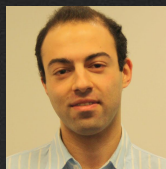
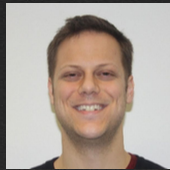


Distributional Reinforcement Learning

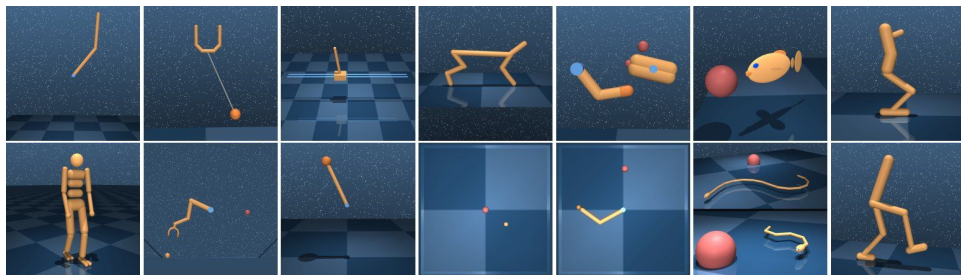


Marc Bellemare, Will Dabney, Georg Ostrovski, Mark Rowland,
Rémi Munos



DeepMind

Deep RL is already a successful *empirical* research domain



Can we make it a *fundamental* research domain?

Related fundamental works:

- **RL side:** tabular, linear TD, ADP, sample complexity, ...
- **Deep learning side:** VC-dim, convergence, stability, robustness, ...

Nice theoretical results, but how much do they tell us about deepRL?

Can we make it a *fundamental* research domain?

Related fundamental works:

- **RL side:** tabular, linear TD, ADP, sample complexity, ...
- **Deep learning side:** VC-dim, convergence, stability, robustness, ...

Nice theoretical results, but how much do they tell us about deepRL?

What is specific about RL when combined with deep learning?

Distributional-RL

Shows interesting interactions between RL and deep-learning

Outline:

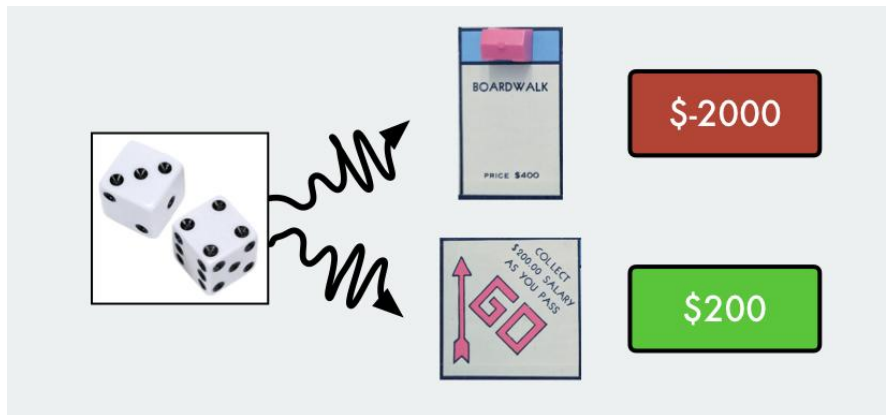
- The idea of distributional-RL
- The theory
- How to represents distributions?
- Neural net implementation
- Results
- Why does this work?

Random immediate reward



Expected immediate reward

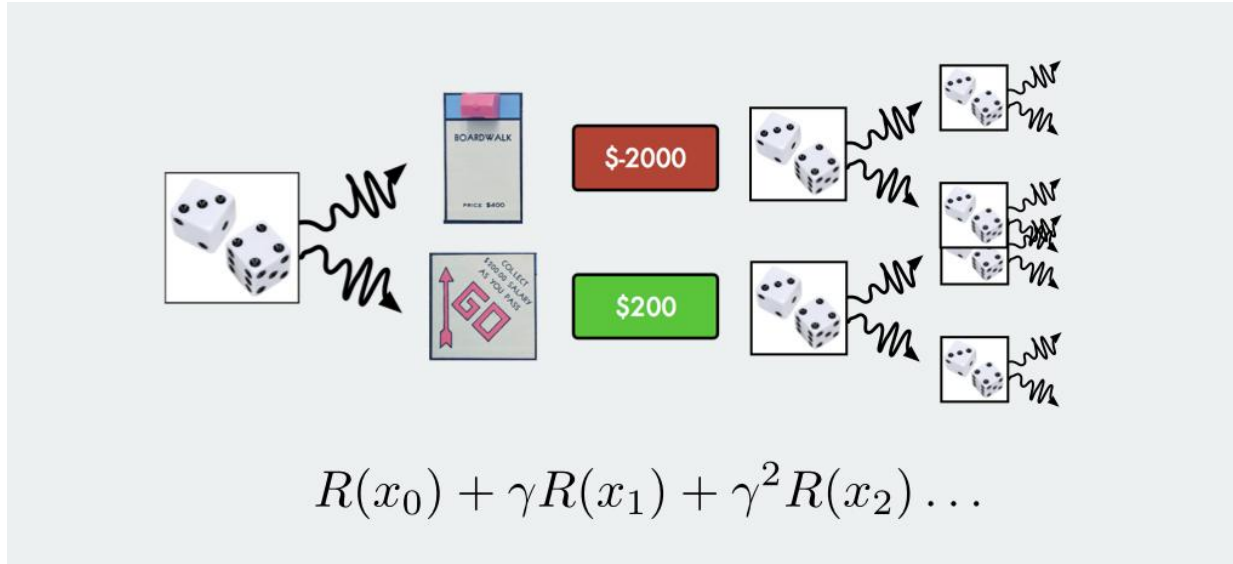
$$\mathbb{E}[R(x)] = \frac{1}{36} \times (-2000) + \frac{35}{36} \times (200) = 138.88$$



Random variable reward:

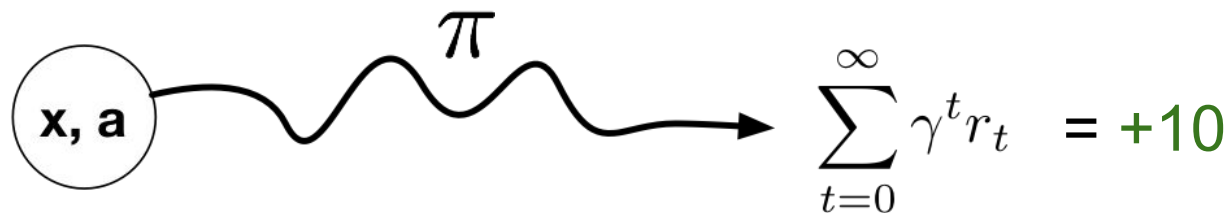
$$R(x) = \begin{cases} -2000 & \text{w.p. } 1/36 \\ 200 & \text{w.p. } 35/36 \end{cases}$$

The return = sum of future discounted rewards



- Returns are often complex, multimodal
- Modelling the expected return hides this intrinsic randomness
- Model all possible returns!

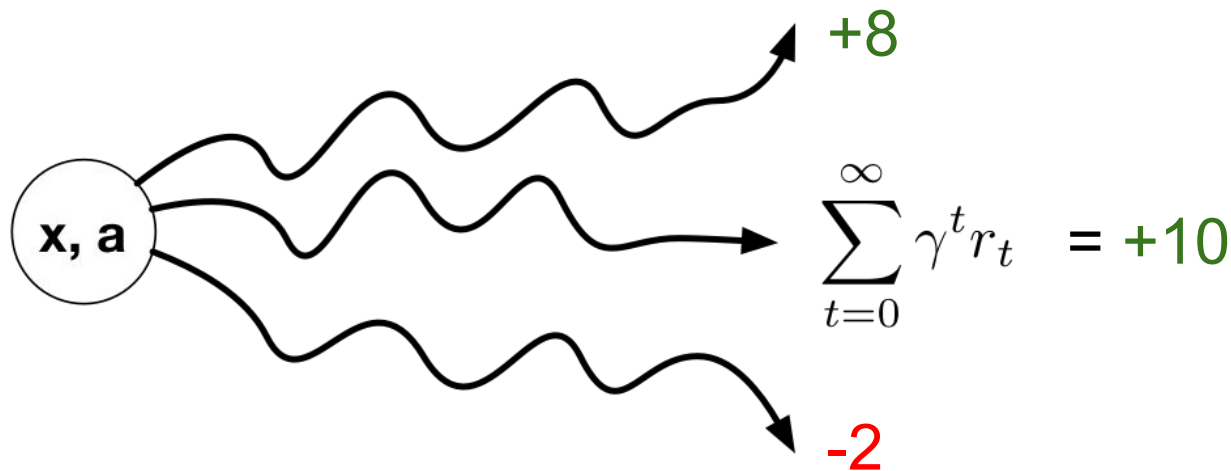
The r.v. Return $Z^\pi(x, a)$



Captures intrinsic randomness from:

- Immediate rewards
- Stochastic dynamics
- Possibly stochastic policy

The r.v. Return $Z^\pi(x, a)$



$$Z^\pi(x, a) = \sum_{t \geq 0} \gamma^t r(x_t, a_t) \Big|_{x_0=x, a_0=a, \pi}$$

The expected Return

The value function $Q^\pi(x, a) = \mathbb{E}[Z^\pi(x, a)]$

Satisfies the Bellman equation

$$Q^\pi(x, a) = \mathbb{E}[r(x, a) + \gamma Q^\pi(x', a')]$$

where $x' \sim p(\cdot|x, a)$ and $a' \sim \pi(\cdot|x')$

Distributional Bellman equation?

