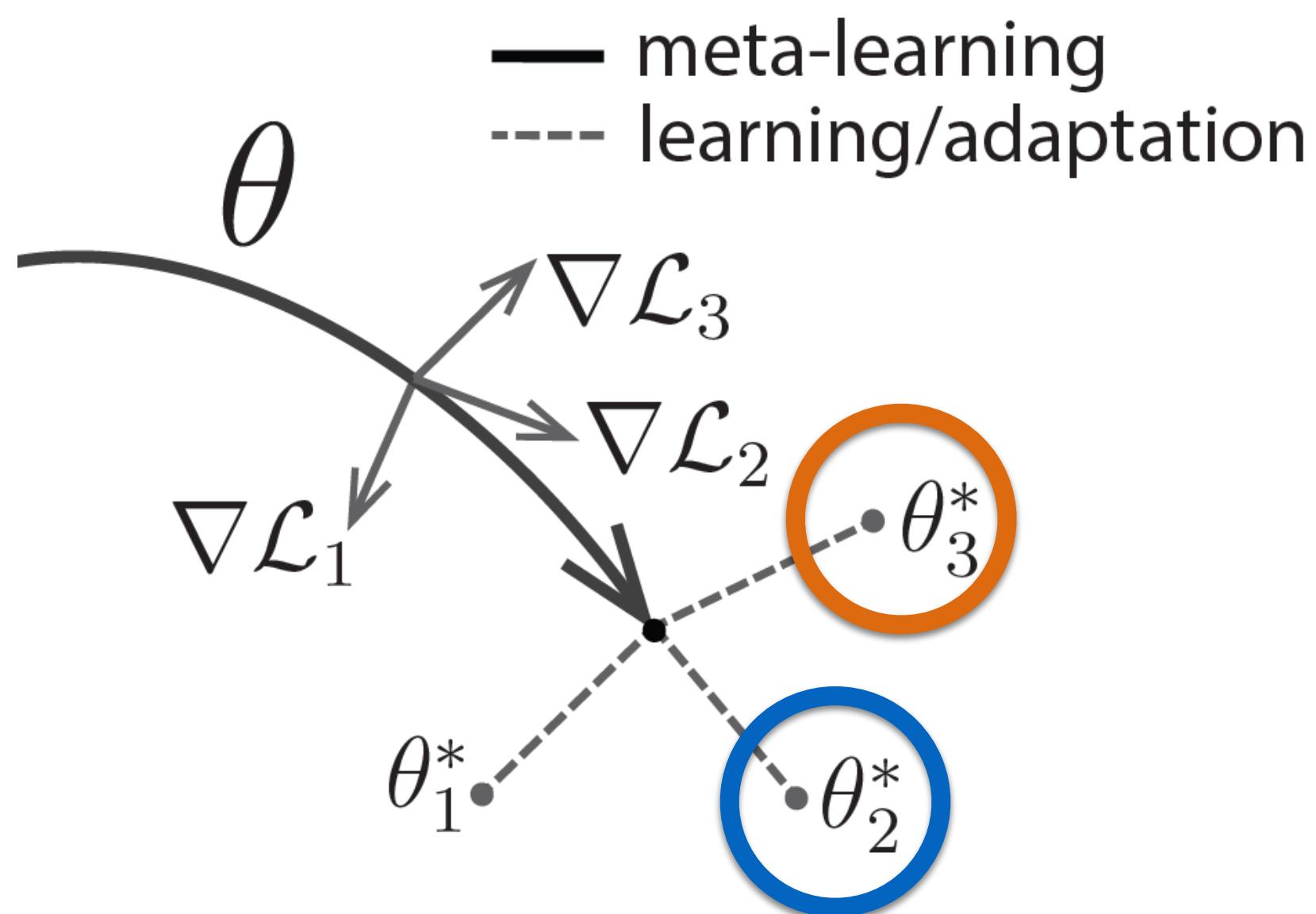
Meta-Test Time

1. Sample *new* task \mathcal{T}_j
2. Collect $\mathcal{D}_j^{\text{tr}}$ by rolling out π_{θ}
3. Adapt policy:
$$\phi_j = \theta + \alpha \nabla_{\theta} J_j(\theta)$$

