

# CSCE 636 Neural Networks (Deep Learning)

Lecture 15: Deep Reinforcement Learning (continued)

Anxiao (Andrew) Jiang

Based on the interesting lectures of Prof. Hung-yi Lee “Deep Reinforcement Learning”

[https://www.youtube.com/watch?v=tnPvcec22cg&list=PLJV\\_el3uVTsODxQFgzMzPLa16h6B8kWM\\_&index=5](https://www.youtube.com/watch?v=tnPvcec22cg&list=PLJV_el3uVTsODxQFgzMzPLa16h6B8kWM_&index=5)

[https://www.youtube.com/watch?v=j82QLgfhFiY&list=PLJV\\_el3uVTsODxQFgzMzPLa16h6B8kWM\\_&index=6](https://www.youtube.com/watch?v=j82QLgfhFiY&list=PLJV_el3uVTsODxQFgzMzPLa16h6B8kWM_&index=6)

# Outline

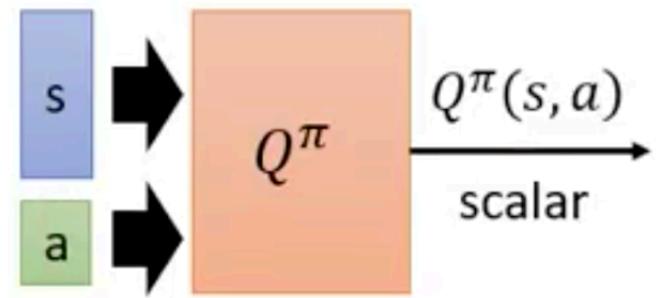
Introduction of Q-Learning

Tips of Q-Learning

Q-Learning for Continuous Actions

# Continuous Actions

- Action  $a$  is a *continuous vector*



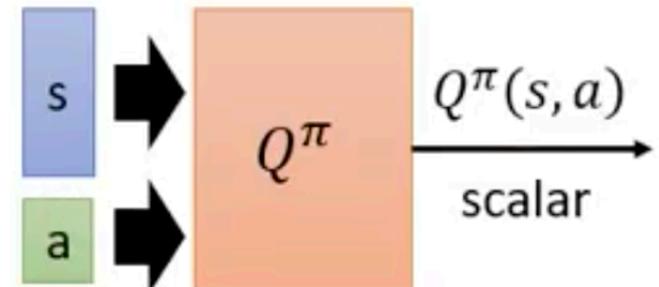
$$a = \arg \max_a Q(s, a)$$

**Solution 1**



**Solution 2**

# Continuous Actions



- Action  $a$  is a *continuous vector*

$$a = \arg \max_a Q(s, a)$$

## Solution 1



Sample a set of actions:  $\{a_1, a_2, \dots, a_N\}$

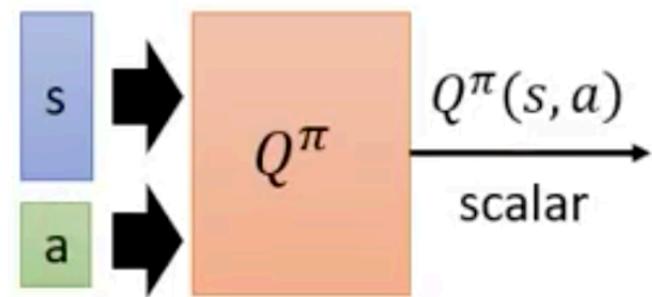
See which action can obtain the largest Q value



## Solution 2

# Continuous Actions

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## Solution 1



Sample a set of actions:  $\{a_1, a_2, \dots, a_N\}$

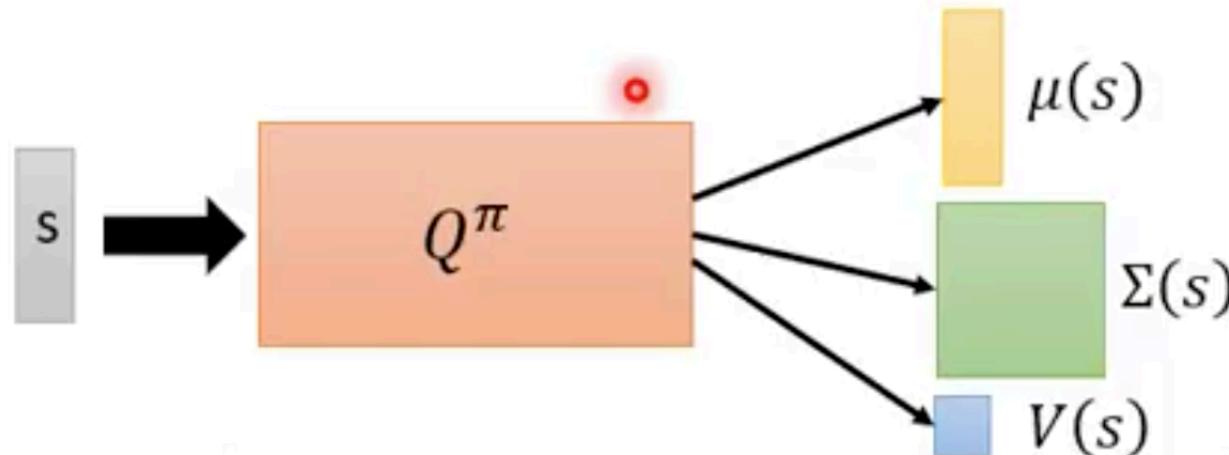
See which action can obtain the largest Q value

## Solution 2

Using gradient ascent to solve the optimization problem.