We would like to write a Bellman equation for the distributions:

$$Z^\pi(x, a) \stackrel{D}{=} R(x, a) + \gamma Z^\pi(x', a')$$

where $x' \sim p(\cdot|x, a)$ and $a' \sim \pi(\cdot|x')$

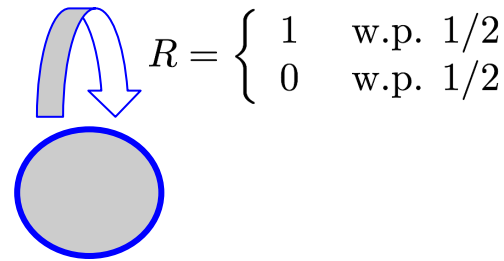
Does this equation make sense?

Example

Reward = Bernoulli ($1/2$), discount factor $\gamma = 1/2$

Bellman equation: $V = \frac{1}{2} + \frac{1}{2}V$, thus $V = 1$

Return $Z = \sum_{t \geq 0} 2^{-t} R_t$ Distribution?



Example

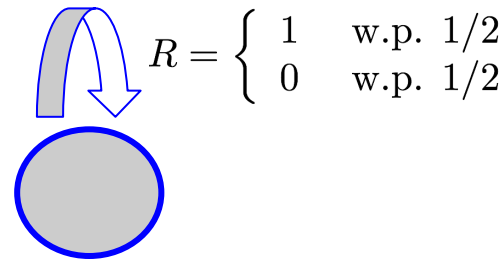
Reward = Bernoulli ($1/2$), discount factor $\gamma = 1/2$

Bellman equation: $V = \frac{1}{2} + \frac{1}{2}V$, thus $V = 1$

Return $Z = \sum_{t \geq 0} 2^{-t} R_t$

Distribution? $\mathcal{U}([0, 2])$

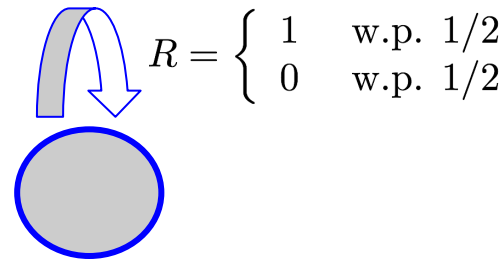
(rewards = binary expansion of a real number)



Example

Reward = Bernoulli ($\frac{1}{2}$), discount factor $\gamma = \frac{1}{2}$

Bellman equation: $V = \frac{1}{2} + \frac{1}{2}V$, thus $V = 1$



Return $Z = \sum_{t \geq 0} 2^{-t} R_t$ Distribution? $\mathcal{U}([0, 2])$

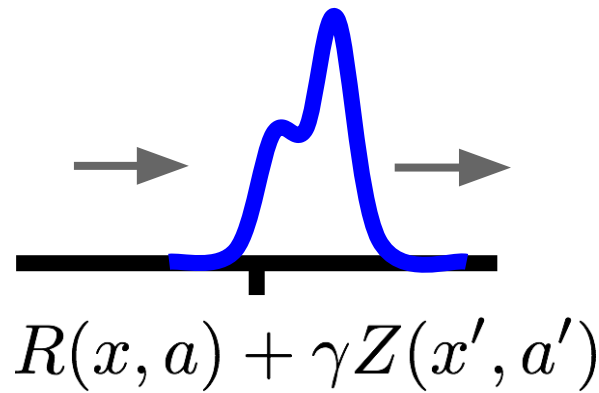
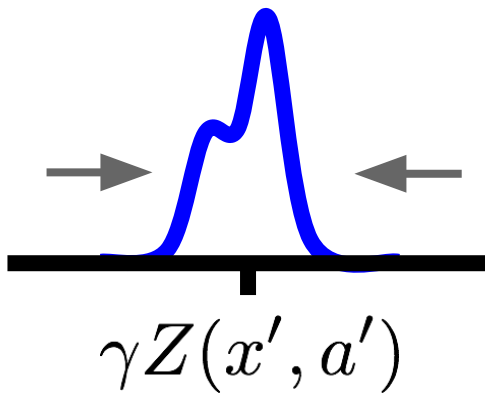
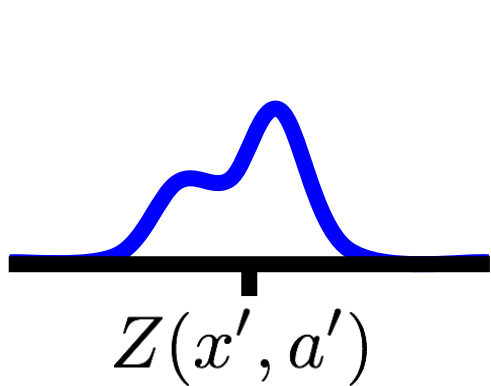
Distributional Bellman equation: $Z = \mathcal{B}(\frac{1}{2}) + \frac{1}{2}Z$

In terms of distribution:

$$\begin{aligned} \eta(z) &= \frac{1}{2} (\delta(0) + \delta(1)) * 2\eta(2z) \\ &= \eta(2z) + \eta(2(z - 1)) \end{aligned}$$

Distributional Bellman operator

$$T^\pi Z(x, a) = R(x, a) + \gamma Z(x', a')$$



Does there exists a fixed point?

Properties

Theorem [Rowland et al., 2018]

T^π is a contraction in Cramer metric

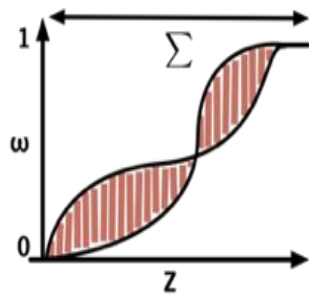
$$\ell_2(X, Y) = \left(\int_{\mathbb{R}} (F_X(t) - F_Y(t))^2 dt \right)^{1/2}$$

Theorem [Bellemare et al., 2017]

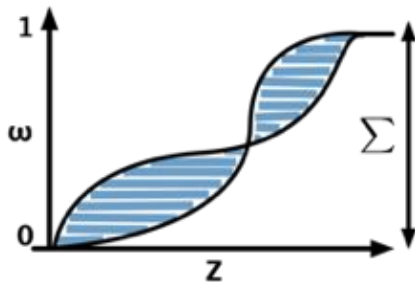
T^π is a contraction in Wasserstein metric,

$$w_p(X, Y) = \left(\int_{\mathbb{R}} (F_X^{-1}(t) - F_Y^{-1}(t))^p dt \right)^{1/p}$$

(but not in KL neither in total variation)
Intuition: the size of the support shrinks.



Cramer



Wasserstein

Distributional dynamic programming

Thus T^π has a unique fixed point, and it is Z^π

Policy evaluation:

For a given policy π , iterate $Z \leftarrow T^\pi Z$ converges to Z^π



Distributional dynamic programming

Thus T^π has a unique fixed point, and it is Z^π

Policy evaluation:

For a given policy π , iterate $Z \leftarrow T^\pi Z$ converges to Z^π



Policy iteration:

- For current policy π_k , compute Z^{π_k}
- Improve policy

$$\pi_{k+1}(x) = \arg \max_a \mathbb{E}[Z^{\pi_k}(x, a)]$$

Does Z^{π_k} converge to the return distribution for the optimal policy?



Distributional Bellman optimality operator

$$TZ(x, a) \stackrel{D}{=} r(x, a) + \gamma Z(x', \pi_Z(x'))$$

where $x' \sim p(\cdot|x, a)$ and $\pi_Z(x') = \arg \max_{a'} \mathbb{E}[Z(x', a')]$

Is this operator a contraction mapping?

Distributional Bellman optimality operator

$$TZ(x, a) \stackrel{D}{=} r(x, a) + \gamma Z(x', \pi_Z(x'))$$

where $x' \sim p(\cdot|x, a)$ and $\pi_Z(x') = \arg \max_{a'} \mathbb{E}[Z(x', a')]$

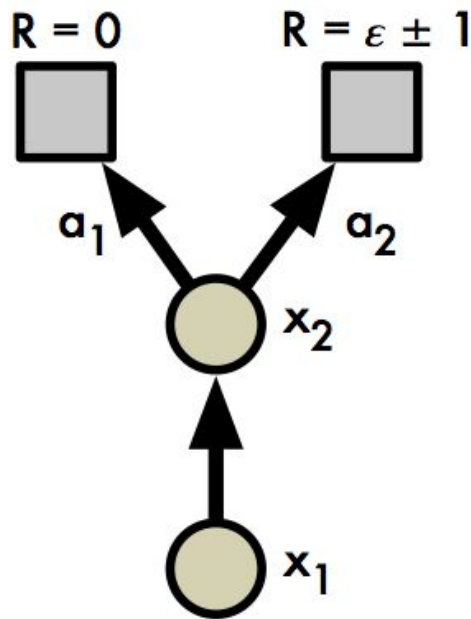
Is this operator a contraction mapping?

No!