MAML with Policy Gradients



MAML with Policy Gradients

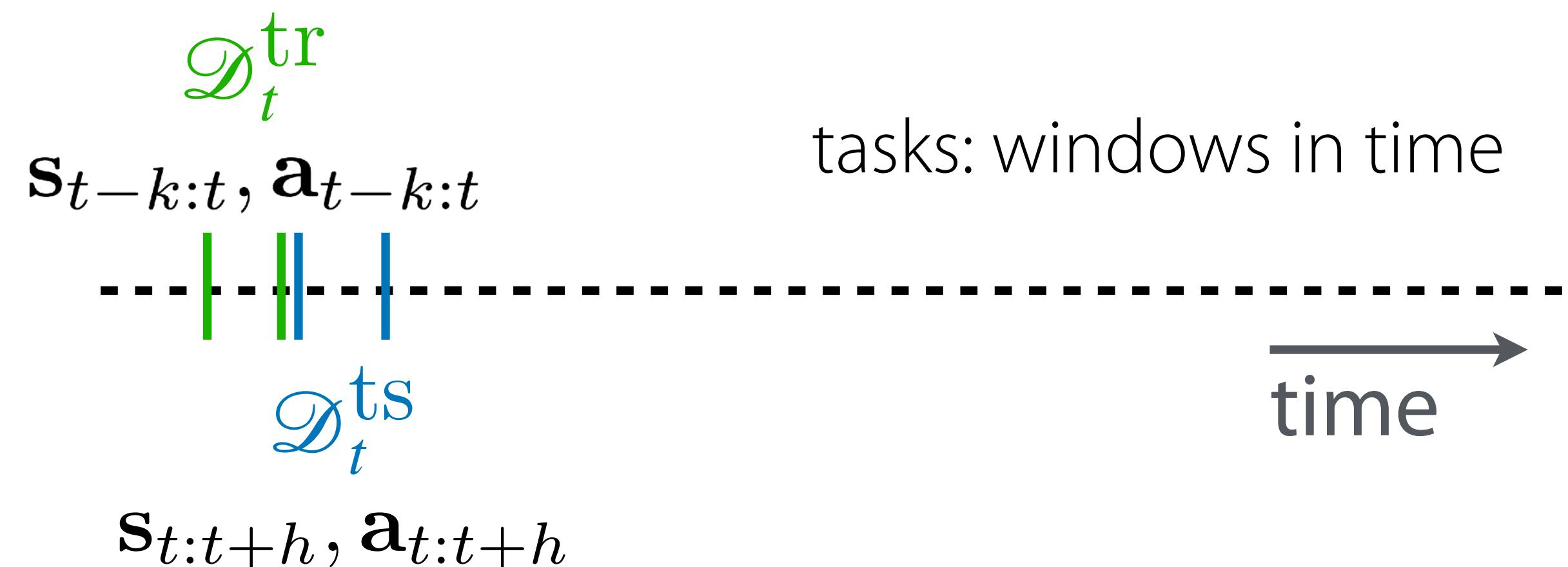


MAML with Model-Based RL



- Meta-test time:
1. Adapt model $f_\theta \rightarrow f_{\phi_t}$ to last k time steps
 2. Plan a_t, \dots, a_{t+h} using adapted model f_{ϕ_t}

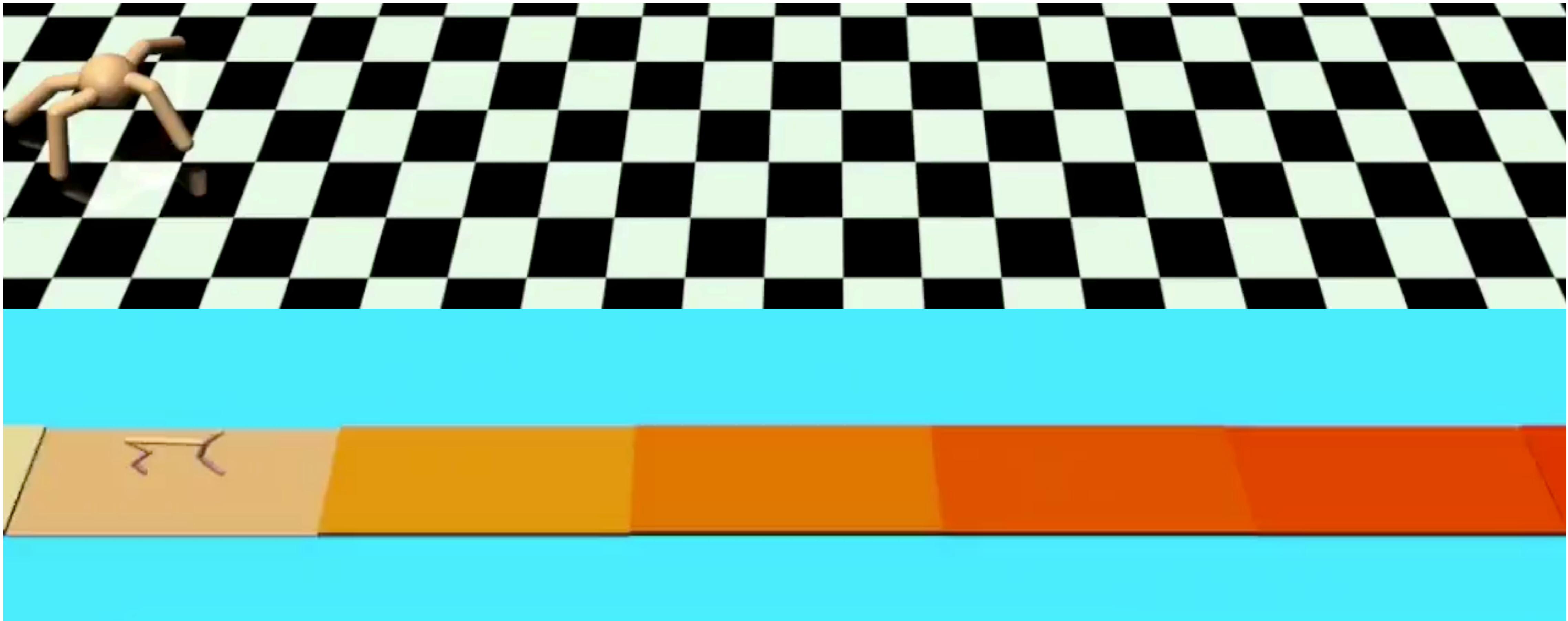
Meta-training:



Dynamic Environments without Adaptation

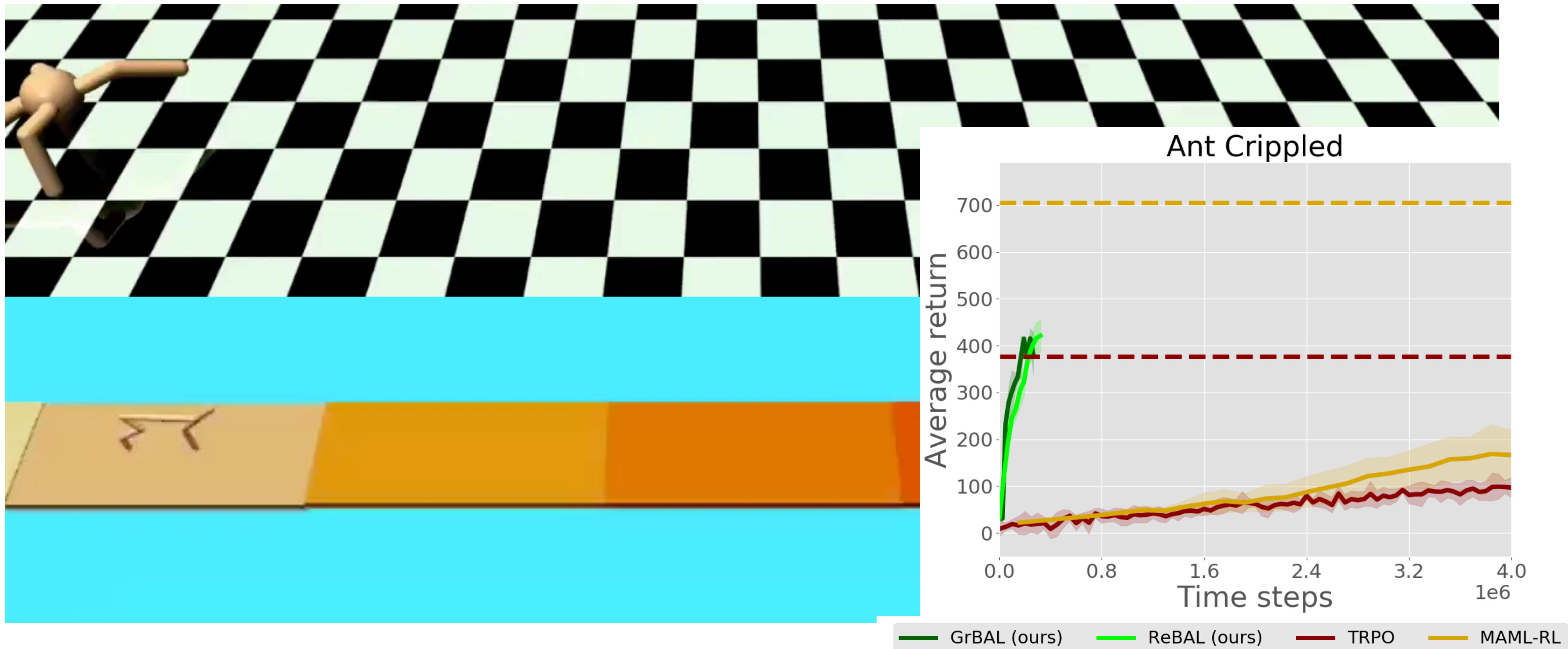
Model-Based RL Only

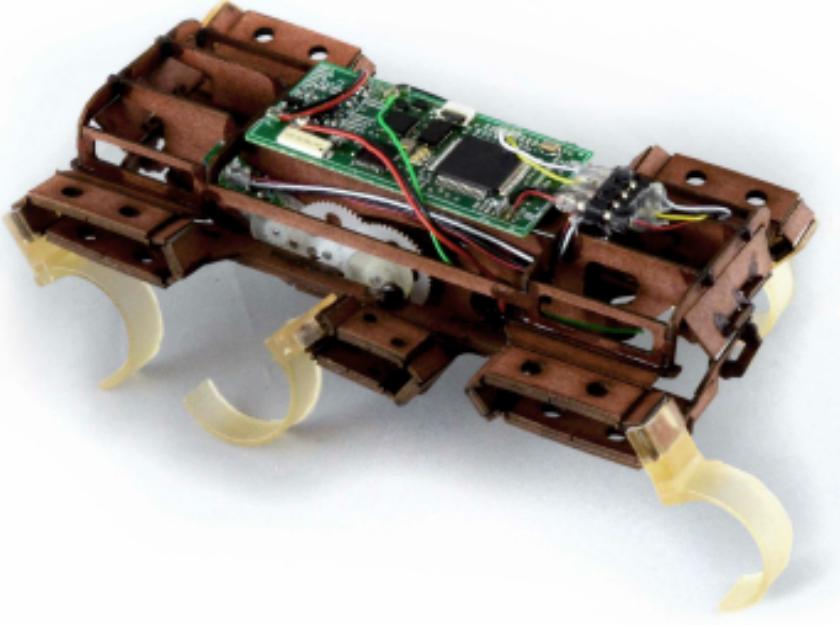
Tries to fit single model $f(s' | s, a)$ to varying $p_t(s' | s, a)$.