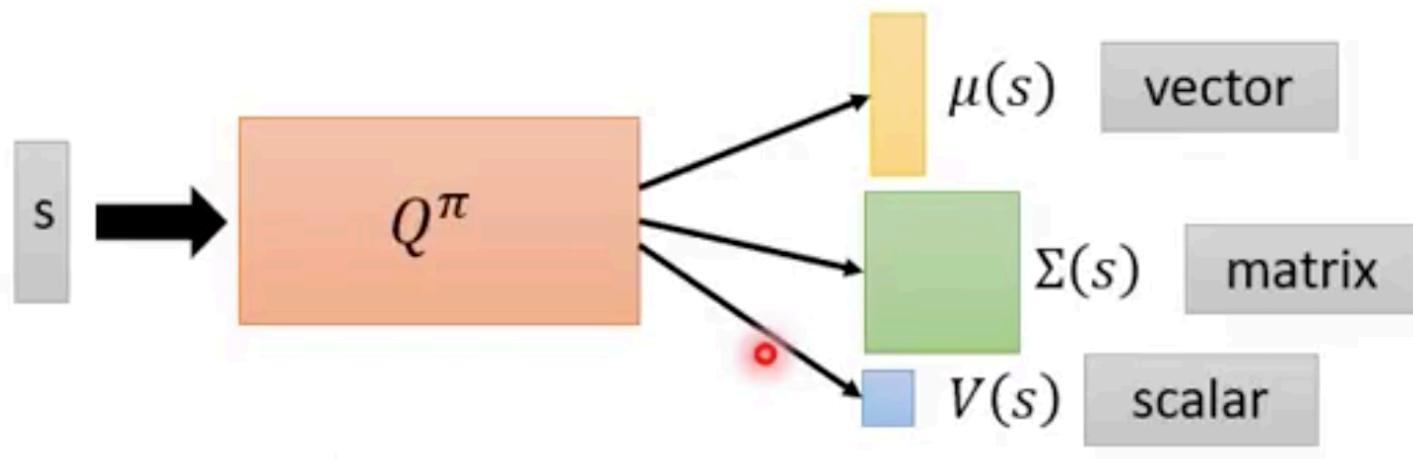
# Continuous Actions

**Solution 3** Design a network to make the optimization easy.



# Continuous Actions

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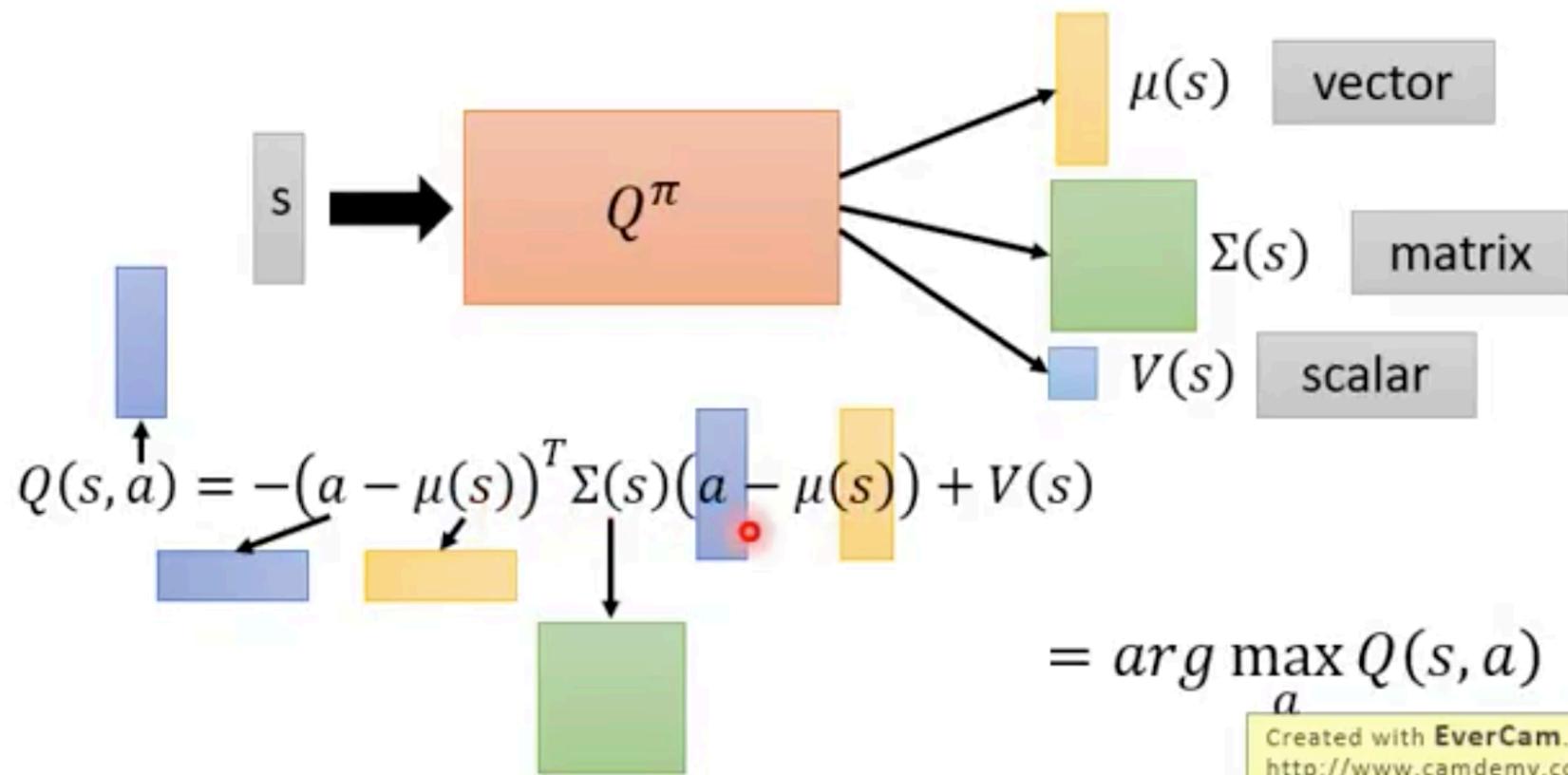


$$Q(s, a) = -(a - \mu(s))^T \Sigma(s)(a - \mu(s)) + V(s)$$

↑  
Positive semi-definite matrix

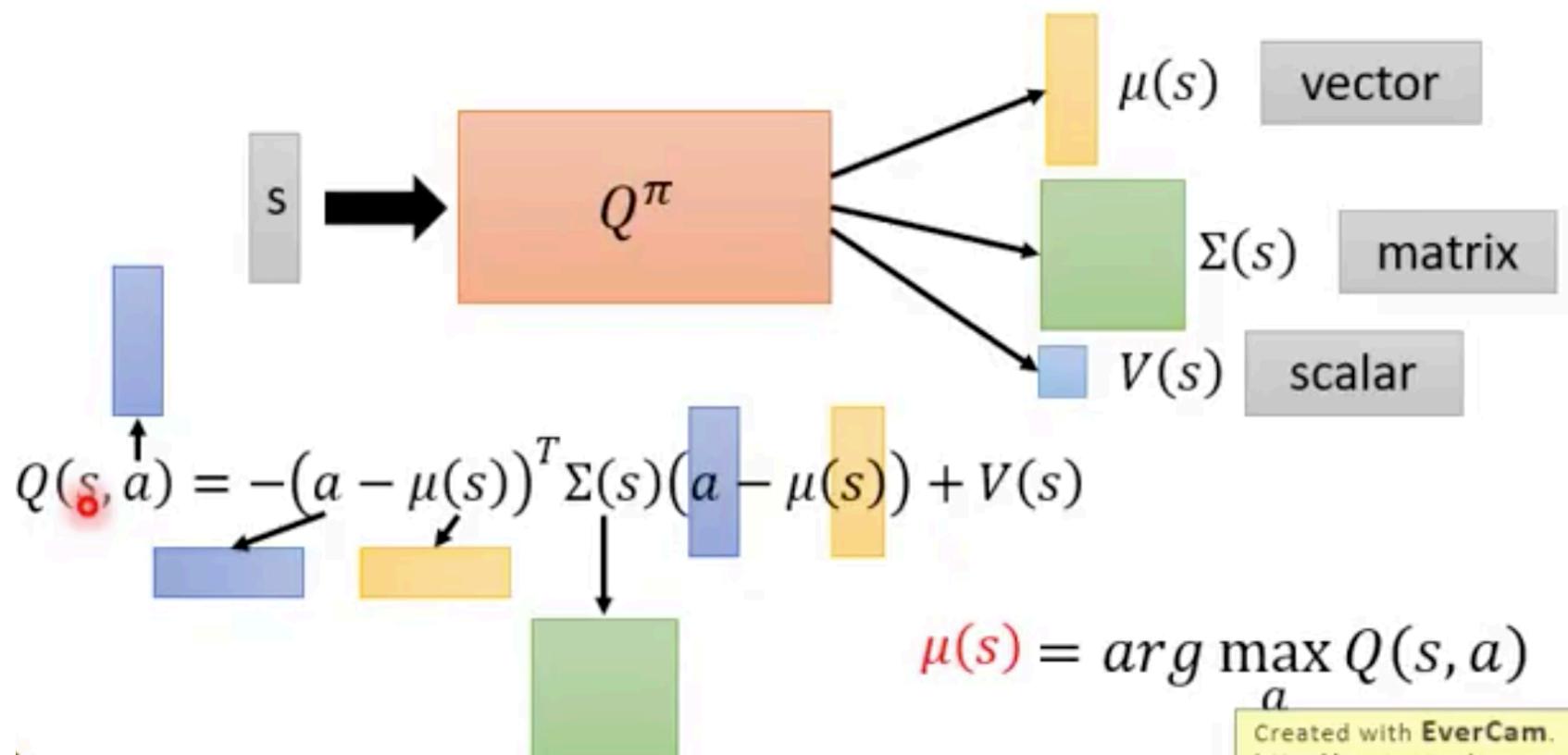
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# Continuous Actions