It's not even continuous



The dist. opt. Bellman operator is not smooth



Consider distributions Z_ϵ

If $\epsilon > 0$ we back up a bimodal distribution

If $\epsilon < 0$ we back up a Dirac in 0

Thus the map $Z_\epsilon \mapsto TZ_\epsilon$ is not continuous

Distributional Bellman optimality operator

Theorem [Bellemare et al., 2017]

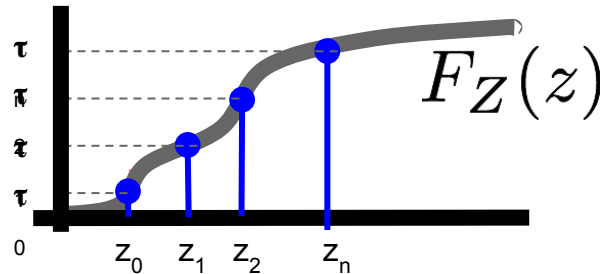
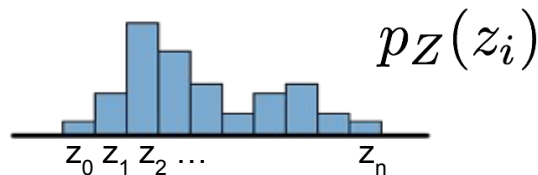
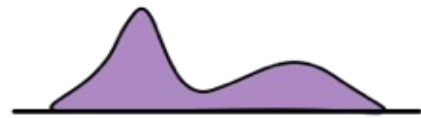
if the optimal policy is unique, then the iterates
 $Z_{k+1} \leftarrow TZ_k$ converge to Z^{π^*}



Intuition: The distributional Bellman operator preserves the mean, thus the mean will converge to the optimal policy π^* eventually. If the policy is unique, we revert to iterating T^{π^*} , which is a contraction.

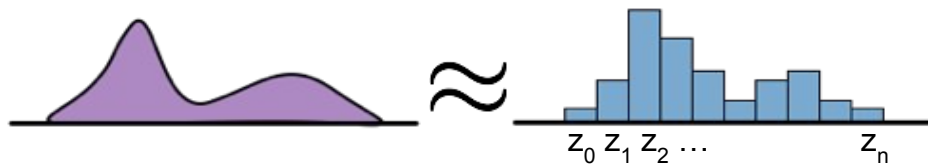
How to represent distributions?

- Categorical
- Inverse CDF for specific quantile levels
- Parametric inverse CDF



$$\tau \mapsto F_Z^{-1}(\tau)$$

Categorical distributions



Distributions supported on a finite support $\{z_1, \dots, z_n\}$

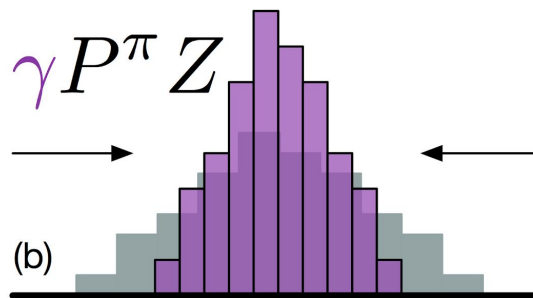
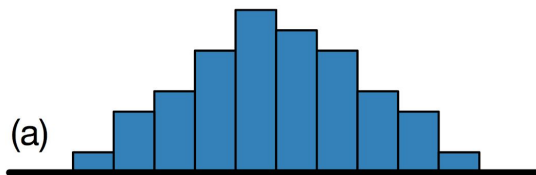
Discrete distribution $\{p_i(x, a)\}_{1 \leq i \leq n}$