Dynamic Environments without Adaptation

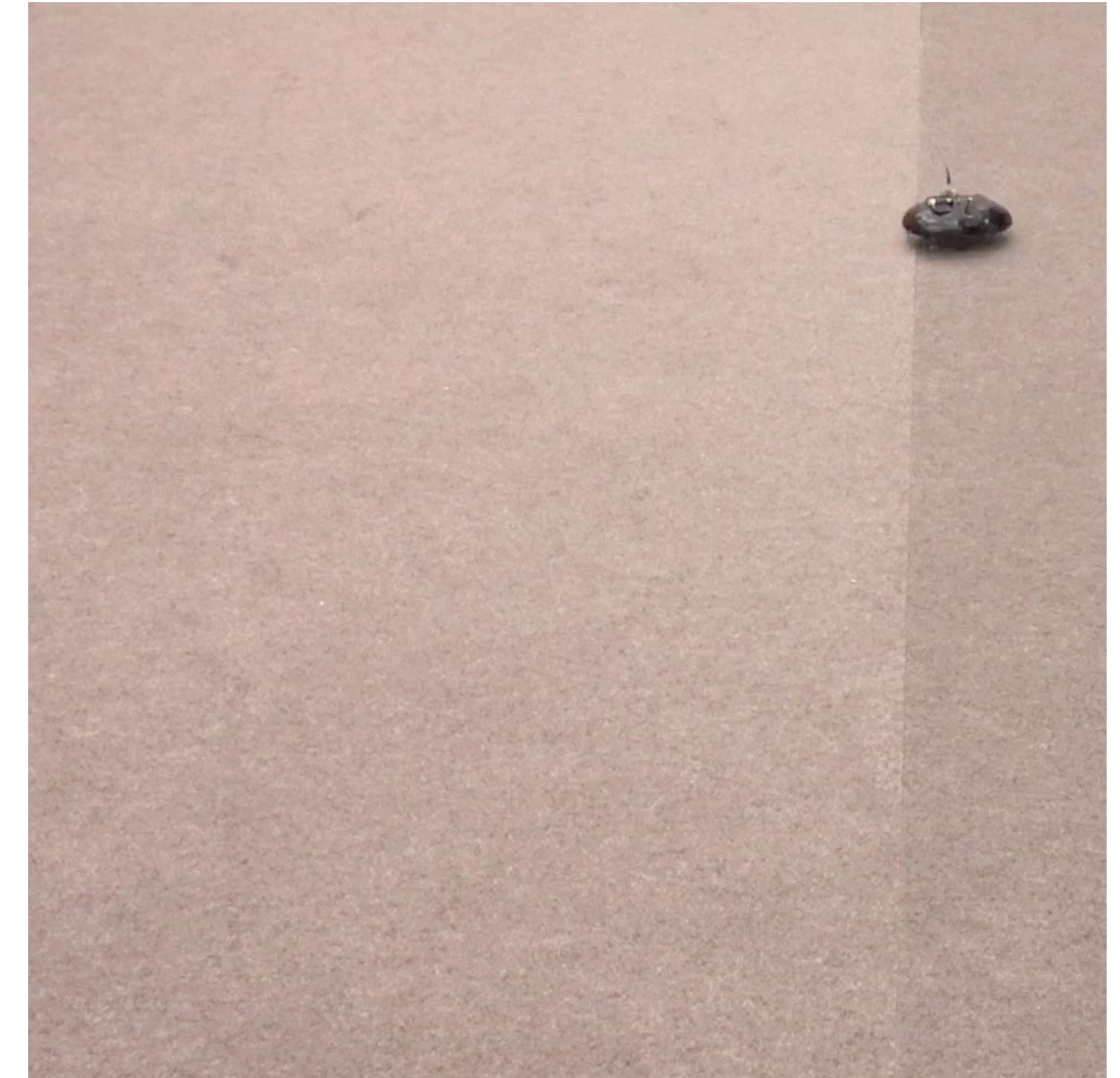
MAML+Model-based RL





VelociRoACH Robot