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# Actor-Critic

# Asynchronous Advantage Actor-Critic (A3C)

Volodymyr Mnih, Adrià Puigdomènech Badia, Mehdi Mirza, Alex Graves, Timothy P. Lillicrap, Tim Harley, David Silver, Koray Kavukcuoglu, "Asynchronous Methods for Deep Reinforcement Learning", ICML, 2016

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<http://www.camdemx.com>

# Review – Policy Gradient

$$\nabla \bar{R}_\theta \approx \frac{1}{N} \sum_{n=1}^N \sum_{t=1}^{T_n} \left( \sum_{t'=t}^{T_n} \gamma^{t'-t} r_{t'}^n - b \right) \nabla \log p_\theta(a_t^n | s_t^n)$$

# Review – Policy Gradient

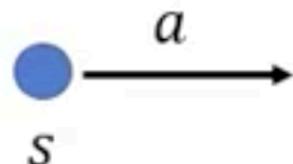
$$\nabla \bar{R}_\theta \approx \frac{1}{N} \sum_{n=1}^N \sum_{t=1}^{T_n} \left( \underbrace{\sum_{t'=t}^{T_n} \gamma^{t'-t} r_{t'}^n - \underline{\textcolor{red}{b}}}_{G_t^n : \text{ obtained via interaction}} \right) \nabla \log p_\theta(a_t^n | s_t^n)$$

baseline

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baseline  
• Very unstable

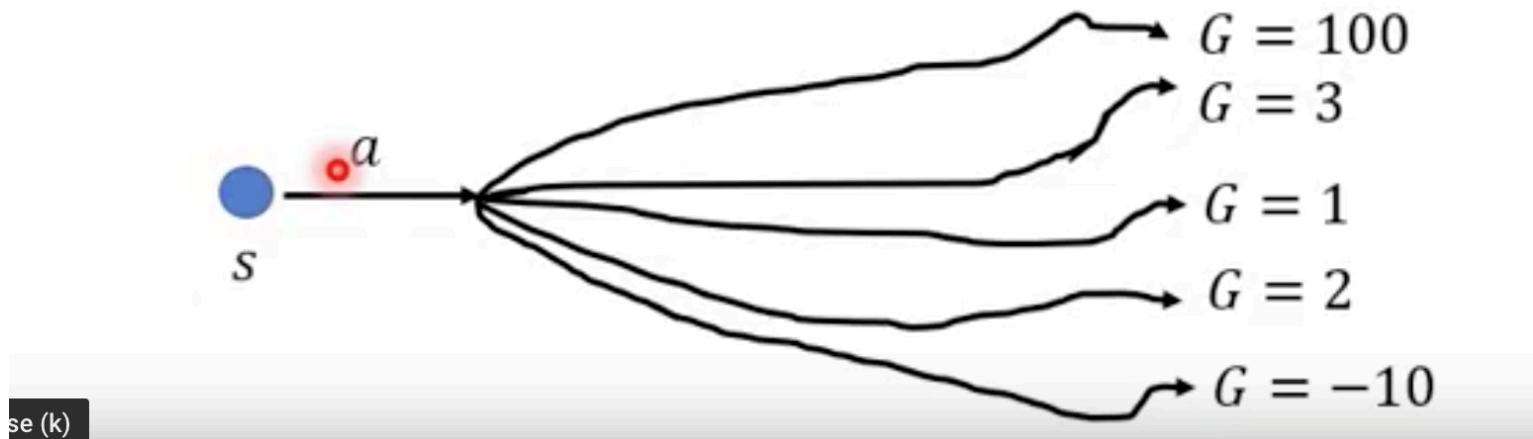


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*Very unstable*



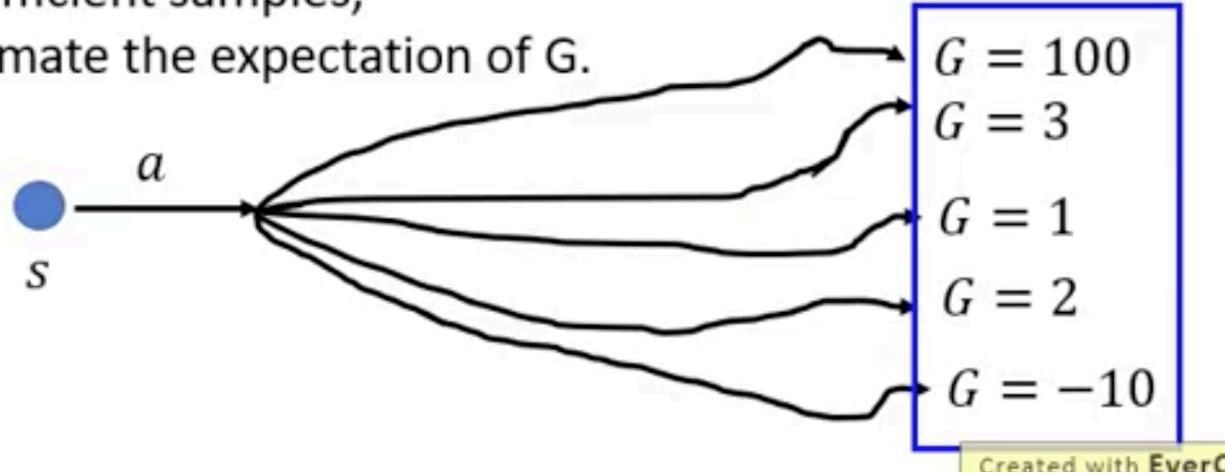
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baseline

**Very unstable**

With sufficient samples,  
approximate the expectation of G.

