

Proximal Policy Optimization

This is an implementation of the following paper by OpenAI

Proximal Policy Optimization Algorithmsgithub link

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- 1. Implemented from scratch with tensorflow
- 2. Tested for Bipedal walker environment of OpenAI

Importing necessary libraries

```
In [1]: seed=1
import os
#os.environ["CUDA_VISIBLE_DEVICES"] = "-1"
os.environ["TF_DETERMINISTIC_OPS"] = '1'
os.environ["PYTHONHASHSEED"] = str(seed)
import numpy as np
np.random.seed(seed)
import tensorflow as tf
tf.random.set_seed(seed)
from tensorflow.keras.models import Model
from tensorflow.keras.layers import Flatten, Dense, Input, concatenate, Conv2D, Conv2DTranspose, \
    MaxPooling2D, AveragePooling2D, LSTM, Reshape, TimeDistributed, RELU, LeakyReLU, Dropout, BatchNormalization
from tensorflow.keras.optimizers import Adam, Adagrad
from tensorflow.keras import regularizers
from tensorflow.keras.callbacks import ModelCheckpoint
from tensorflow.keras import backend as K
import warnings
import glob
import math
import cv2
from matplotlib import pyplot as plt
import pandas as pd
import pickle
from collections import deque
from tqdm import tqdm, trange
import gym
import imageio
from datetime import datetime
from copy import copy, deepcopy
Tanh=tf.keras.layers.Activation('tanh')
Sigmoid=tf.keras.layers.Activation('sigmoid')
```

Basic settings and paths

```
In [2]: train_ppo_agent=True
env_name = 'BipedalWalker-v3'
exp_root_path='exps/ppo_exp_1'
if not os.path.exists(exp_root_path): os.makedirs(exp_root_path)
```

Hiperparameters setting

```
In [3]: params_dict={
    _actor_lr': 0.001,
    _critic_lr': 0.001,
    _value_coef': 0.5,
    _entropy_coef': 0.01,
    _gamma': 0.99,
    _lambda': 0.95,
    _clip_epsilon': 0.05,
    _advantage': 10,
    _time_steps': 2000,
    _episodes': 1000,
    _train_steps': 5
}
param_str='Time : '+str(datetime.now())+'\n'+ 'Exp Name : ' + exp_root_path+'\n'
for key in params_dict.keys():
    param_str += str(key + ' = '+str(params_dict[key]) + '\n' )
with open(exp_root_path+'params.txt', 'w') as file:
    file.write(param_str)
```

Classes definitions

1. Class Actor:

Class for creating actor Network inheriting tensorflow.keras Model class

-> __init__ : Layer definitions

-> call() : Network building

2. Class Critic:

-Class for creating actor Network inheriting tensorflow.keras Model class

-> __init__ : Layer definitions

-> call() : Network building

3. Class Memory:

Class for storing data samples and retrieving when necessary. Each data sample to be stored consists of : state , act ion, mean, std, value, mask, reward

-> append(data sample) appends one sample

-> retrieve() -> data sample, retrieves all the stored samples and clears memory

4. Class Environment:

A wrapper around OpenAI environment.

-> reset() resets the environment

-> step() takes action and returns observation, reward, terminal, info

-> render() renders current environment image

-> close() closes environment instance

1. Class PPO_Model:

Takes all the hiperparameters as input.

-> calc_gae_values : Calculates generalized advantage estimations from values, rewards and masks

-> calc_actor_loss : calculates actor loss

-> train_actor : Trains actor model with calculated loss

-> calc critic loss : Calculate critic loss

-> train critic : Trains critic model with calculated loss

-> test model : Test the actor model for environment and returns test reward

-> get_log_probability : calculates log of gaussian probabilities from action , mean and std