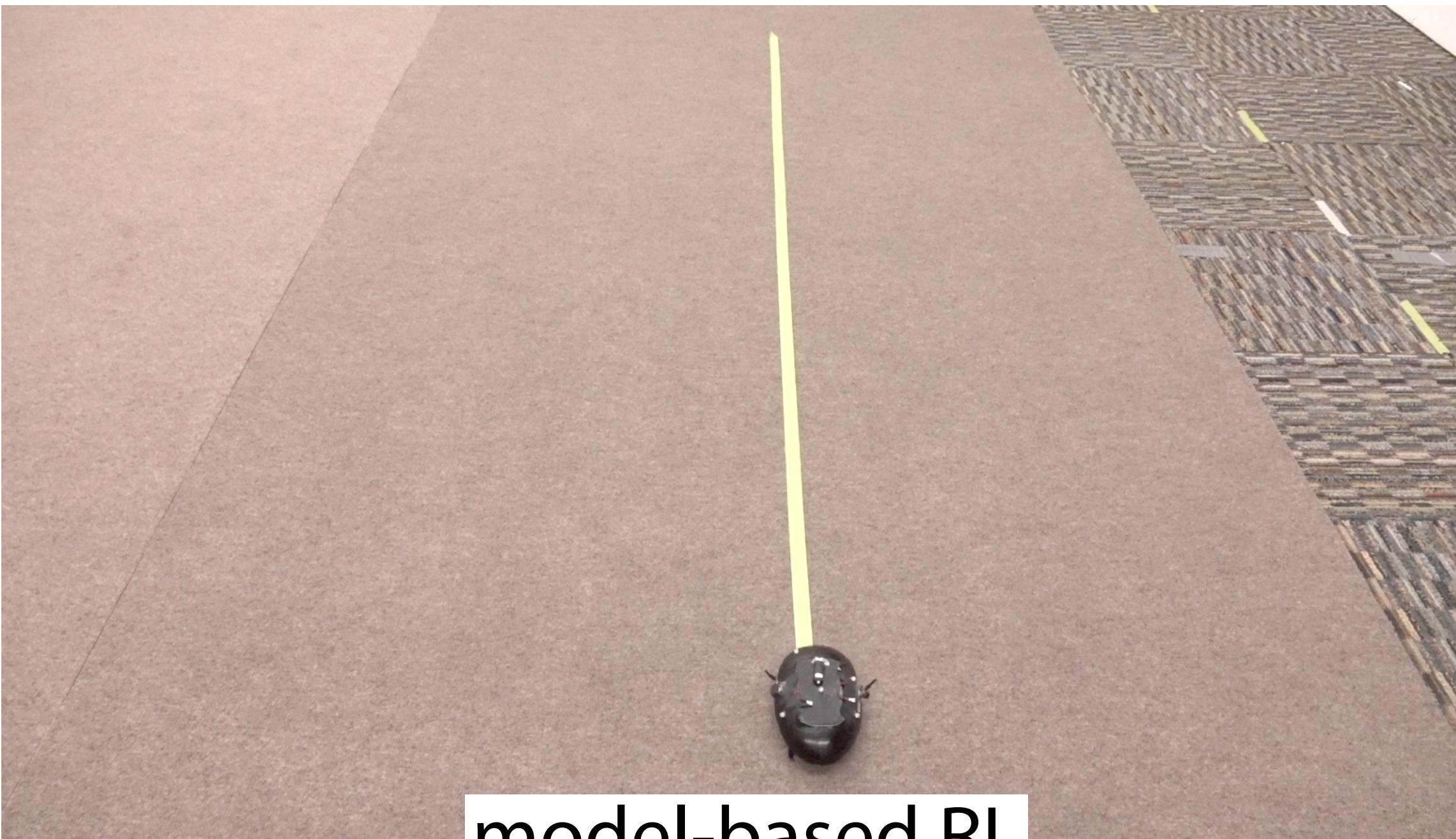
Meta-train on variable terrains



Meta-test with slope, missing leg, payload, calibration errors