$$Z(x, a) = \sum_i p_i(x, a) \delta_{z_i}$$

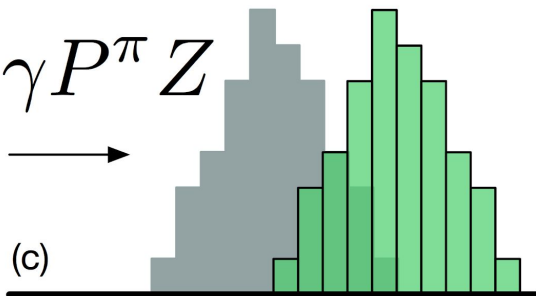
Projected Distributional Bellman Update

Transition

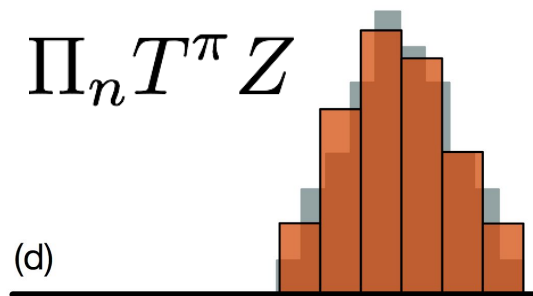
$$P^\pi Z$$



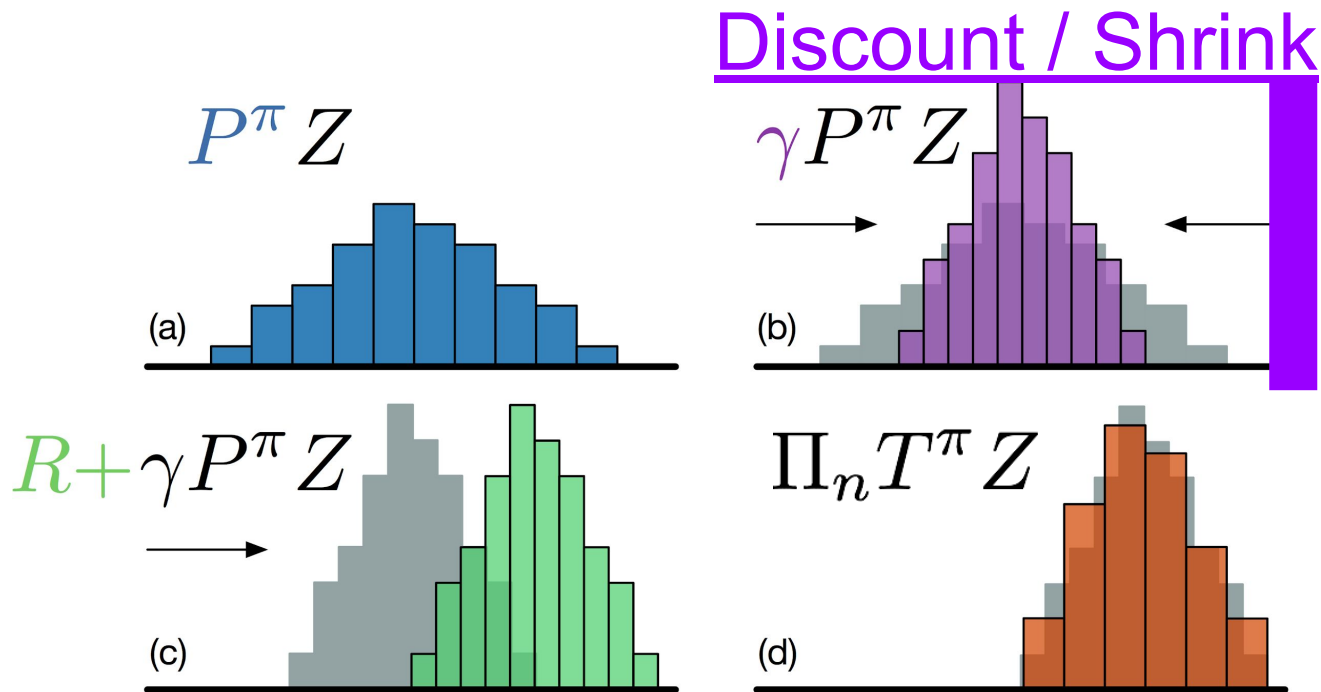
$$R + \gamma P^\pi Z$$



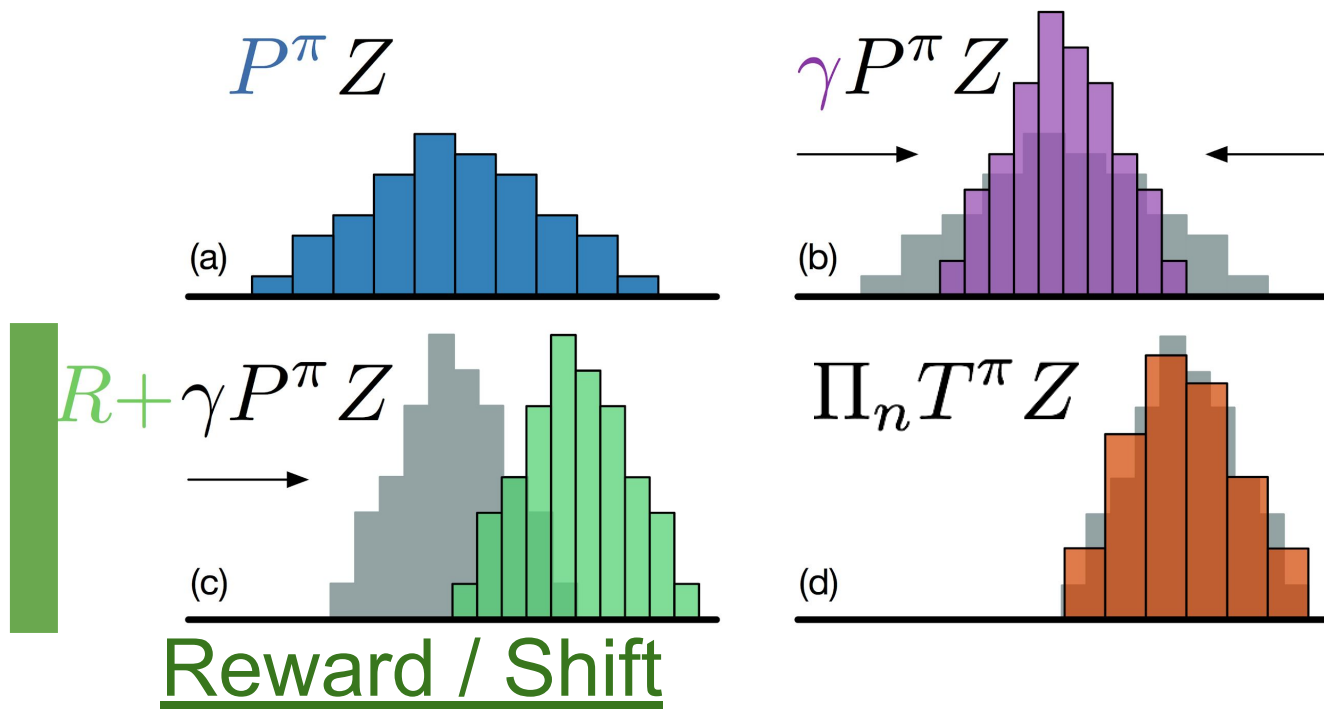
$$\Pi_n T^\pi Z$$



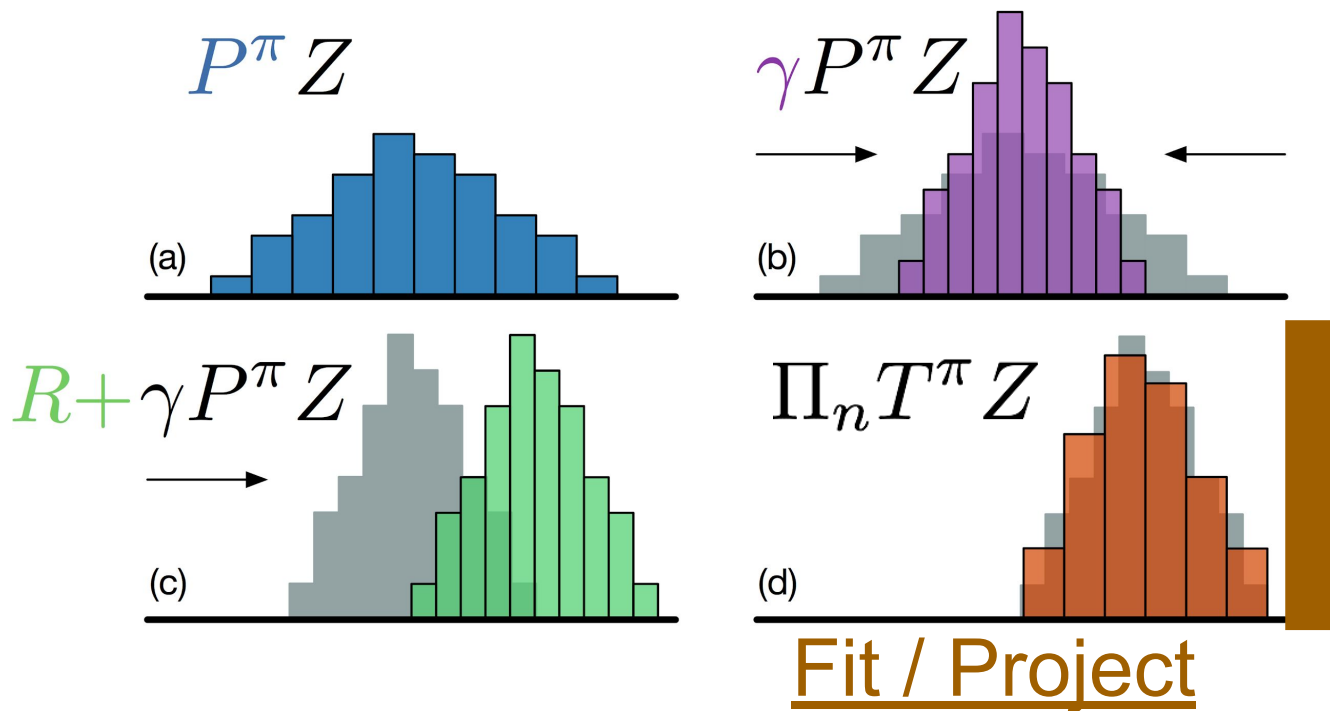
Projected Distributional Bellman Update



Projected Distributional Bellman Update



Projected Distributional Bellman Update



Projected distributional Bellman operator

Let Π_n be the projection onto the support (piecewise linear interpolation)

Theorem: $\Pi_n T^\pi$ is a contraction (in Cramer distance)

Intuition: Π_n is a non-expansion (in Cramer distance).

Its fixed point Z_n can be computed by value iteration $Z \leftarrow \Pi_n T^\pi Z$

Theorem: $\ell_2^2(Z_n, Z^\pi) \leq \frac{1}{(1-\gamma)} \max_{1 \leq i < n} |z_{i+1} - z_i|$ [Rowland et al., 2018]

Projected distributional Bellman operator

Policy iteration: iterate

- Policy evaluation: $Z_k = \Pi_n T^{\pi_k} Z_k$
- Policy improvement: $\pi_{k+1}(x) = \arg \max_a \mathbb{E}[Z^{\pi_k}(x, a)]$

Theorem:

Assume there is a unique optimal policy.

Z_k converges to $Z_n^{\pi^*}$, whose greedy policy is optimal.

Categorical distributional Q-learning

Observe transition samples $x_t, a_t \xrightarrow{r_t} x_{t+1}$

Update:

$$Z(x_t, a_t) = (1 - \alpha_t)Z(x_t, a_t) + \alpha_t \Pi_C(r_t + \gamma Z(x_{t+1}, \pi_Z(x_{t+1})))$$

Theorem

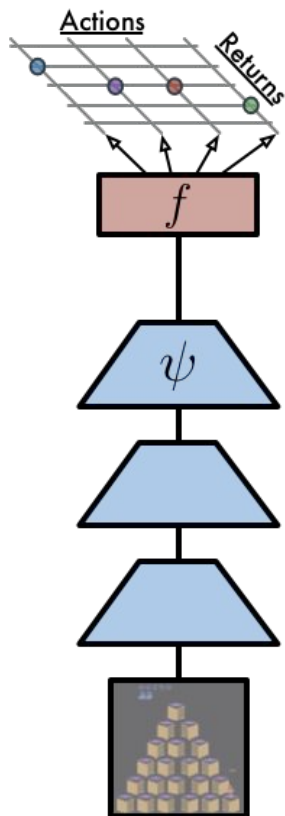
Under the same assumption as for Q-learning,
assume there is a unique optimal policy π^* ,
then $Z \rightarrow Z_n^{\pi^*}$ and the resulting policy is optimal.

[Rowland et al., 2018]

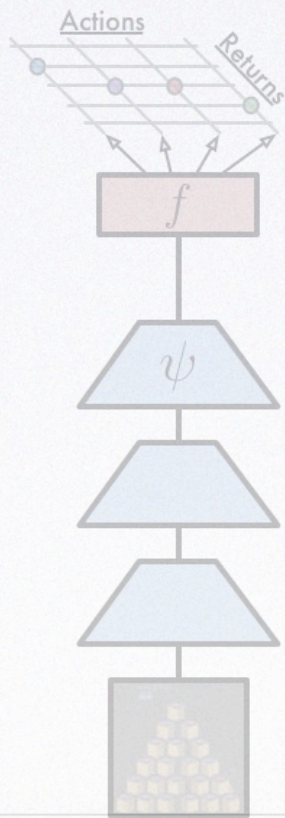
DeepRL implementation

DQN

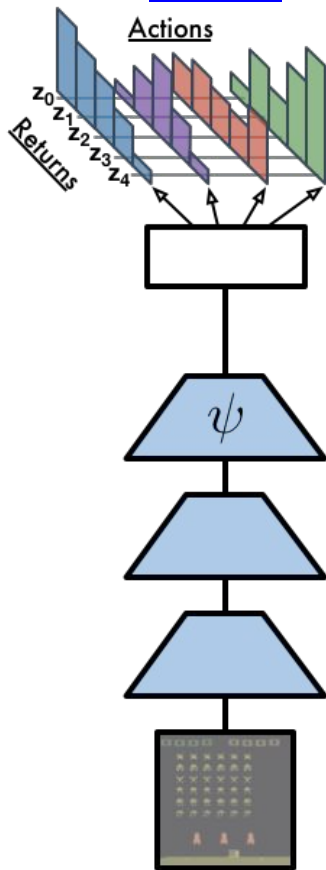
[Mnih et al., 2013]



DQN



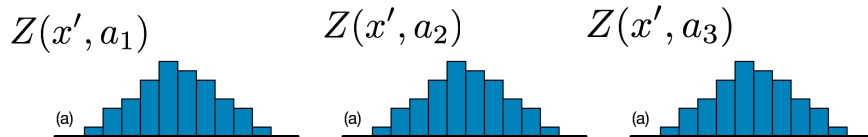
C51



[Bellemare et al., 2017]

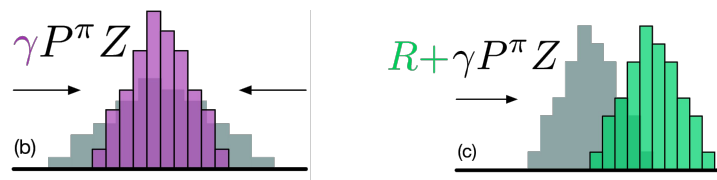
C51 (categorical distributional DQN)