-> get_entropy : calculates entropy from std

```
In [4]: class Environment():
    def __init__(self, seed=seed):
        self.env= gym.make(env_name)
        self.env.seed(seed)
        self.n_states = self.env.observation_space.shape[0]
        self.n_actions = self.env.action_space.shape[0]

    def reset(self):
        return self.env.reset()

    def step(self, action):
        action = np.clip(action, -1.0, 1.0)
        observation, reward, done, info = self.env.step(action)
        if reward == -100:
            reward=-2
        mask = not done
        return observation, reward, mask, info

    def render(self, opt):
        return self.env.render(opt)

    def close(self):
        self.env.close()

class Actor(Model):
    def __init__(self, n_act):
        super(Actor, self).__init__()
        self.d1 = Dense(512, activation='relu')
        self.d2 = Dense(256, activation='relu')
        self.mean = Dense(n_act)
        self.tanh = Tanh
        self.sigmoid = Sigmoid
        self.std = Dense(n_act)

    def call(self, x):
        x = self.d1(x)
        x = self.d2(x)
        mean = self.mean(x)
        mean = self.tanh(mean)
        std = self.std(x)
        std = self.sigmoid(std)
        return mean, std*10e-10

class Critic(Model):
    def __init__(self):
        super(Critic, self).__init__()
        self.d1 = Dense(512, activation='relu')
        self.d2 = Dense(256, activation='relu')
        self.value = Dense(1)

    def call(self, x):
        x = self.d1(x)
        x = self.d2(x)
        value = self.value(x)
        return value

class Memory():
    def __init__(self, len=None, n_states=None, n_actions=None):
        self.len=len
        self.n_states=n_states
        self.n_actions=n_actions
        self.clear()

    def clear(self):
        _len=self._len
        self.curr_states = np.zeros((_len, self.n_states), dtype=np.float32)
        self.old_actions = np.zeros((_len, self.n_actions), dtype=np.float32)
        self.values = np.zeros((_len, 1), dtype=np.float32)
        self.masks = np.zeros((_len, 1), dtype=np.float32)
        self.rewards = np.zeros((_len, 1), dtype=np.float32)
        self.old_means = np.zeros((_len, self.n_actions), dtype=np.float32)
        self.old_stds = np.zeros((_len, self.n_actions), dtype=np.float32)
        self.i=0

    def append(self, state, action, mean, std, q_value, mask, reward):
        self.curr_states[self.i,:]=state
        self.old_actions[self.i,:]=action
        self.old_means[self.i,:]=mean
        self.old_stds[self.i,:]=std
        self.values[self.i,:]=q_value
        self.masks[self.i,:]=mask
        self.rewards[self.i,:]=reward
        self.i+=1

    def retrieve(self):
        curr_states=self.curr_states.copy()
        old_actions=self.old_actions.copy()
        old_means=self.old_means.copy()
        old_stds=self.old_stds.copy()
        values=self.values.copy()
        rewards=self.rewards.copy()
        masks = self.masks.copy()
        self.clear()
        return curr_states, old_actions, old_means, old_stds, values, rewards, masks

class PPO_Model():
    def __init__(self, n_actions=None, actor_lr = 0.001, _critic_lr = 0.001, _value_coef=0.5, _entropy_coef=0.01, _gamma=0.99,
        _lambda=0.95, _clip_epsilon=0.05, _advantage= 10, _time_steps=2000, _episodes=1000, _train_steps=5):
        self._actor_opt= Adam(_actor_lr)
        self._critic_opt= Adam(_critic_lr)
        self._value_coef= _value_coef
        self._entropy_coef= _entropy_coef
        self._gamma= _gamma
        self._lambda= _lambda
        self._clip_epsilon= _clip_epsilon
        self._advantage= _advantage
        self._time_steps = _time_steps
        self._episodes = _episodes
        self._train_steps = _train_steps

    def calc_gae_values(self, n_values, n_masks, n_rewards):
        target_gvals = []
        for i in range(len(n_rewards)-self._advantage):
            values=n_values[i:i+self._advantage]
            rewards=n_rewards[i:i+self._advantage]
            masks=n_masks[i:i+self._advantage]
            gae=0
            for j in range(self._advantage):
                delta = rewards[j] + self._gamma * values[j + 1] * masks[j] - values[j]
                gae += ((self._gamma * self._lambda)**j) * masks[j] * delta
            target_gvals.append(gae + values[0])
        adv = np.array(target_gvals) - n_values[-self._advantage-1]
        return target_gvals, (adv - np.mean(adv)) / (np.std(adv) + 1e-10)

    def calc_actor_loss(self, mean, std, old_mean, old_std, old_action, advantage_raw):# , rewards, values):
        old_probs = self.get_log_probs(old_action, old_mean, old_std)
        new_probs = self.get_log_probs(old_action, mean, std)
        entropy_loss = self.get_entropy(std)
        ratio = K.exp(new_probs-old_probs)
        p1 = ratio * advantage_raw
        p2 = K.clip(ratio, min_value=1 - self._clip_epsilon, max_value=1 + self._clip_epsilon) * advantage_raw
        actor_loss = K.mean(K.minimum(p1, p2))
        total_loss = _actor_loss - self._entropy_coef * entropy_loss
        return total_loss

    @tf.function
    def train_actor_network(self, curr_states, old_mean, old_std, old_actions, advantage_raw):
        advantage_raw=tf.cast(advantage_raw, tf.float32)
        with tf.GradientTape() as tape:
            mean, std = self._actor(curr_states, training=True)
            act_loss = self.calc_actor_loss(mean, std, old_mean, old_std, old_actions, advantage_raw)
            gradients = tape.gradient(act_loss, self._actor.trainable_variables)
            self._actor_opt.apply_gradients(zip(gradients, self._actor.trainable_variables))
        return act_loss

    @tf.function
    def calc_critic_loss(self, values, target_rewards):
        batch_size= values.shape[0]
        critic_loss=self._value_coef*tf.reduce_sum(tf.square(_target_rewards_values))/batch_size
        return critic_loss

    @tf.function
    def train_critic_network(self, states, target_rewards):
        with tf.GradientTape() as tape:
            values=self._critic(states)
            values=tf.cast(values, tf.float32)
            target_rewards=tf.cast(target_rewards, tf.float32)
            critic_loss=self.calc_critic_loss(values, target_rewards)
            gradients = tape.gradient(critic_loss, self._critic.trainable_variables)
            self._critic_opt.apply_gradients(zip(gradients, self._critic.trainable_variables))
        return critic_loss

    @tf.function
    def get_log_probs(self, _actions, mean, std):
        _actions=tf.cast(_actions, tf.float32)
        mean=tf.cast(mean, tf.float32)
        std=tf.cast(std, tf.float32)
        _var = -0.5*((_actions-mean)/(std))**2
        _coef = 1/(std*tf.sqrt(2*np.pi))
        _log_probs = _coef*tf.cast(tf.exp(_var), tf.float32)
        log_probs = tf.math.log(_log_probs)
        return log_probs

    def get_entropy(self, std):
        entropy = 0.5 * (tf.math.log(2 * np.pi * std ** 2) + 1)
        return entropy

    def test_reward(self, _seed):
        env=Environment(_seed=_seed)
        state = env.reset()
        mask = True
        total_reward = 0
        while mask:
            state_input = K.expand_dims(state, 0)
            mean, std = self._actor(state_input)
            act=np.random.normal(mean, std)[0]
            next_state, reward, mask, _ = env.step(mean[0])
            state = next_state
            total_reward += reward
        env.close()
        return total_reward
```