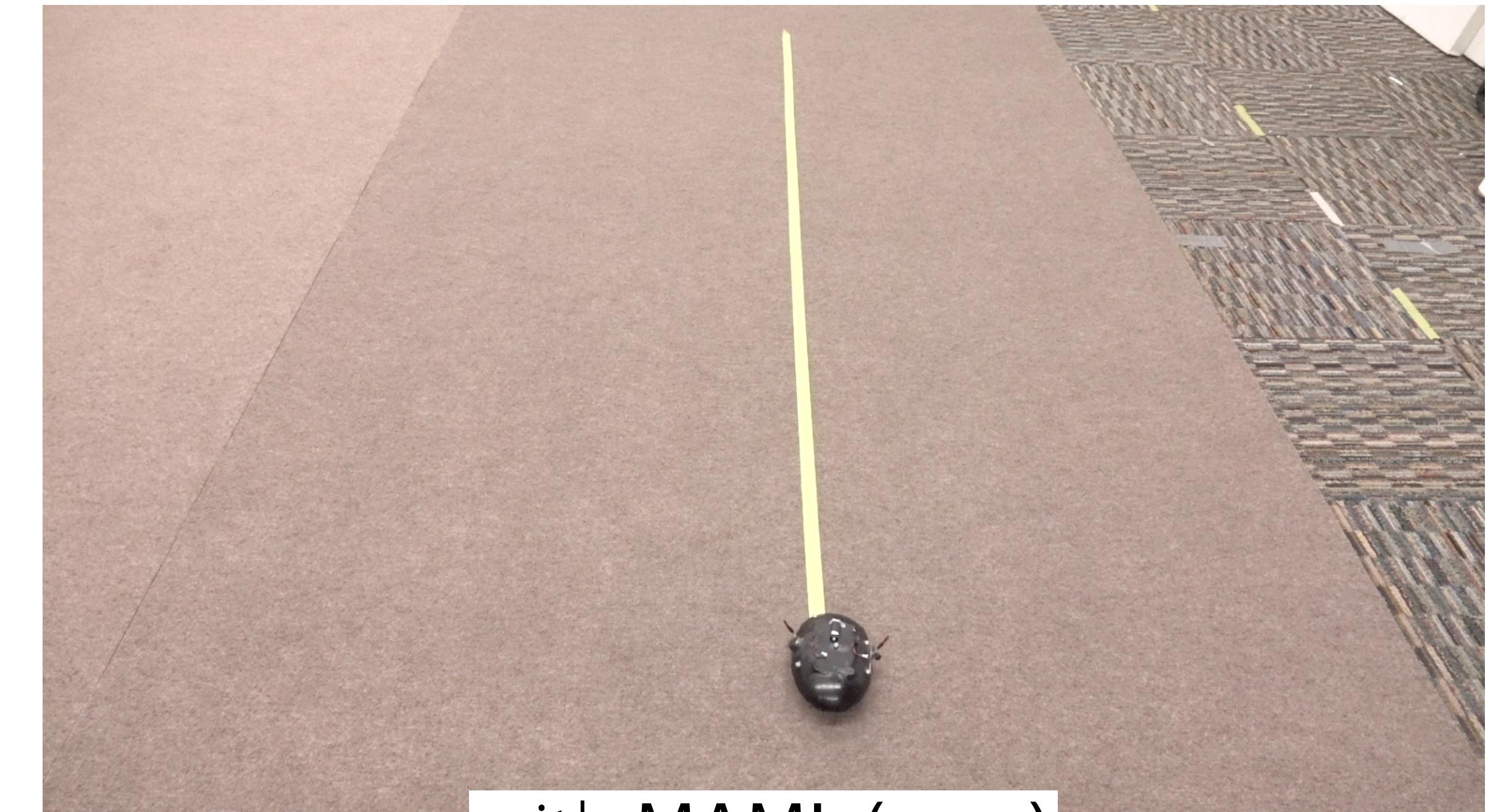
VelociRoACH Robot

Meta-train on variable terrains

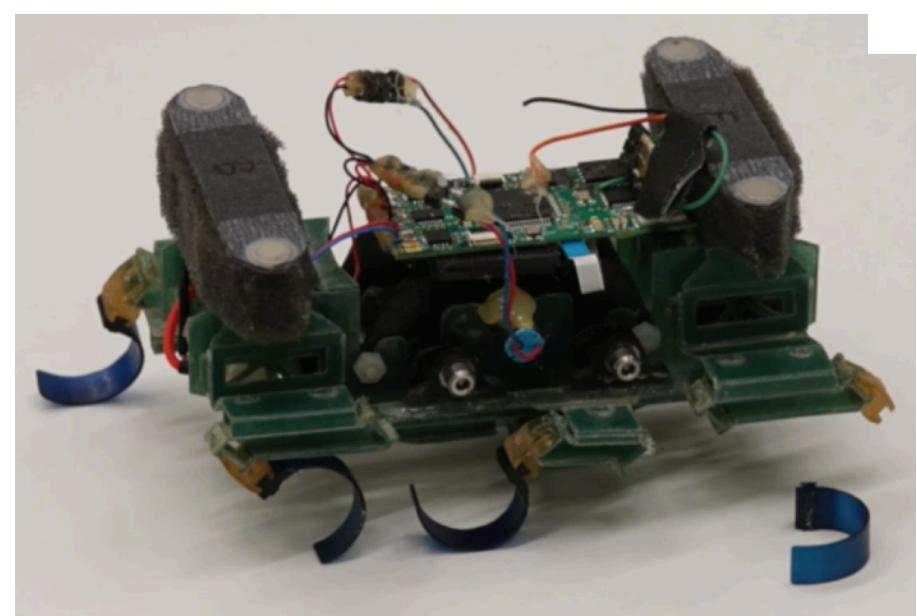


model-based RL