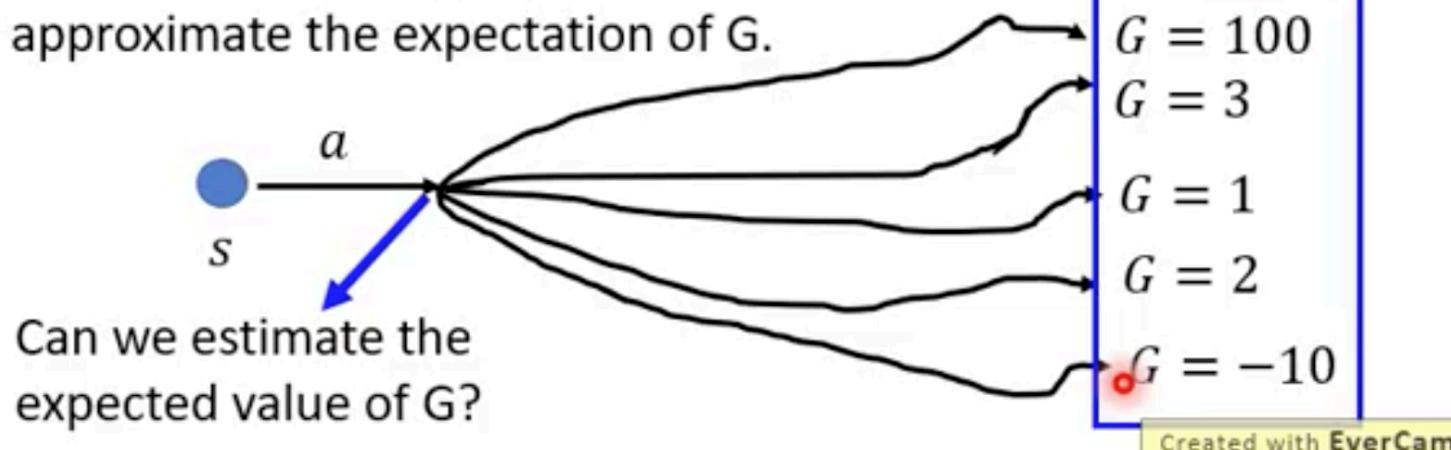


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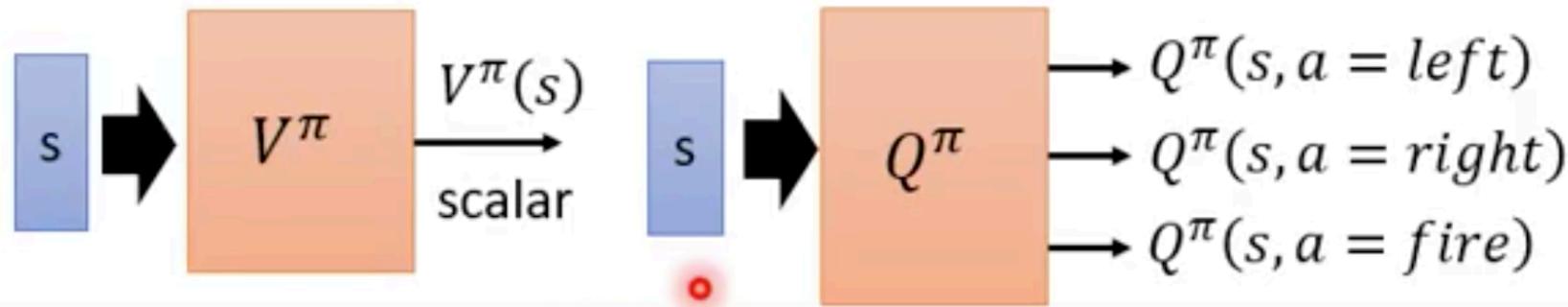


# Review – Q-Learning

- State value function  $V^\pi(s)$ 
  - When using actor  $\pi$ , the *cumulated* reward expects to be obtained after visiting state  $s$
- State-action value function  $Q^\pi(s, a)$ 
  - When using actor  $\pi$ , the *cumulated* reward expects to be obtained after taking  $a$  at state  $s$

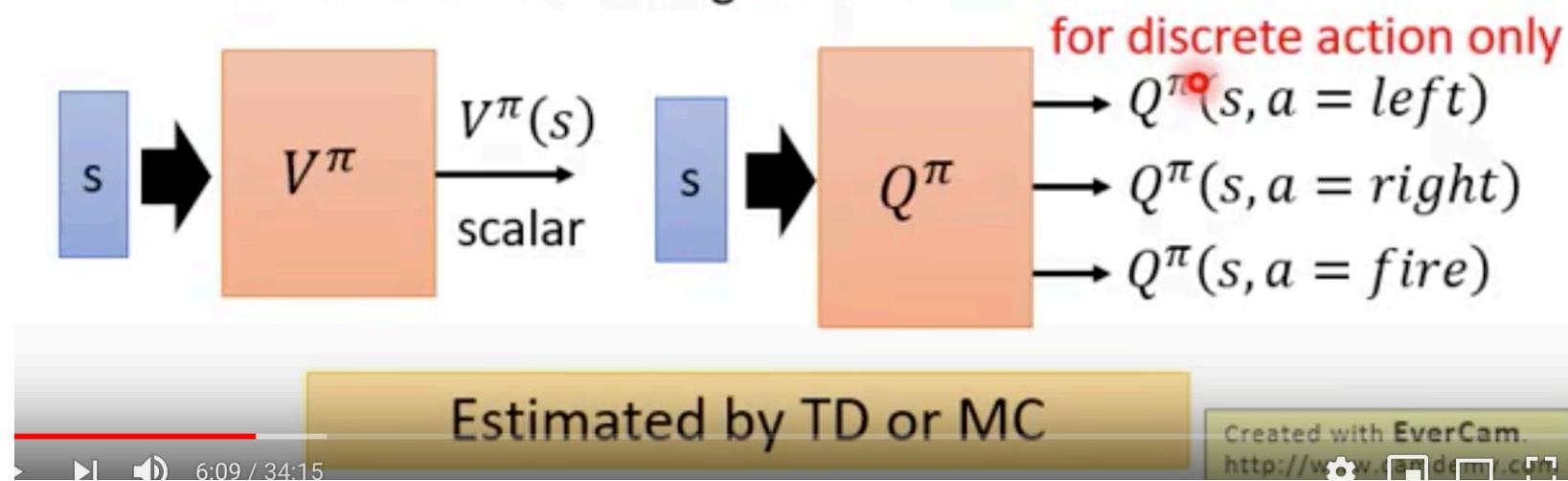
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# Actor-Critic

$$\nabla \bar{R}_\theta \approx \frac{1}{N} \sum_{n=1}^N \sum_{t=1}^{T_n} \left( \underbrace{\sum_{t'=t}^{T_n} \gamma^{t'-t} r_{t'}^n - b}_{G_t^n : \text{obtained via interaction}} \right) \nabla \log p_\theta(a_t^n | s_t^n)$$

baseline

$\downarrow$

$$E[G_t^n] =$$

# Actor-Critic

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$$E[G_t^n] = Q^{\pi_\theta}(s_t^n, a_t^n)$$

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baseline

$V^{\pi_\theta}(s_t^n)$

↓

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# Actor-Critic

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•  $G_t^n$  : obtained via interaction

baseline

$Q^{\pi_\theta}(s_t^n, a_t^n) - V^{\pi_\theta}(s_t^n)$

$V^{\pi_\theta}(s_t^n)$

$E[G_t^n] = Q^{\pi_\theta}(s_t^n, a_t^n)$

# Advantage Actor-Critic

$$Q^\pi(s_t^n, a_t^n) - V^\pi(s_t^n)$$

Estimate two networks? We can only estimate one.

