

Reinforcement Learning from an optimization's perspective

How I tried to bring optimization into RL

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Reinforcement Learning - Class project presentation

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One problem, two approaches

Policy evaluation, linear approximation \longrightarrow solve $A\theta = b$

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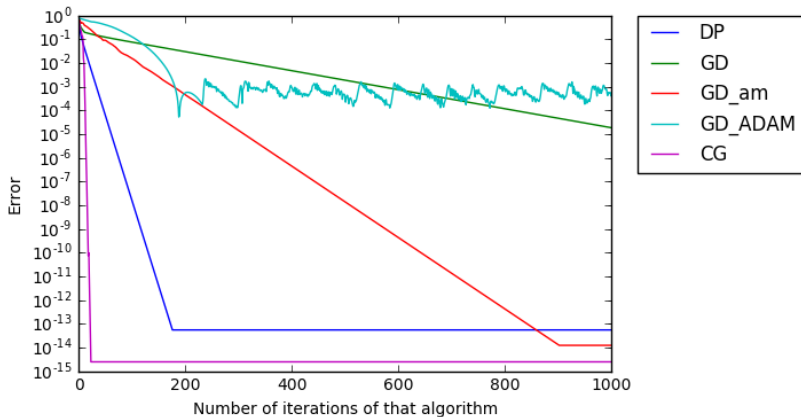
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- Quadratic programming
- Convex
- Speed: **superlinear**

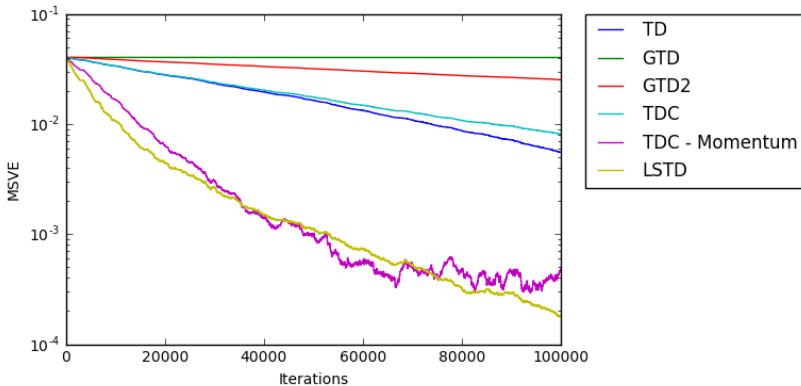
DP vs QP: tabular case

Random walk, 1000 states, $\gamma = 0.9$ (one run)



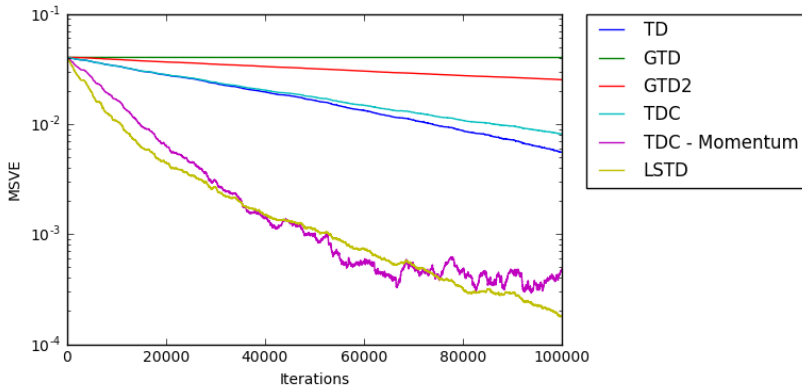
Extension: Gradient-based TD

Random walk, 1000 states, 100 features, $\gamma = 0.9$ (one run)



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To do: adaptive learning rate (AdaGrad, RMSprop, ADAM...)

Limited-Memory LSTD

Sherman-Morrison formula, with $\hat{B}_t = \hat{A}_t^{-1}$:

$$\hat{B}_t \cdot \hat{b} = \hat{B}_{t-1} \hat{b} - \frac{\hat{B}_{t-1} \phi_t (\phi_t - \gamma \phi_{t+1})^T \hat{B}_{t-1} \hat{b}}{1 + (\phi_t - \gamma \phi_{t+1})^T \hat{B}_{t-1} \phi_t}$$

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- Only remember last $m \ll n$ transitions, memory cost $O(mn)$

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L-LSTD:

- Only remember last $m \ll n$ transitions, memory cost $O(mn)$
- $\hat{B}_t \phi_t$, $\hat{B}_t \hat{b}$ computed iteratively
- Cost $O(m^2 n)$ per update

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- :) Indeed faster than LSTD for small m
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Questions :

- *Convergence??*
- How often should we update θ ?
- Which ϵ is best?
- Should we forget all information about b ?