1. Transition $x, a \rightarrow x'$

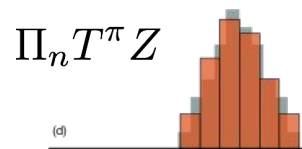


2. Select best action at x'

3. Compute Bellman backup

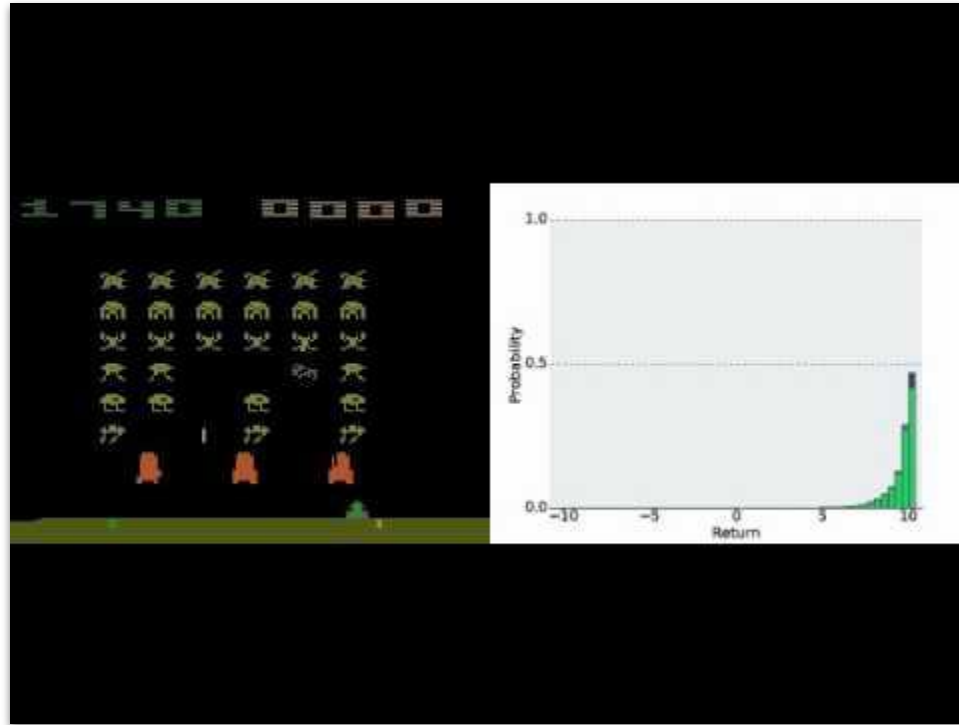


4. Project onto support

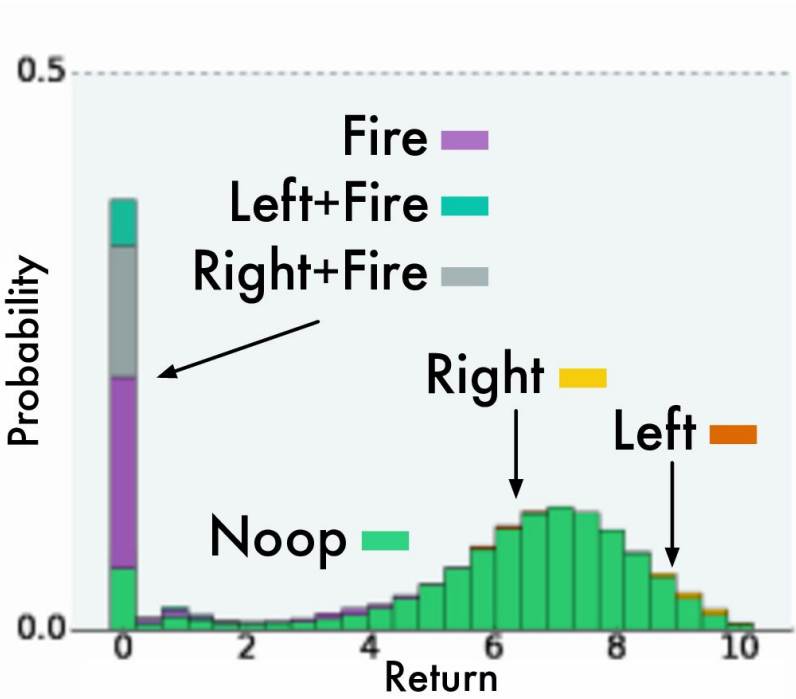


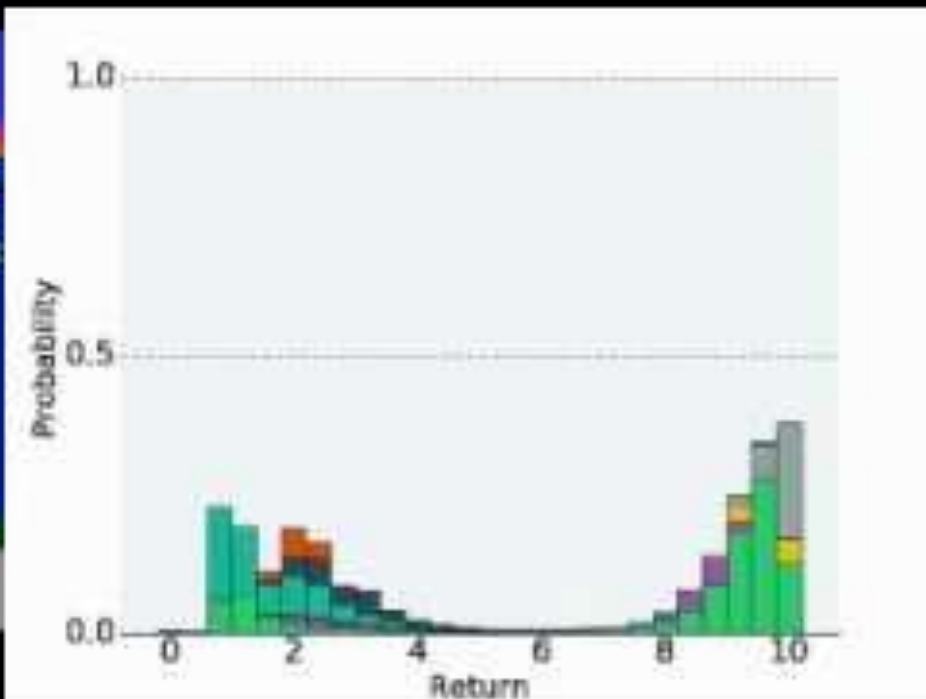
5. Update toward projection
(e.g., by minimize a kl-loss)

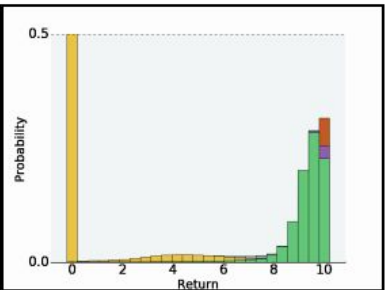
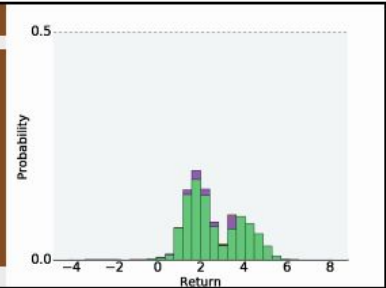
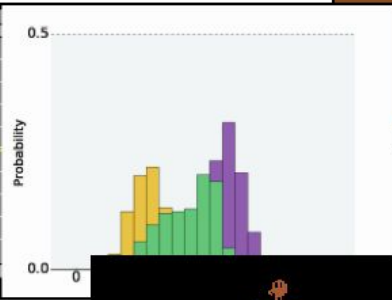
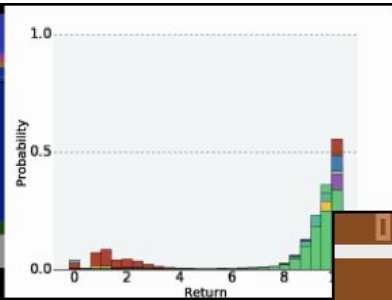
Categorical DQN