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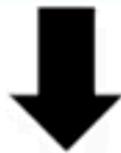
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# Advantage Actor-Critic

$$Q^\pi(s_t^n, a_t^n) - V^\pi(s_t^n)$$

Estimate two networks? We can only estimate one.



$$r_t^n + V^\pi(s_{t+1}^n) - V^\pi(s_t^n)$$

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Only estimate state value

$$Q^\pi(s_t^n, a_t^n) = E[r_t^n + V^\pi(s_{t+1}^n)]$$

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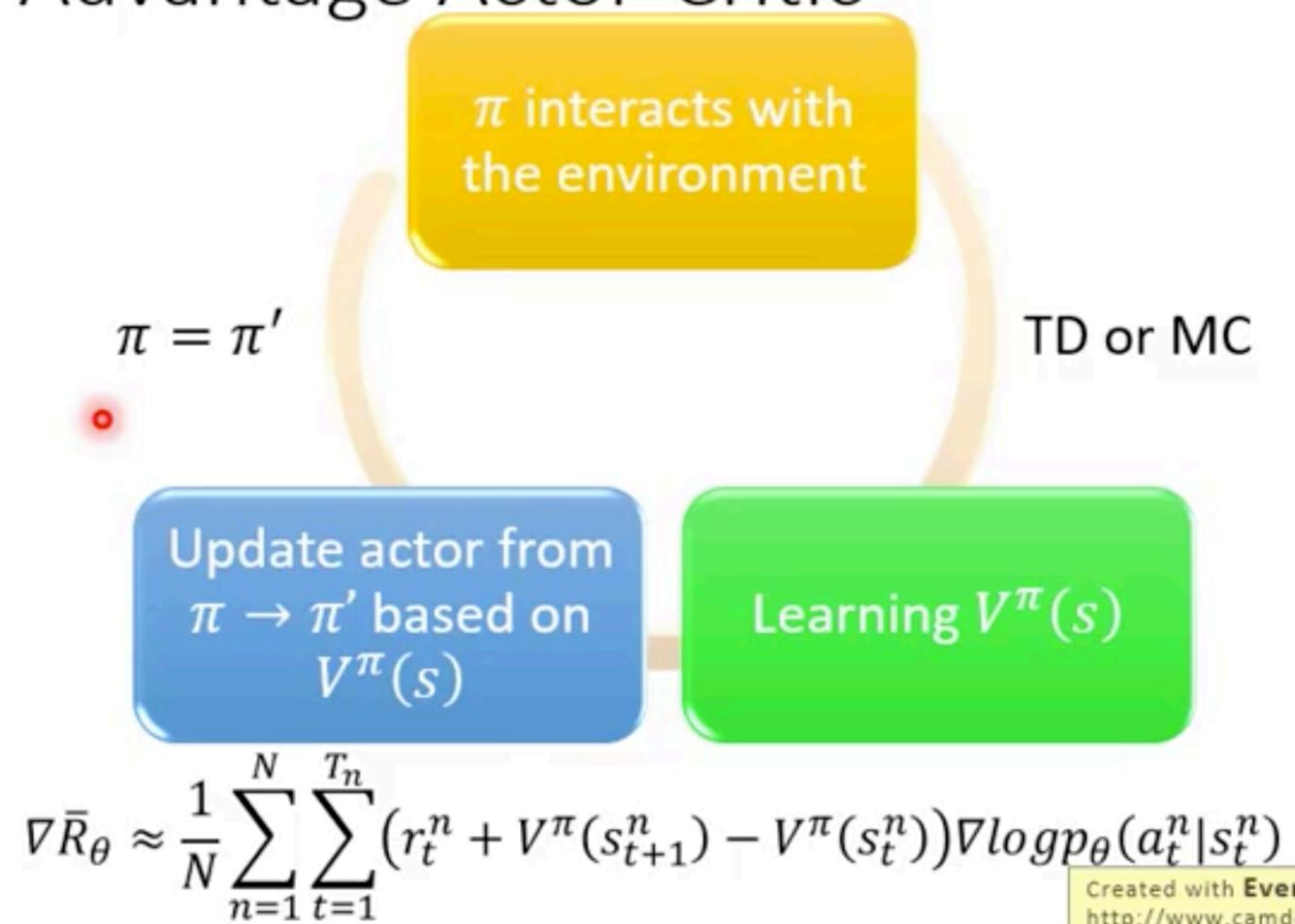
$$r_t^n + V^\pi(s_{t+1}^n) - V^\pi(s_t^n)$$

Only estimate state value  
A little bit variance

$$Q^\pi(s_t^n, a_t^n) = E[r_t^n + V^\pi(s_{t+1}^n)]$$

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# Advantage Actor-Critic



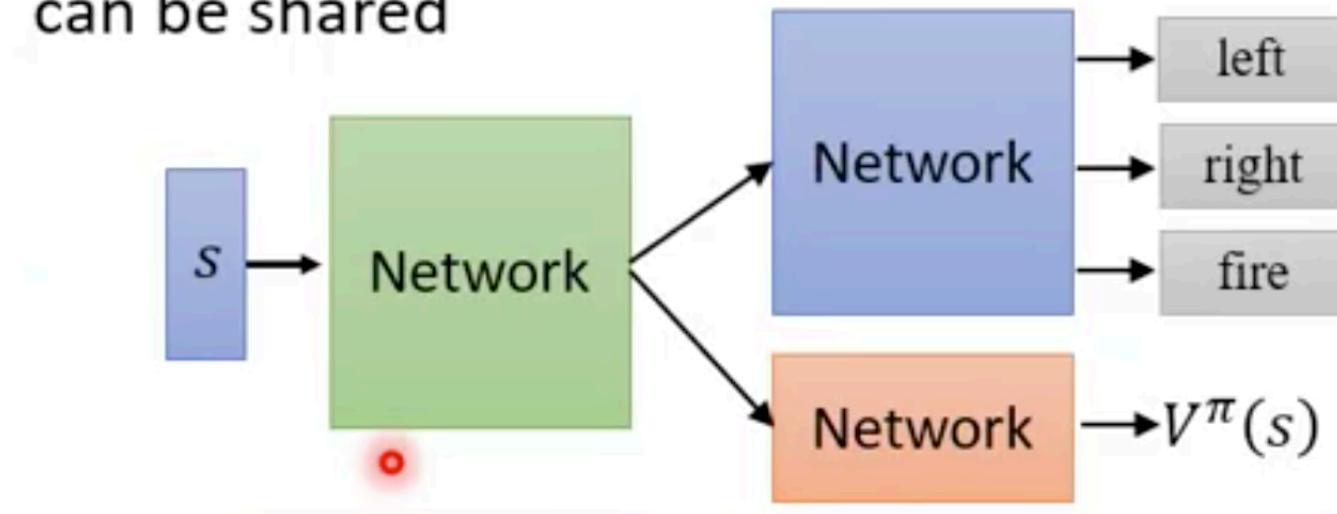
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<http://www.camdemyc.com>

