
MLDS 2019 Spring

HW4-3 - Actor-Critic

2019/06/08
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Time Schedule

- June 18th 19:30 Deadline
- June 22th 10:30 Deadline

Outline

	HW4-1	HW4-2	HW4-3
Pong	PG		AC
Breakout		DQN	AC
Improved Version			

Outline

- Environment
- Actor-Critic
- Grading & Format
 - Grading Policy
 - Code Format
 - Report
 - Submission

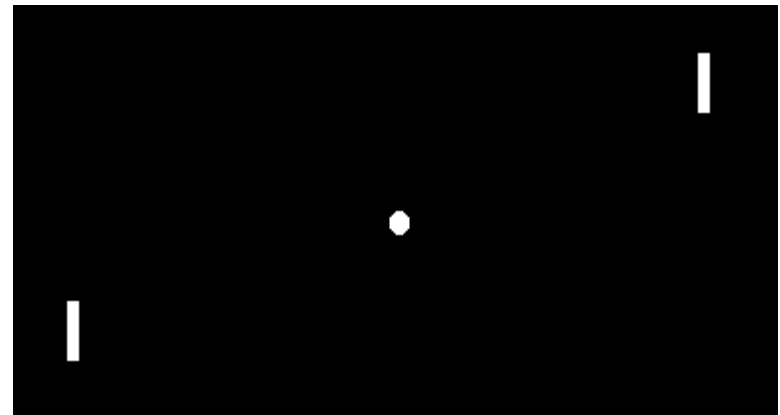
Introduction

Environment

Breakout




Pong



Deep Reinforcement Learning

Actor Critic

online actor-critic algorithm:

- 
1. take action $\mathbf{a} \sim \pi_{\theta}(\mathbf{a}|\mathbf{s})$, get $(\mathbf{s}, \mathbf{a}, \mathbf{s}', r)$
 2. update \hat{V}_{ϕ}^{π} using target $r + \gamma \hat{V}_{\phi}^{\pi}(\mathbf{s}')$
 3. evaluate $\hat{A}^{\pi}(\mathbf{s}, \mathbf{a}) = r(\mathbf{s}, \mathbf{a}) + \gamma \hat{V}_{\phi}^{\pi}(\mathbf{s}') - \hat{V}_{\phi}^{\pi}(\mathbf{s})$
 4. $\nabla_{\theta} J(\theta) \approx \nabla_{\theta} \log \pi_{\theta}(\mathbf{a}|\mathbf{s}) \hat{A}^{\pi}(\mathbf{s}, \mathbf{a})$
 5. $\theta \leftarrow \theta + \alpha \nabla_{\theta} J(\theta)$

Deep Reinforcement Learning

Improvements to Actor-Critic

- DDPG : <https://arxiv.org/abs/1509.02971>
- ACER : <https://arxiv.org/pdf/1611.01224.pdf>
- A3C : <https://arxiv.org/abs/1602.01783>
- A2C
- ACKTR : <https://arxiv.org/abs/1708.05144>
- PPO : <https://arxiv.org/abs/1707.06347>

Deep Reinforcement Learning

Sample Efficient Actor-critic with Experience Replay

(ACER)

- Off-policy \rightarrow sample efficient, experience replay

- How? \rightarrow By importance sampling

$$g^{\text{marg}} = \mathbb{E}_{x_t \sim \beta, a_t \sim \mu} [\rho_t \nabla_{\theta} \log \pi_{\theta}(a_t | x_t) Q^{\pi}(x_t, a_t)], \quad \rho_t = \frac{\pi(a_t | x_t)}{\mu(a_t | x_t)}$$

- Problem : High variance cause by ρ_t

- Use clipping \rightarrow trade bias for variance

$$\bar{\rho}_t = \min \{c, \rho_t\}$$

- To correct bias, add a correction term

$$\begin{aligned} g^{\text{marg}} &= \mathbb{E}_{x_t a_t} [\rho_t \nabla_{\theta} \log \pi_{\theta}(a_t | x_t) Q^{\pi}(x_t, a_t)] \\ &= \mathbb{E}_{x_t} \left[\mathbb{E}_{a_t} [\bar{\rho}_t \nabla_{\theta} \log \pi_{\theta}(a_t | x_t) Q^{\pi}(x_t, a_t)] + \mathbb{E}_{a \sim \pi} \left(\left[\frac{\rho_t(a) - c}{\rho_t(a)} \right]_+ \nabla_{\theta} \log \pi_{\theta}(a | x_t) Q^{\pi}(x_t, a) \right) \right] \end{aligned}$$

$$[x]_+ = x \text{ if } x > 0 \text{ and it is zero otherwise.}$$

Deep Reinforcement Learning

Sample Efficient Actor-critic with Experience Replay

(ACER)

- How to evaluate Q^π under samples from μ ?

- Use Retrace Estimator

$$Q^{\text{ret}}(x_t, a_t) = r_t + \gamma \bar{\rho}_{t+1} [Q^{\text{ret}}(x_{t+1}, a_{t+1}) - Q(x_{t+1}, a_{t+1})] + \gamma V(x_{t+1})$$

- And loss gradient

$$(Q^{\text{ret}}(x_t, a_t) - Q_{\theta_v}(x_t, a_t)) \nabla_{\theta_v} Q_{\theta_v}(x_t, a_t))$$

$$\hat{g}^{\text{marg}} = \mathbb{E}_{x_t} \left[\mathbb{E}_{a_t} [\bar{\rho}_t \nabla_{\theta} \log \pi_{\theta}(a_t | x_t) Q^{\text{ret}}(x_t, a_t)] + \mathbb{E}_{a \sim \pi} \left(\left[\frac{\rho_t(a) - c}{\rho_t(a)} \right]_+ \nabla_{\theta} \log \pi_{\theta}(a | x_t) Q_{\theta_v}(x_t, a) \right) \right]$$