The training loop

```
In [5]: if train_ppo_agent==True:
    # Creating environment
    env=Environment()
    n_states= env.n_states
    n_actions = env.n_actions
    state = env.reset()

    rewards_log=[]
    max_reward=0

    ppo_model= PPO_Model(len=ppo_model._time_steps+ppo_model._advantage), n_states=n_states, n_actions=n_actions)
    ppo_memory = Memory(_len=ppo_model._time_steps+ppo_model._advantage), n_states=n_states, n_actions=n_actions)

    for episode in range(ppo_model._episodes):
        state_input = None
        sum_reward=0
        sum_reward_log=0

        for itr in trange(ppo_model._time_steps+ppo_model._advantage):
            state_input = K.expand_dims(state, 0)
            mean, std = ppo_model._actor(state_input)
            q_value = ppo_model._critic(state_input)
            action = np.random.normal(mean, std)[0]

            observation, reward, mask, info = env.step(action)

            sum_rewards+=reward
            ppo_memory.append(state, action, mean, std, q_value, mask, reward)

            state = observation
            if not mask: # mask is invert of done / terminal
                sum_reward_log+=sum_reward
                sum_rewards=0
                env.reset()

            curr_states, old_actions, old_means, old_stds, values, rewards, masks = ppo_memory.retrieve()
            state_input=K.expand_dims(state, 0)
            q_value = ppo_model._critic(state_input)
            values=np.concatenate([values, q_value], axis=0)

            for _ in trange(ppo_model._train_steps):
                adv = ppo_model._advantage
                target_gvals, advantages = ppo_model.calc_gae_values(values, masks, rewards)
                ppo_model.train_actor_network(curr_states[:adv], old_means[:adv], old_stds[:adv], target_gvals)
                ppo_model.train_critic_network(curr_states[:adv], target_gvals)

            avg_reward = np.mean([ppo_model._test_reward(i) for i in trange(5)])
            print('episode : ', episode, 'reward : ', sum_reward_log)
            print('total test reward' + str(avg_reward))

            if avg_reward >= max_reward:
                ppo_model._actor.save_weights(exp_root_path+'ppo_best_actor.hdfs')
                ppo_model._critic.save_weights(exp_root_path+'ppo_best_critic'+'.hdfs')
                best_eps=episode
                max_reward = avg_reward
                rewards_log.append([sum_reward_log, avg_reward])
                env.reset()

        env.close()
        plt.plot(rewards_log)
```