# Advantage Actor-Critic

- Tips
  - The parameters of actor  $\pi(s)$  and critic  $V^\pi(s)$  can be shared

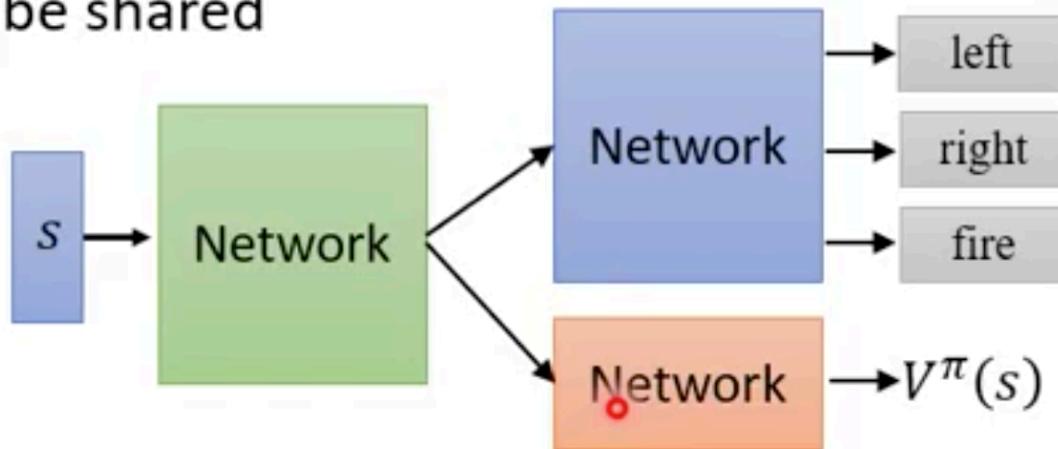
# Advantage Actor-Critic

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# Advantage Actor-Critic

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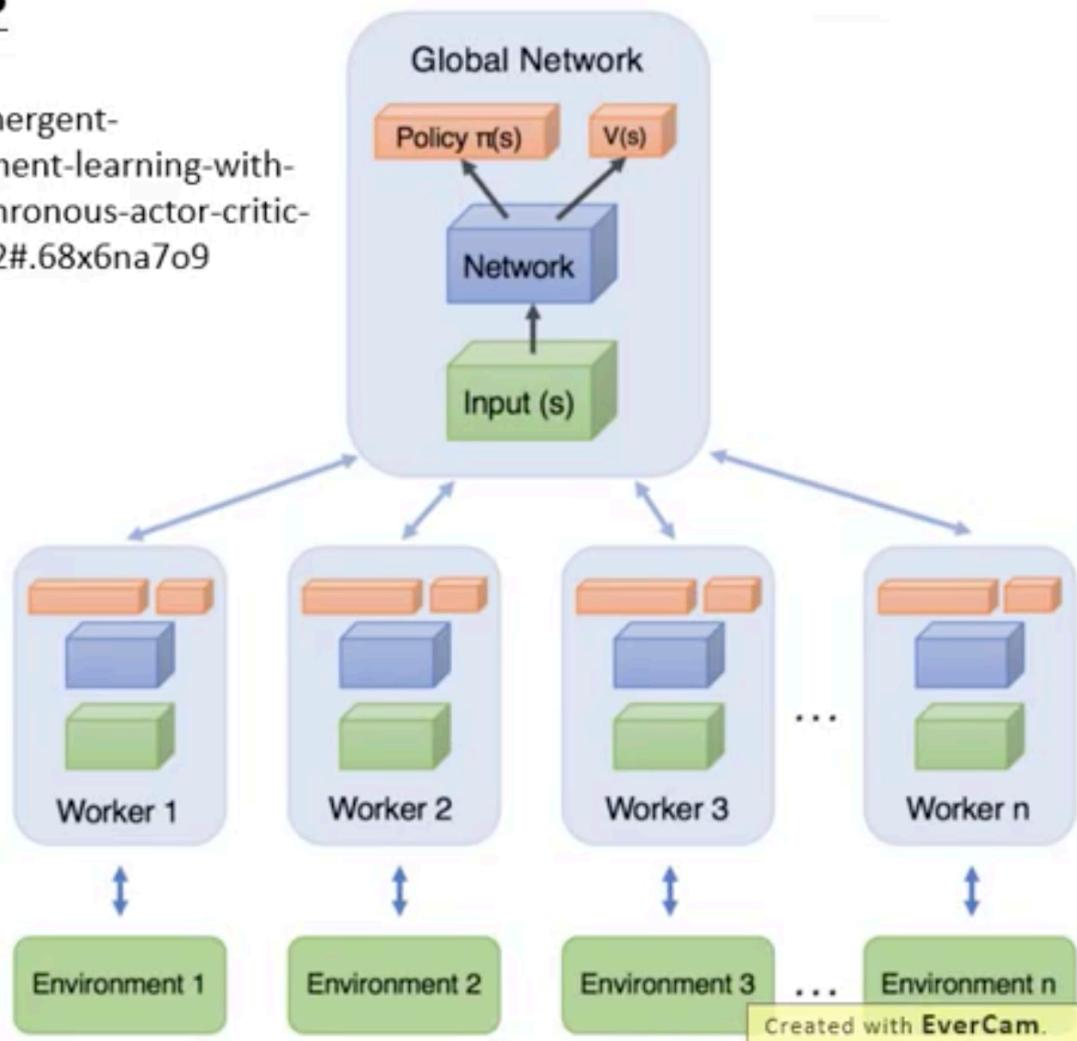
- Use output entropy as regularization for  $\pi(s)$ 
  - Larger entropy is preferred → exploration

## **Asynchronous Advantage Actor-Critic (A3C)**

## Asynchronous

Source of image:

<https://medium.com/emergent-future/simple-reinforcement-learning-with-tensorflow-part-8-async-actor-critic-agents-a3c-c88f72a5e9f2#.68x6na7o9>

