

Week 7 - Reinforcement Learning

GPI — Monday

grad ascent method

↳ for max

Def what?

$$\nabla V_{\pi}(\pi) \stackrel{\text{def}}{=} \frac{\partial V_{\pi}(\pi)}{\partial \pi} \leadsto \nabla / \text{partial derivative}$$

difficult to use / ~~imply~~

↳ ganknya / as a remedy "explicit"

↳ we introduce policy parameters

a param vector

$$\theta \in \mathbb{R}^{\dim(\theta)}$$

$$\text{so } V(\pi(\theta)) \stackrel{\text{def}}{=} V(\theta)$$

Best Practice

Why explicit?

- ① can utilize high dimension repr. for policy
- ② can encode levels of exploration
"share the same idea with ϵ -greedy"
- ③ learn faster for "exceeding exp".

The Grad Ascent update rule:

Policy Gradient

$$\theta^{K+1} \leftarrow \theta^K + \alpha \nabla V_{\pi}(\theta) \Big|_{\theta = \theta^K}$$

K = policy iteration index

evaluated using θ^K

θ = initialized / choose randomly

α = choose random small number

$\nabla V_{\pi}(\theta) = ?$ → Sutton's policy grad

set $x \rightarrow$ gain

$$\nabla V_g(\theta) = \nabla \left\{ \sum_{s \in S} \sum_{a \in A} r(s, a) \frac{p^*(s)}{\pi(\theta)} \dots \right.$$

... $\pi(a|s; \theta)$... by def of gain }

$$= \sum_s \sum_a r(s, a) \left\{ \nabla p_{\pi}^*(s) \cdot \pi + p_{\pi}^*(s) \cdot \nabla \pi \right\}$$

if we stop here, still its not sampling friendly in RL, thus we use "score function".

$$= \sum_s \sum_a r(s, a) \left\{ (p_{\pi}^* \cdot \nabla \log p_{\pi}^* \cdot \pi) + p_{\pi}^* \cdot \pi \cdot \nabla \log \pi \right\}$$

$$= \sum_s \sum_a p^*(s) \cdot \pi(a|s) \cdot r(s, a) \left\{ \nabla \log p^* + \nabla \log \pi \right\}$$

Sampling - friendly but in RL, p^* is still unknown to the agent.

Score function:

$$\nabla \log \pi(a|s; \theta) = \frac{\nabla \pi(a|s; \theta)}{\pi(a|s; \theta)}$$

$$= \sum_s \sum_a p^*(s) \pi(a|s) q_b^\pi(s, a) \nabla \log \pi(a|s; \theta)$$

$$= \mathbb{E}_{\substack{s \sim p^* \\ A \sim \pi(\cdot|s)}} [q_b^\pi(s|A) \nabla \log \pi(A|s; \theta)]$$

$s \sim p^*$
 $A \sim \pi(\cdot|s)$

↳ exceeding exp
 find proof!

p^* is unknown but appears under \mathbb{E} , hence in practice we simply sample from $p_\pi^*(\theta)$

↳ p^* exist, at $t \geq t_{\max}$
 run unbiased approx of $\nabla V^*(x)$.

but, at $t < t_{mix}$, $S \sim p^t \neq p^*$
 hence biased approx. of $\nabla V(x)$

①. BCV: Reduce var w/o introducing bias error

$$\nabla V_g(\theta) = \mathbb{E} \left[\underbrace{\left(q_b^\pi(s, A) - \underbrace{V_b(s)}_{\text{baseline}} \right)}_{\text{advantage function}} \nabla \log \dots \right]$$

$$\dots \pi(A|S; \theta)$$

$$= \partial_b^\pi(s, A)$$

$$= \mathbb{E} \left[\delta_v(s, A, s') \nabla \log \pi(A|s; \theta) \right]$$

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Wednesday.

Policy param for Discrete Action (focus: —
— finite MDP)

using: Gibbs / Boltzman / softmax categorical dist
softmax parameterization

$$\pi(a|s; \theta) = \frac{\exp(\theta^T \phi(s, a))}{\sum \exp(\theta^T \phi(s, a))} \quad \forall (s, a) \in (S \times A)$$

Discounted Reward Policy Gradient

Recall: \leftarrow symbol for discounted

$$V_{\gamma}(\pi) = P_{\pi}^{\gamma} r_{\pi} \quad V_{\gamma}(\pi) = P_{\pi}^{\gamma} r_{\pi}$$

Where $t_{mix} \rightarrow \infty$

$$P_{\pi}^{\gamma} = \lim_{t \rightarrow \infty} \sum_{t=0}^{t_{mix}-1} (\gamma \cdot P_{\pi})^t \quad P_{\pi}^{\gamma} = (\text{see Prev})$$

P is not a proper distribution

because $\sum_{s \in \mathcal{S}} P_{\pi}^{\gamma}(s|s_0) \neq 1$

$$\nabla V_{\gamma}(\pi, s_0) = \sum P_{\pi}^{\gamma}(s|s_0) \sum_{a \in \mathcal{A}} q_{\gamma}^{\pi}(s,a) \dots$$

$$\dots \nabla \log \pi(a|s; \theta)$$

not sampling friendly, not a distribution

times with ~~the~~ $(1-\gamma)$

$$= \frac{1}{(1-\gamma)} \sum (1-\gamma) P_{\pi}^{\gamma}(s|s_0) \sum_a \dots$$

↳ becomes a geometric Distribution
 ↳ to make it back to equality.

$$\pi^* = \arg \max_{\pi \in \Pi} V_{\gamma}(\pi, s_0)$$

$$\pi^* = \arg \max_{\pi \in \Pi} \mathbb{E}_{s_0 \sim p} [V_{\gamma}(\pi, s_0)]$$

$s_0 \sim p \rightarrow$ initial state distribution

π_y^* depends on p^0

call non-uniform optimal