Training output is cleared ---

Train and Test rewards

```
In [6]: if train_ppo_agent==True:
    f=open(exp_root_path+'ppo-biped-loss.pkl', 'wb')
    pickle.dump(rewards_log, f)
    f.close()
else:
    f=open(exp_root_path+'ppo-biped-loss.pkl', 'rb')
    rewards_log=pickle.load(f)
    f.close()
fig, axes=plt.subplots(nrows=1, ncols=1, figsize=(20, 4))
axes.plot(rewards_log)
axes.legend(['train reward', 'test reward'])
axes.grid()
axes.axhline(y=250, color='b', linestyle='--')
fig.savefig(exp_root_path+'bipedal-ppo.png')
```



Test on Bipedal Environment

```
In [7]: env = Environment()
if train_ppo_agent == False:
    ppo_model= PPO_Model(n_actions=env.n_actions, **params_dict)
    _actor=ppo_model._actor
    _critic=ppo_model._critic
    _actor(np.ones(1, env.n_states))
    _actor.load_weights(exp_root_path+'ppo_best_actor.hdfs')

In [8]: state=env.reset()
l=0
ter_count=0
img_save_path=exp_root_path+'bipedal_ppo/'
if not os.path.exists(img_save_path): os.makedirs(img_save_path)

while True:
    action=_actor(state.reshape(1, 24))
    state, rd, mask, info=env.step(action[0][0])
    img=env.render('rgb_array')
    cv2.imwrite(img_save_path+str(i)+'_'+img+'.img')
    i+=1
    if mask==False:
        ter_count+=1
        state=env.reset()
    if ter_count==5:
        break
env.close()
```

```
In [9]: frames=[img_save_path+str(i)+'_jpg' for i in range(1000)]
with imageio.get_writer(img_save_path+'bipedal_ppo.gif', mode='I') as writer:
    for frame in tqdm(frames):
        image = imageio.imread(frame)
        writer.append_data(image)
```

100%|#####| 1000/1000 [00:24:00:00, 40.69it/s]

Saved GIF of test results



Thank You

In [] :