(no adaptation)

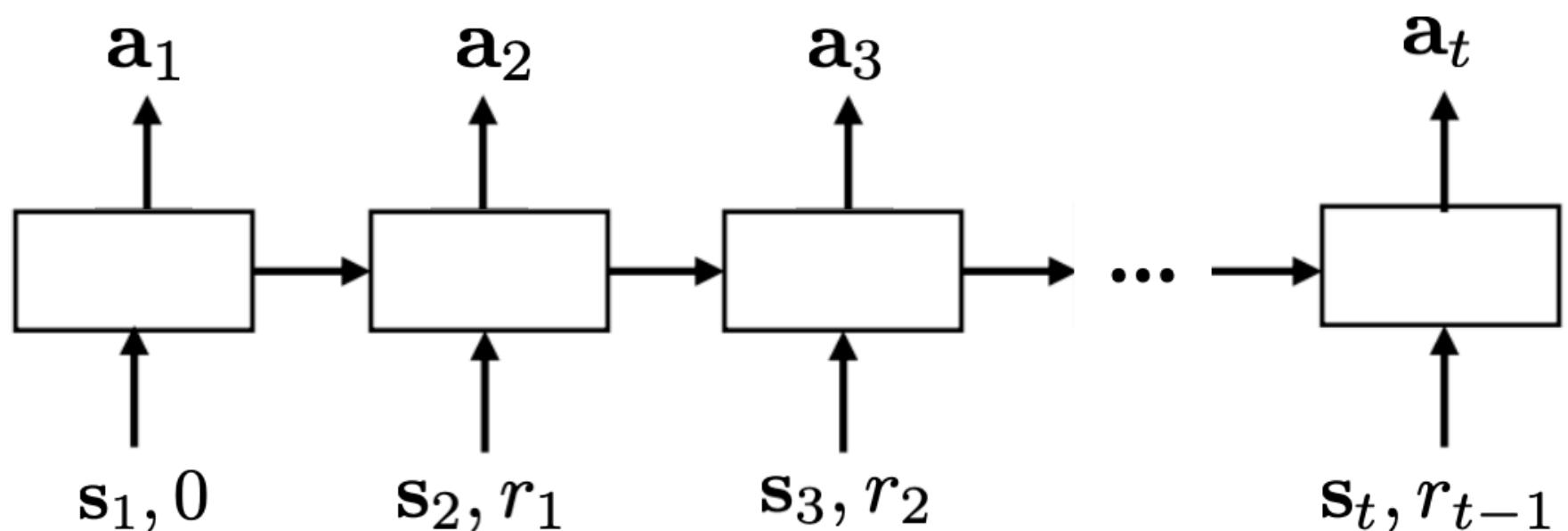
Meta-test with slope, missing leg, payload, calibration errors



with MAML (ours)