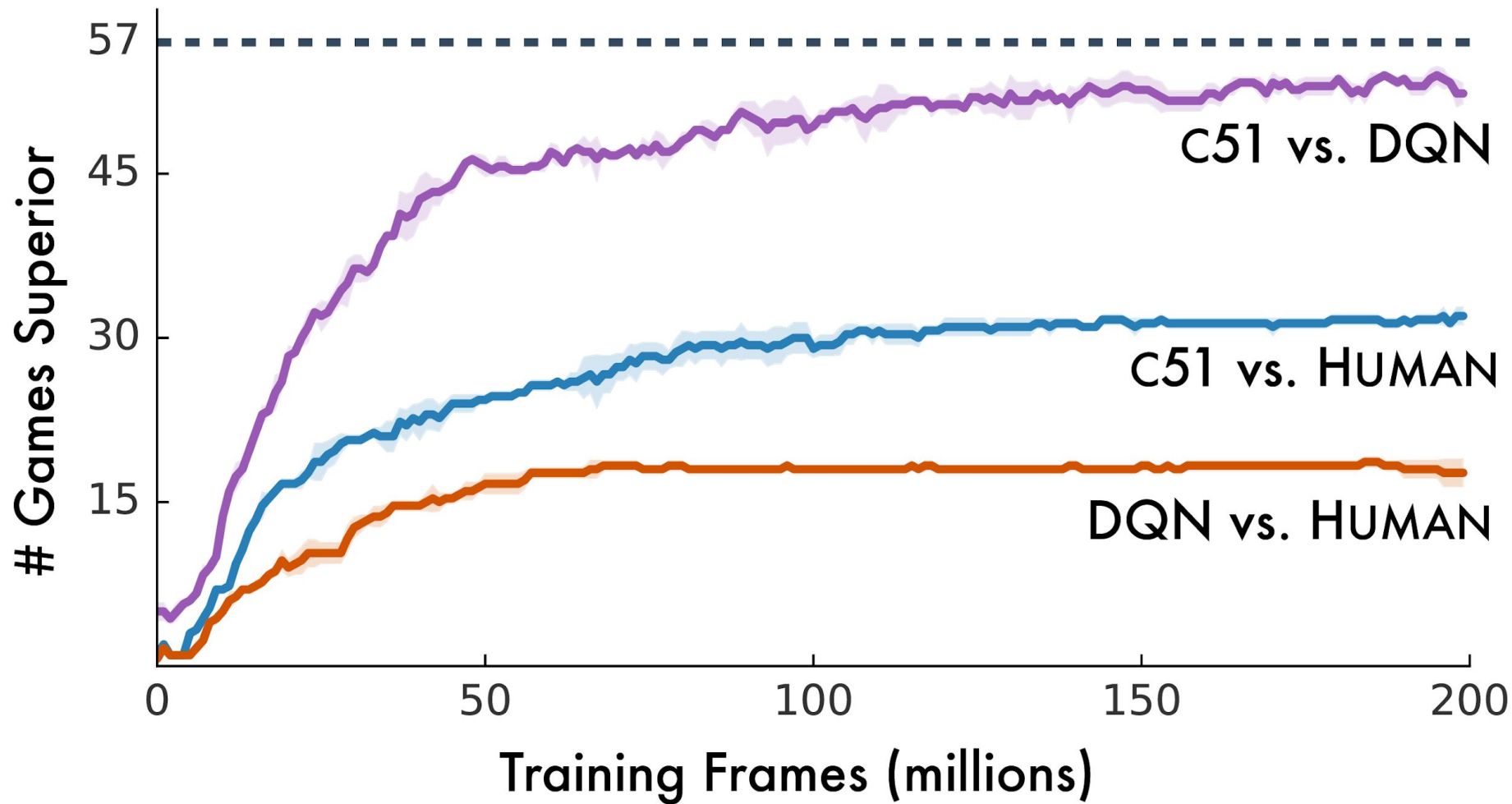


Randomness from future choices





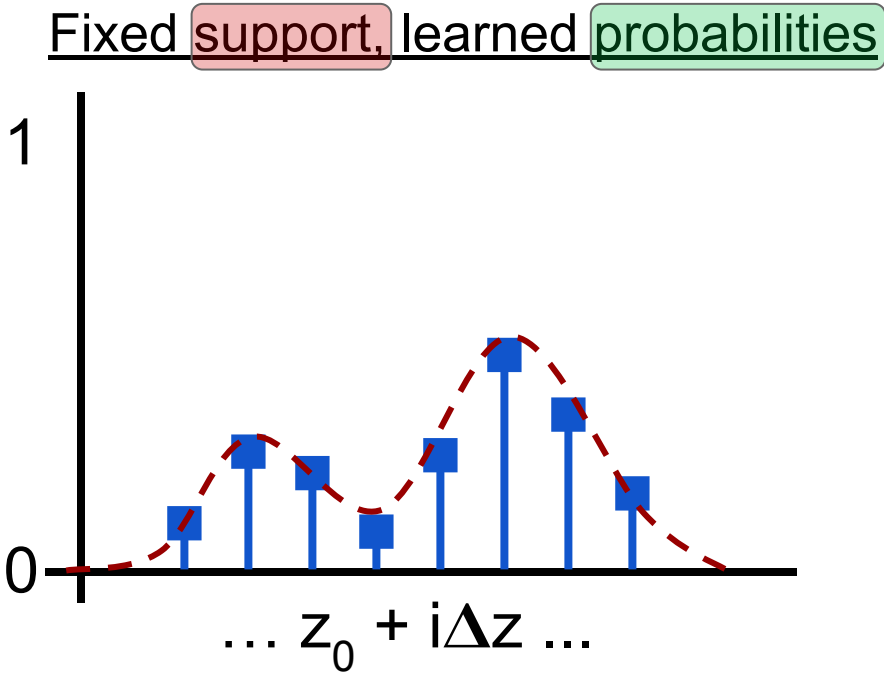
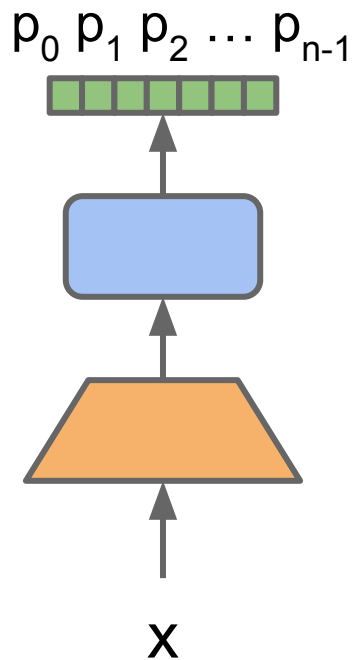




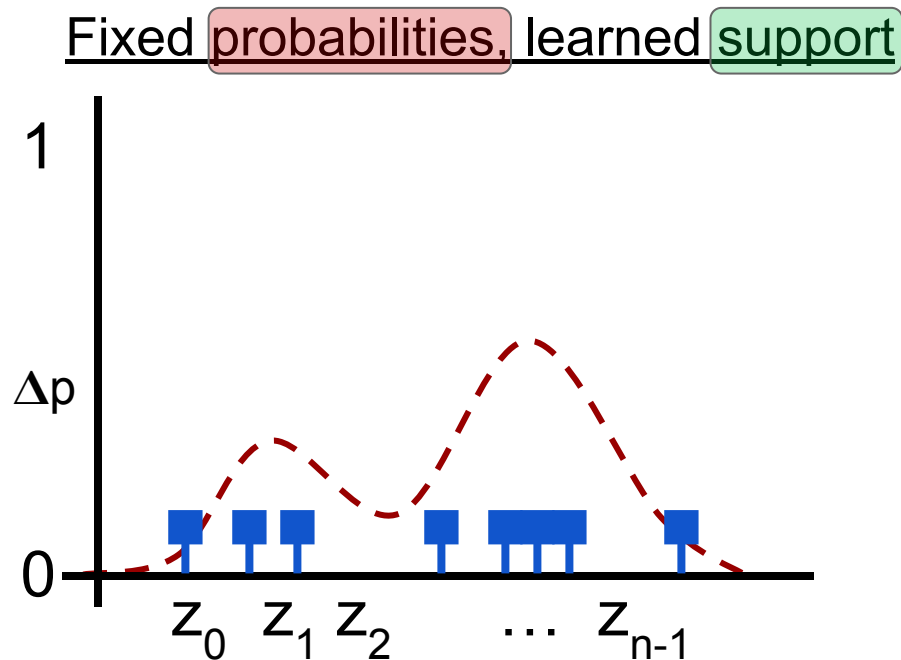
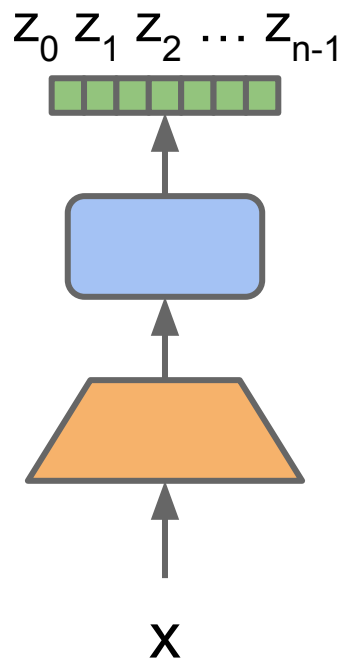
Results on 57 games Atari 2600

	Mean	Median	>human
DQN	228%	79%	24
Double DQN	307%	118%	33
Dueling	373%	151%	37
Prio. Duel.	592%	172%	39
C51	701%	178%	40