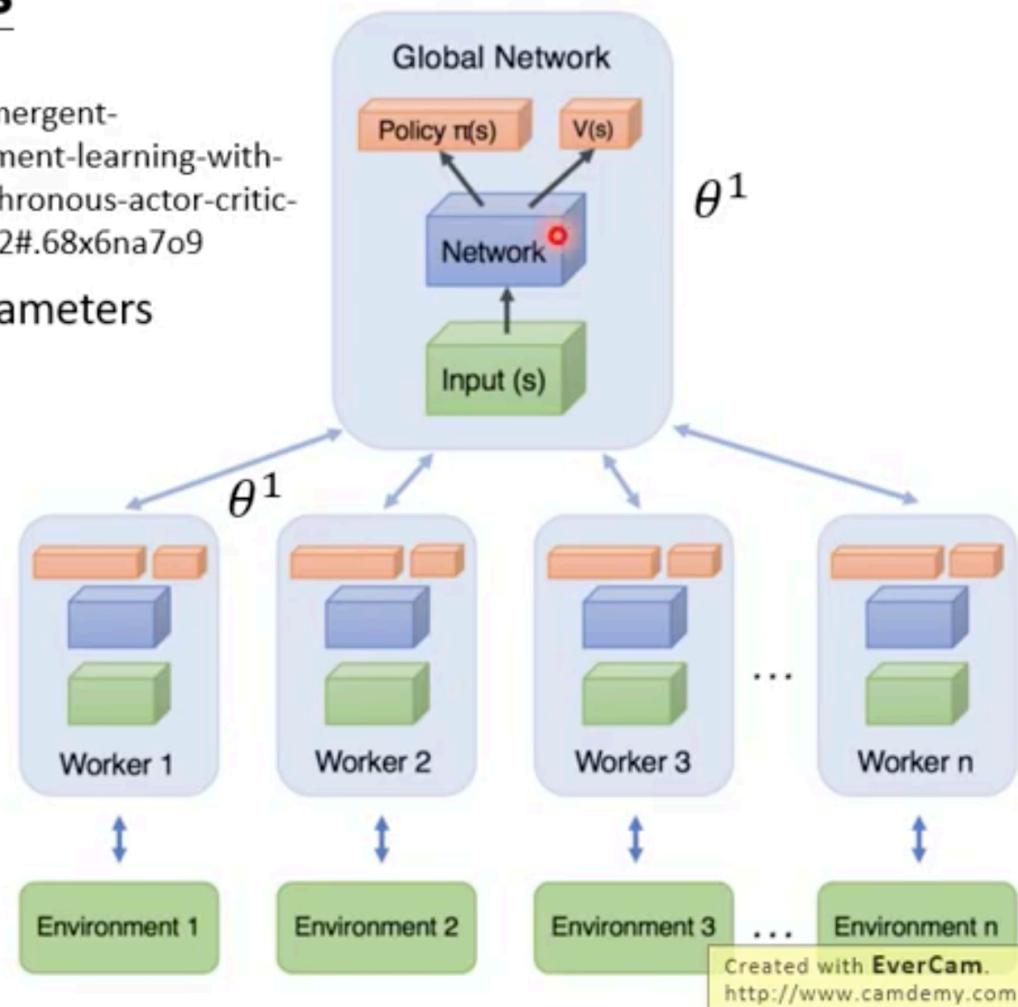


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1. Copy global parameters

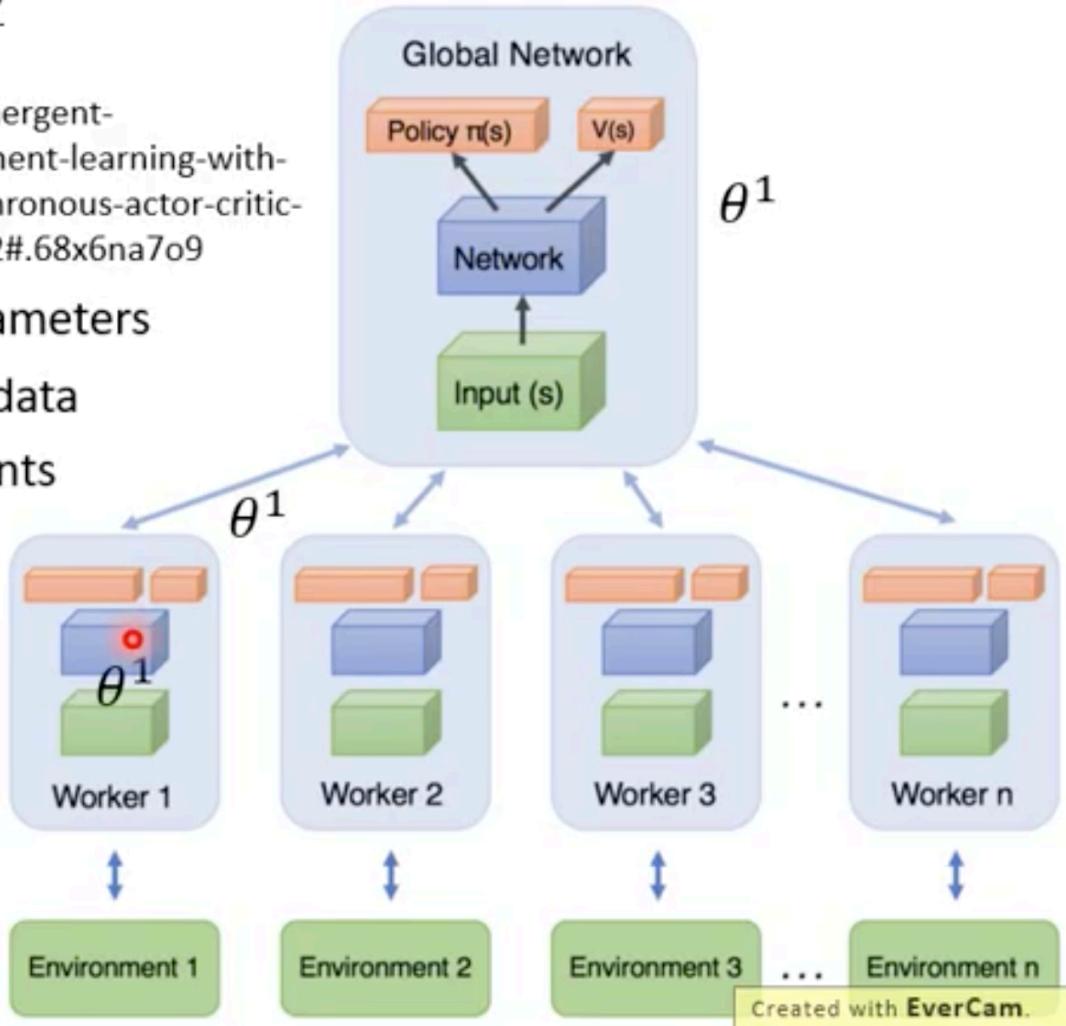


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1. Copy global parameters
2. Sampling some data
3. Compute gradients