Reduce variance by value function baseline yields

$$\begin{aligned} \hat{g}_t^{\text{acer}} &= \bar{\rho}_t \nabla_{\theta} \log \pi_{\theta}(a_t | x_t) [Q^{\text{ret}}(x_t, a_t) - V_{\theta_v}(x_t)] \\ &\quad + \mathbb{E}_{a \sim \pi} \left(\left[\frac{\rho_t(a) - c}{\rho_t(a)} \right]_+ \nabla_{\theta} \log \pi_{\theta}(a | x_t) [Q_{\theta_v}(x_t, a) - V_{\theta_v}(x_t)] \right) \end{aligned}$$

Algorithm (ACER)

Algorithm 1 ACER for discrete actions (master algorithm)

// Assume global shared parameter vectors θ and θ_v .

// Assume ratio of replay r .

repeat

 Call ACER on-policy, Algorithm 2.

$n \leftarrow \text{Poisson}(r)$

for $i \in \{1, \dots, n\}$ **do**

 Call ACER off-policy, Algorithm 2.

end for

until Max iteration or time reached.

Algorithm (ACER)

Algorithm 2 ACER for discrete actions

Reset gradients $d\theta \leftarrow 0$ and $d\theta_v \leftarrow 0$.
Initialize parameters $\theta' \leftarrow \theta$ and $\theta'_v \leftarrow \theta_v$.
if not On-Policy **then**
 Sample the trajectory $\{x_0, a_0, r_0, \mu(\cdot|x_0), \dots, x_k, a_k, r_k, \mu(\cdot|x_k)\}$ from the replay memory.
else
 Get state x_0
end if
for $i \in \{0, \dots, k\}$ **do**
 Compute $f(\cdot|\phi_{\theta'}(x_i))$, $Q_{\theta'_v}(x_i, \cdot)$ and $f(\cdot|\phi_{\theta_a}(x_i))$.
 if On-Policy **then**
 Perform a_i according to $f(\cdot|\phi_{\theta'}(x_i))$
 Receive reward r_i and new state x_{i+1}
 $\mu(\cdot|x_i) \leftarrow f(\cdot|\phi_{\theta'}(x_i))$
 end if
 $\bar{\rho}_i \leftarrow \min \left\{ 1, \frac{f(a_i|\phi_{\theta'}(x_i))}{\mu(a_i|x_i)} \right\}$.
end for
 $Q^{ret} \leftarrow \begin{cases} 0 & \text{for terminal } x_k \\ \sum_a Q_{\theta'_v}(x_k, a) f(a|\phi_{\theta'}(x_k)) & \text{otherwise} \end{cases}$
for $i \in \{k-1, \dots, 0\}$ **do**
 $Q^{ret} \leftarrow r_i + \gamma Q^{ret}$
 $V_i \leftarrow \sum_a Q_{\theta'_v}(x_i, a) f(a|\phi_{\theta'}(x_i))$
 Computing quantities needed for trust region updating:

$$g \leftarrow \min \{c, \rho_i(a_i)\} \nabla_{\phi_{\theta'}(x_i)} \log f(a_i|\phi_{\theta'}(x_i)) (Q^{ret} - V_i)$$

$$+ \sum_a \left[1 - \frac{c}{\rho_i(a)} \right]_+ f(a|\phi_{\theta'}(x_i)) \nabla_{\phi_{\theta'}(x_i)} \log f(a|\phi_{\theta'}(x_i)) (Q_{\theta'_v}(x_i, a) - V_i)$$

$$k \leftarrow \nabla_{\phi_{\theta'}(x_i)} D_{KL} [f(\cdot|\phi_{\theta_a}(x_i)) \| f(\cdot|\phi_{\theta'}(x_i))]$$

 Accumulate gradients wrt θ' : $d\theta' \leftarrow d\theta' + \frac{\partial \phi_{\theta'}(x_i)}{\partial \theta'} \left(g - \max \left\{ 0, \frac{k^T g - \delta}{\|k\|_2^2} \right\} k \right)$
 Accumulate gradients wrt θ'_v : $d\theta'_v \leftarrow d\theta'_v + \nabla_{\theta'_v} (Q^{ret} - Q_{\theta'_v}(x_i, a))^2$
 Update Retrace target: $Q^{ret} \leftarrow \bar{\rho}_i (Q^{ret} - Q_{\theta'_v}(x_i, a_i)) + V_i$
end for
Perform asynchronous update of θ using $d\theta$ and of θ_v using $d\theta_v$.
Updating the average policy network: $\theta_a \leftarrow \alpha \theta_a + (1 - \alpha) \theta$

Submission

- Submit your presentation files to: [google drive](#)

Slides

- Describe your actor-critic model on Pong and Breakout
- Plot the learning curve and compare with 4-1 and 4-2 to show the performance of your actor-critic model on Pong & Breakout
 - X-axis: number of time steps
 - Y-axis: average reward in last 100 episodes
- Reproduce 1 improvement method of actor-critic (Allow any resource)
 - Describe the method
 - Plot the learning curve and compare with 4-1 and 4-2, 4-3 to show the performance of your improvement

Related Materials

- Course & Tutorial:
 - [Berkeley Deep Reinforcement Learning, Fall 2017](#)
 - [David Silver RL course](#)
 - [Nips 2016 RL tutorial](#)
- Blog:
 - [Andrej Karpathy's blog](#)
 - [Arthur Juliani's Blog](#)
- Text Book:
 - [Reinforcement Learning: An Introduction](#)
- Repo:
 - <https://github.com/williamFalcon/DeepRLHacks>