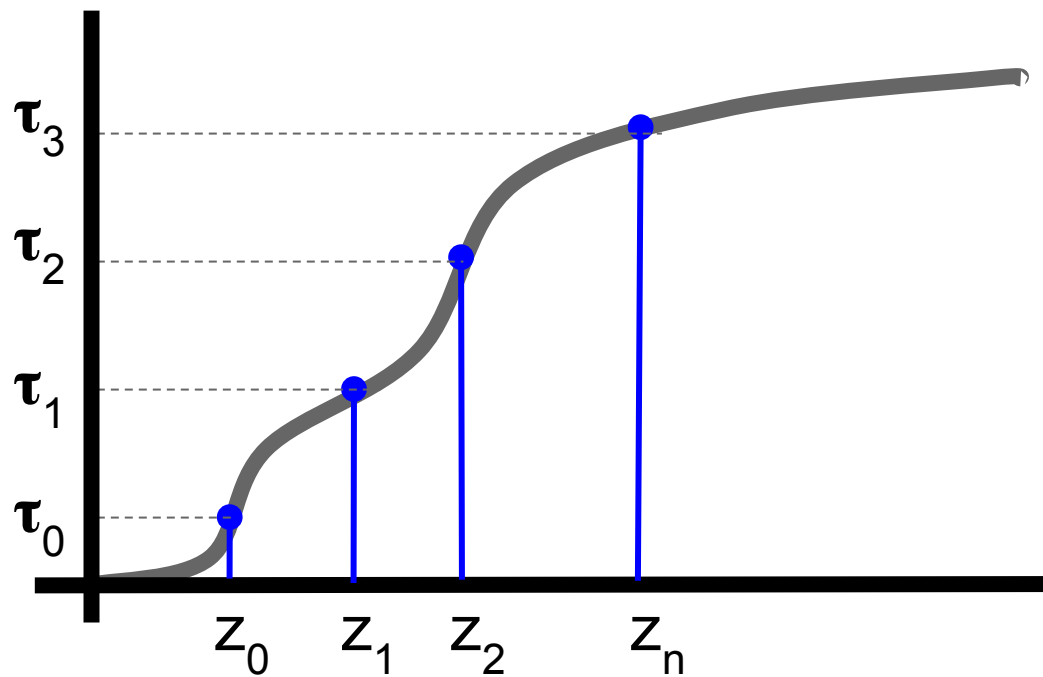
Categorical representation



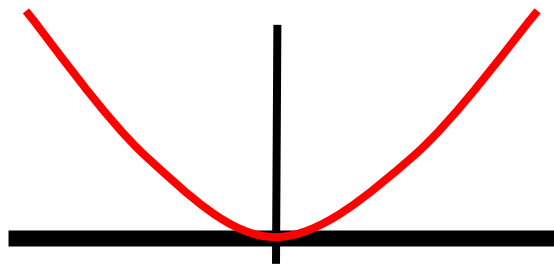
Quantile Regression Networks



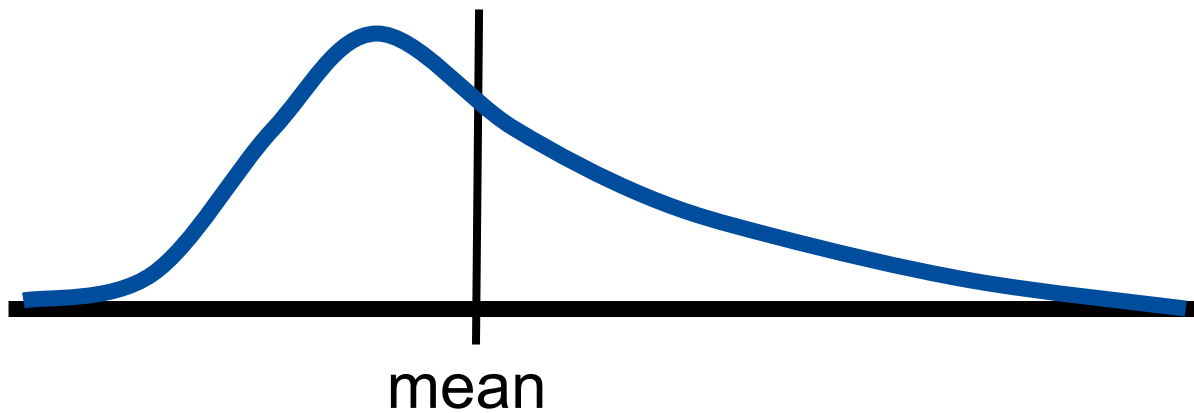
Inverse CDF learnt by Quantile Regression



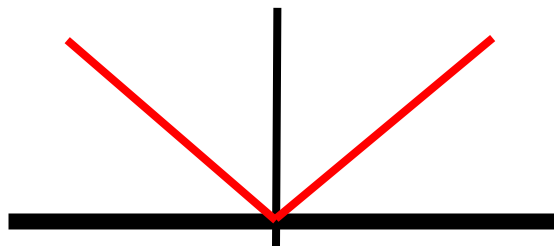
l2-regression



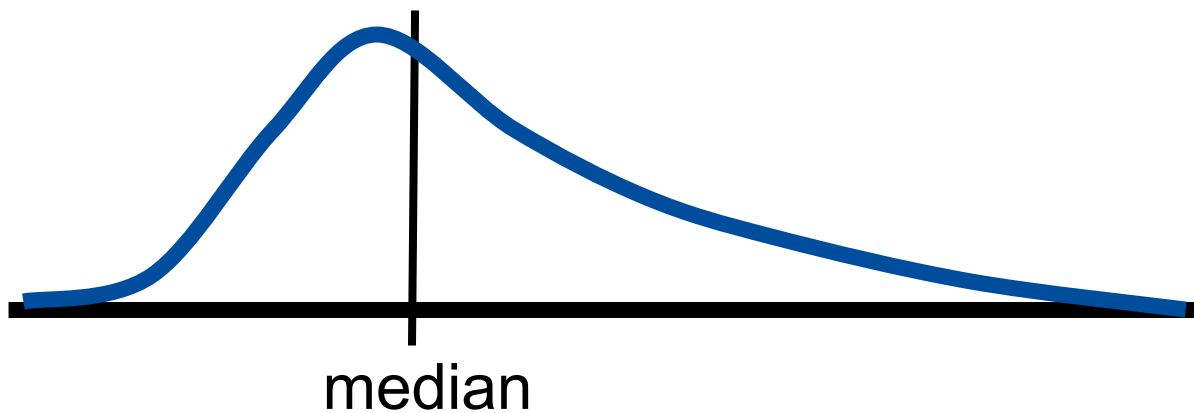
$$\text{loss} = x^2$$



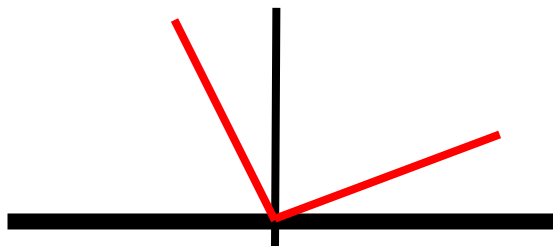
L1-regression



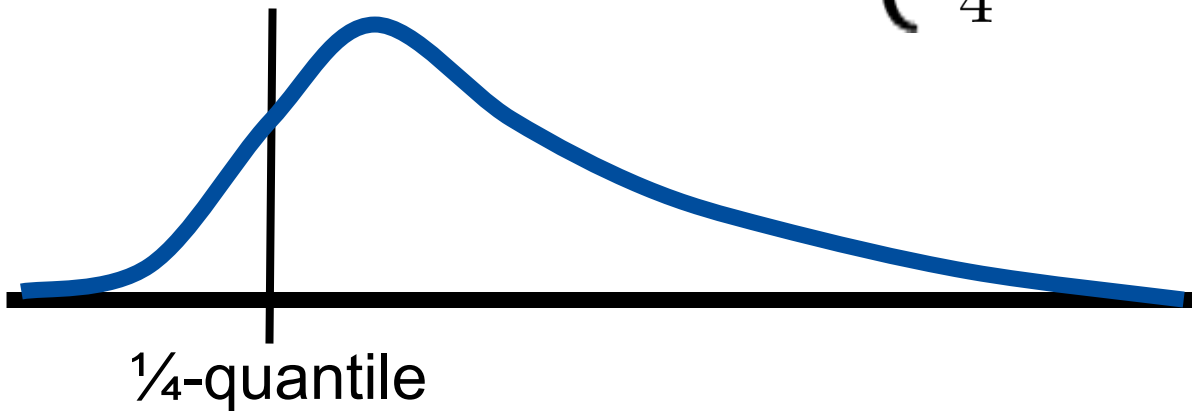
$$loss = |x|$$



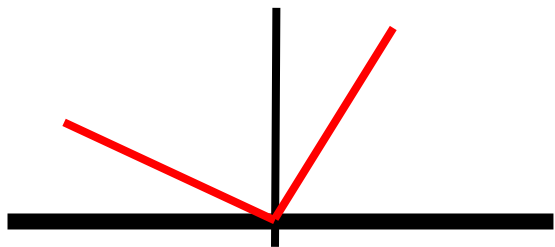
$\frac{1}{4}$ -quantile-regression



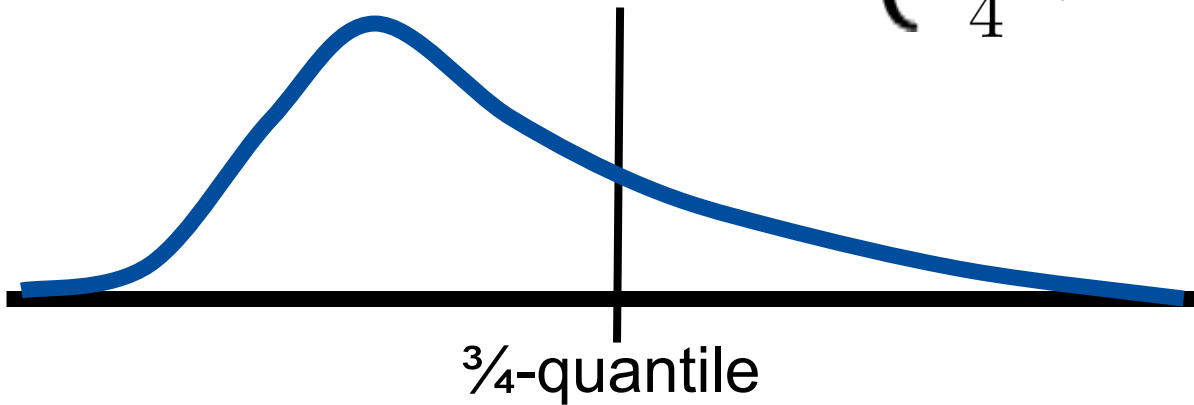
$$loss = \begin{cases} \frac{1}{4}x, & \text{for } x \geq 0 \\ -\frac{3}{4}x, & \text{for } x < 0 \end{cases}$$



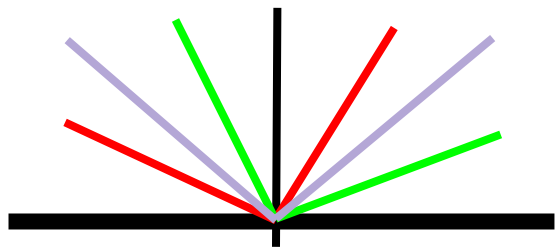
$\frac{3}{4}$ -quantile-regression



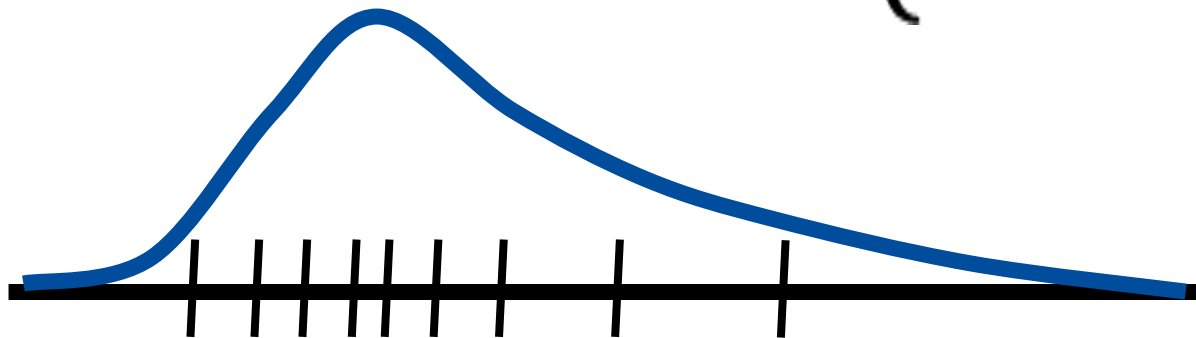
$$loss = \begin{cases} \frac{3}{4}x, & \text{for } x \geq 0 \\ -\frac{1}{4}x, & \text{for } x < 0 \end{cases}$$