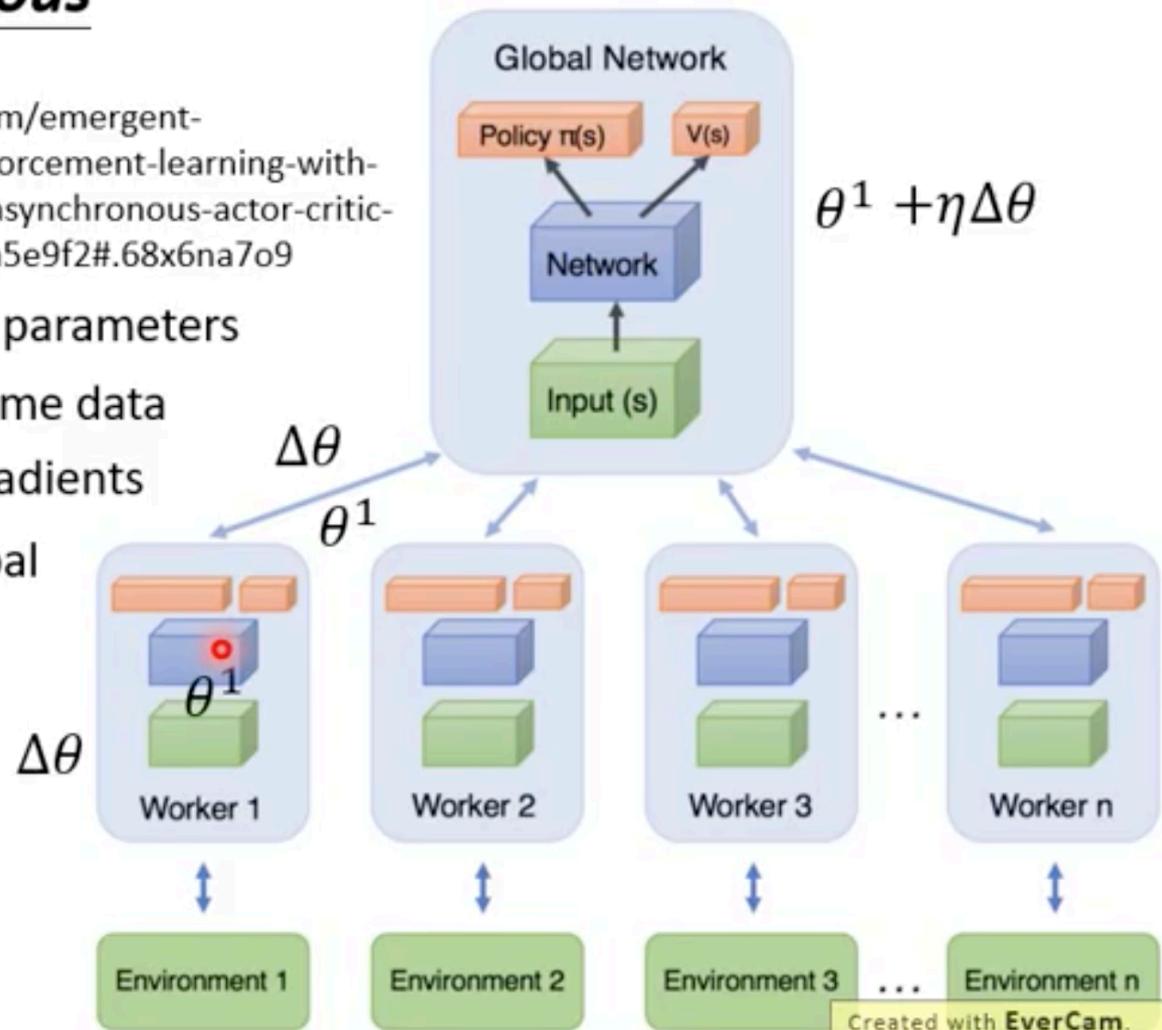
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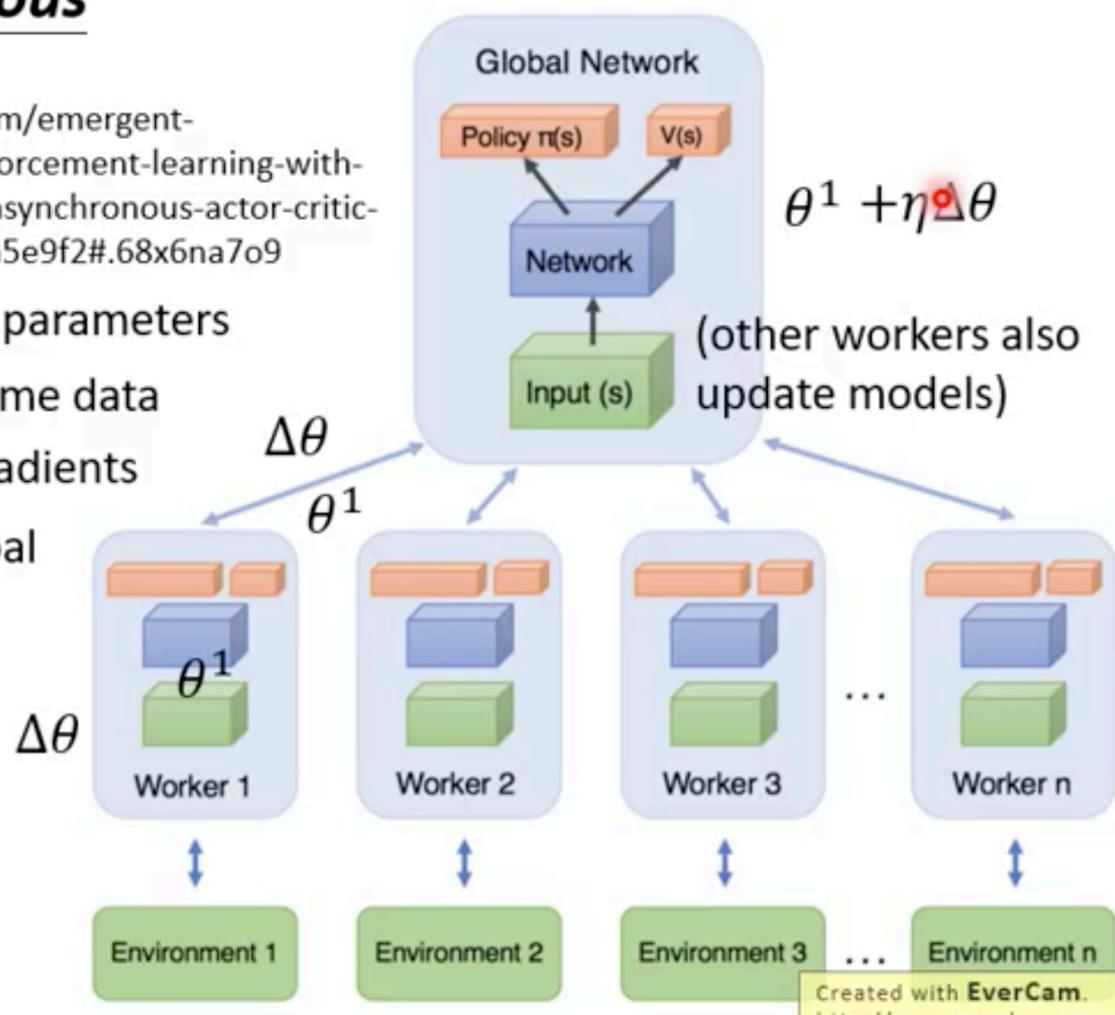


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