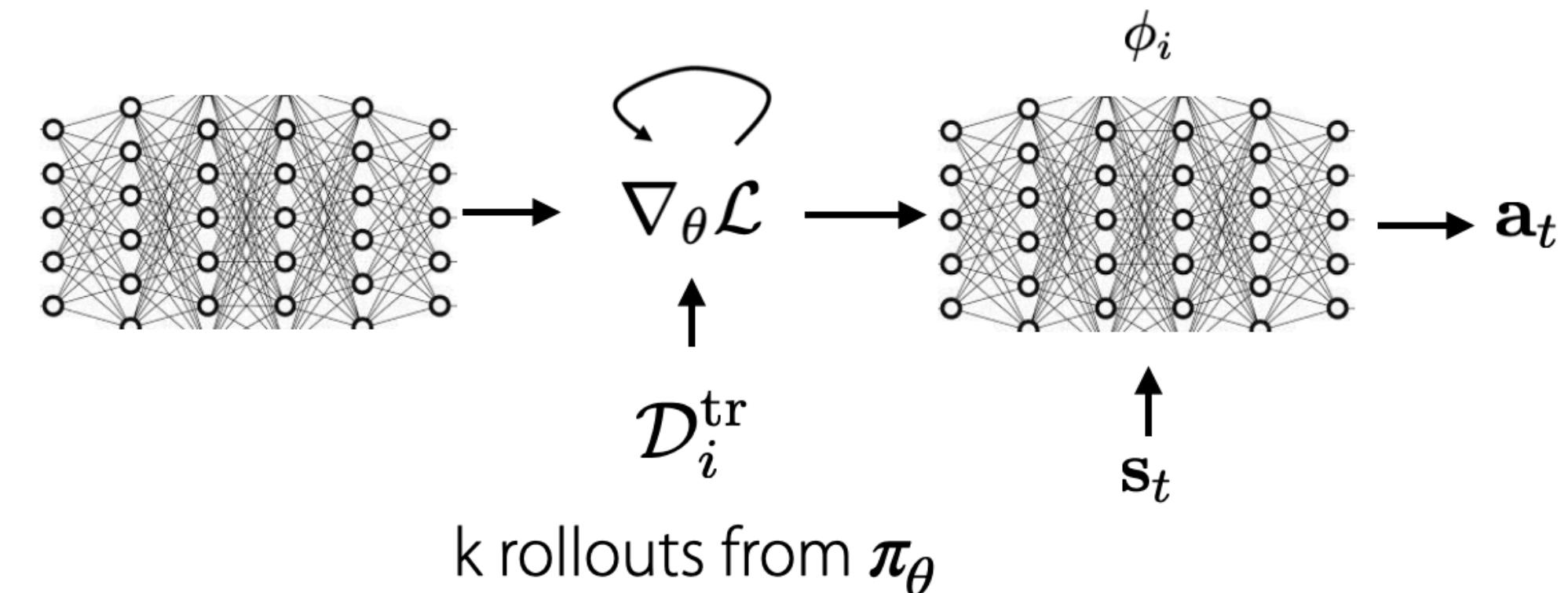


Black-Box Meta-RL



- + general & expressive
- + a variety of design choices in architecture & objective
- hard to optimize

Optimization-Based Meta-RL



- + inductive bias of optimization built in
- + easy to combine with policy gradients, model-based methods
- policy gradients very noisy
- hard to combine with value-based RL methods

Both: inherit sample efficiency from outer RL optimizer

Plan for Today

Meta-RL problem statement

Black-box meta-RL methods

Optimization-based meta-RL methods

- Understand the **meta-RL problem statement** & set-up
- Understand the basics of **black-box meta RL algorithms**
- Understand the basics & challenges of **optimization-based meta RL algorithms**

Lecture goals:

Next time

Today: meta-RL basics

Wednesday: learning to explore via meta-RL

Reminders

Homework 3 due Wednesday

Project milestone due next Wednesday