many-quantiles-regression

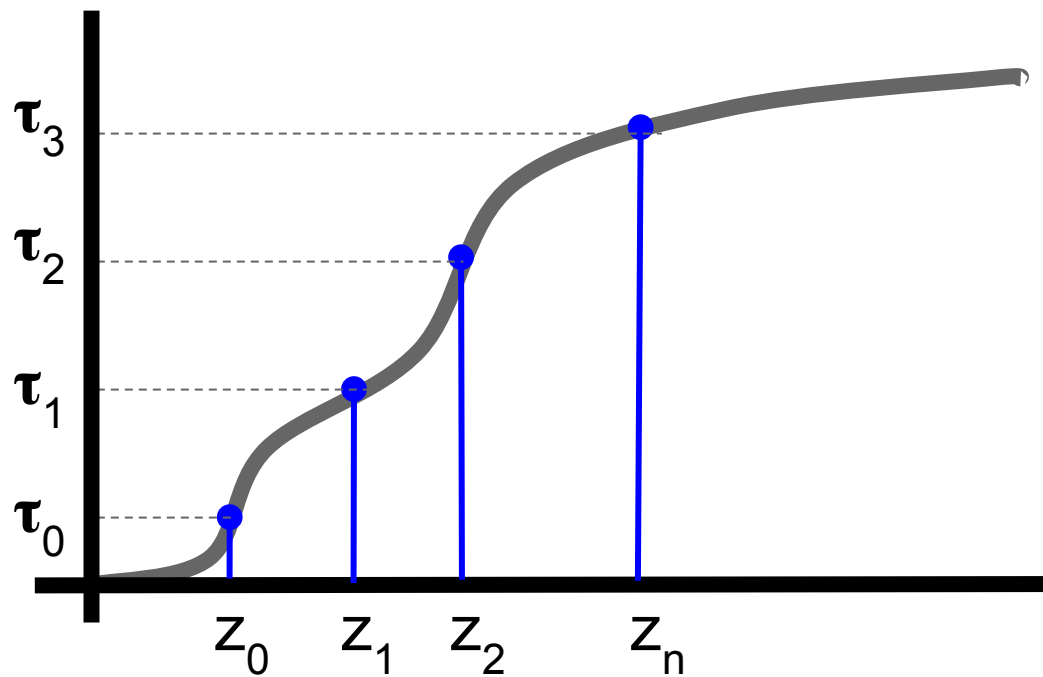


$$loss = \begin{cases} \tau x, & \text{for } x \geq 0 \\ (\tau - 1)x, & \text{for } x \leq 0 \end{cases}$$



many-quantiles

Inverse CDF learnt by Quantile Regression



Quantile Regression DQN

$$z \sim Z_{\tau}(x_t, a_t)$$

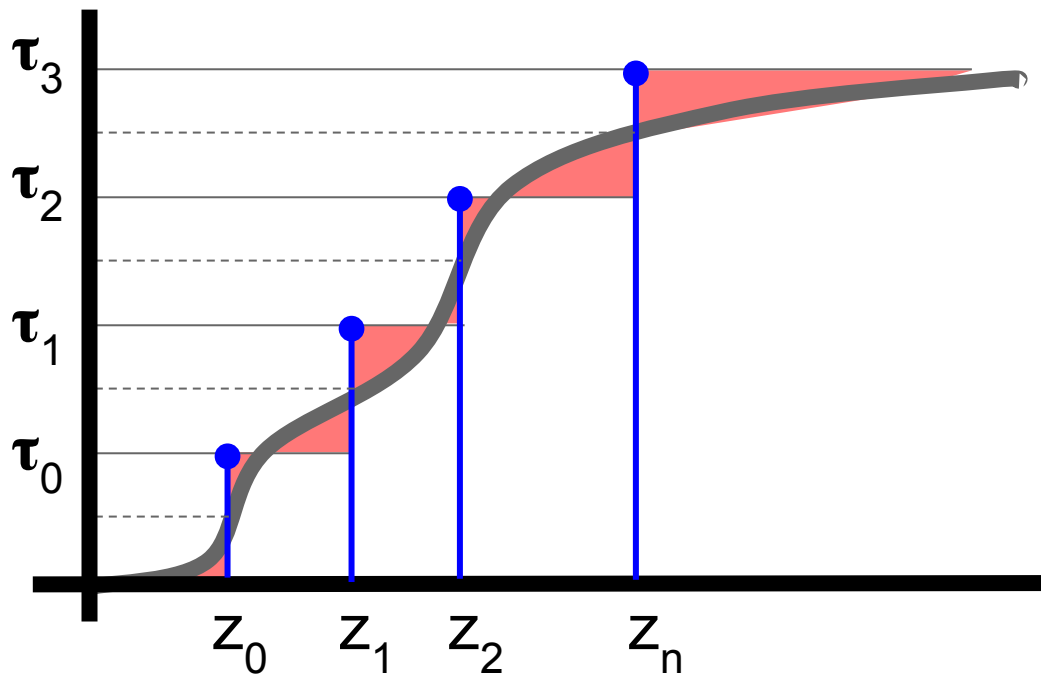
$$z' \sim Z_{\tau}(x_{t+1}, a^*)$$

$$\delta_t = r_t + \gamma z' - z$$

$$\text{QR loss: } \rho_{\tau}(\delta) = \delta(\tau - \mathbb{I}_{\delta < 0})$$

Quantile Regression = projection in Wasserstein!

(on a uniform grid)



QR distributional Bellman operator

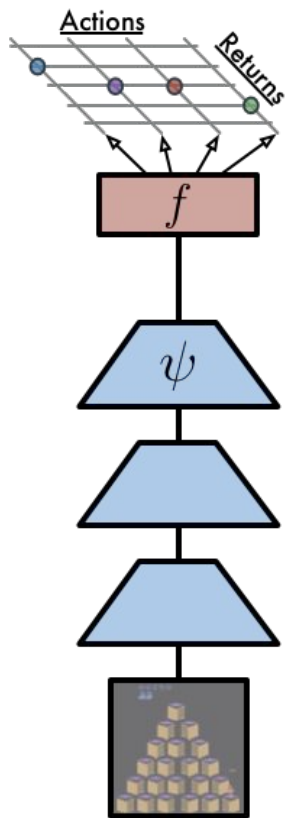
Theorem: $\Pi_{QR}T^\pi$ is a contraction (in Wasserstein) [Dabney et al., 2018]

Intuition: quantile regression = projection in Wasserstein

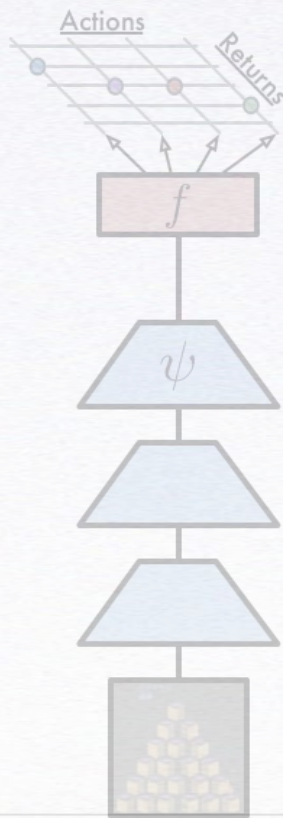
Reminder:

- T^π is a contraction (both in Cramer and Wasserstein)
- $\Pi_n T^\pi$ is a contraction (in Cramer)

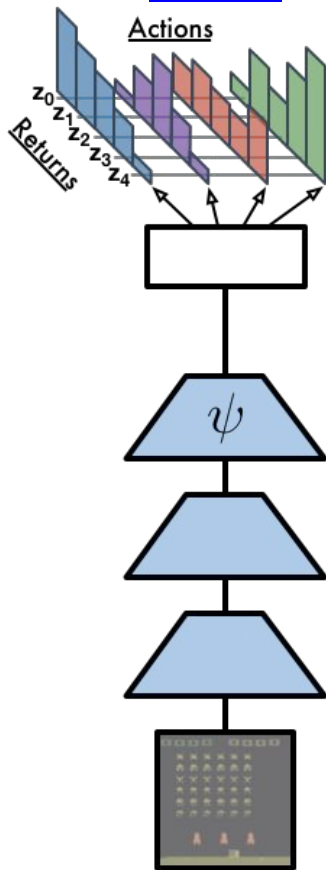
DQN



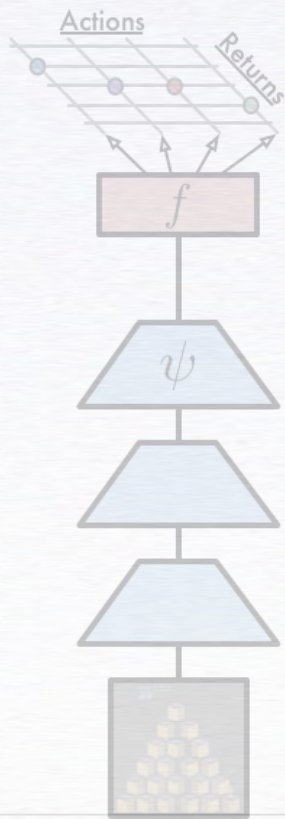
DQN



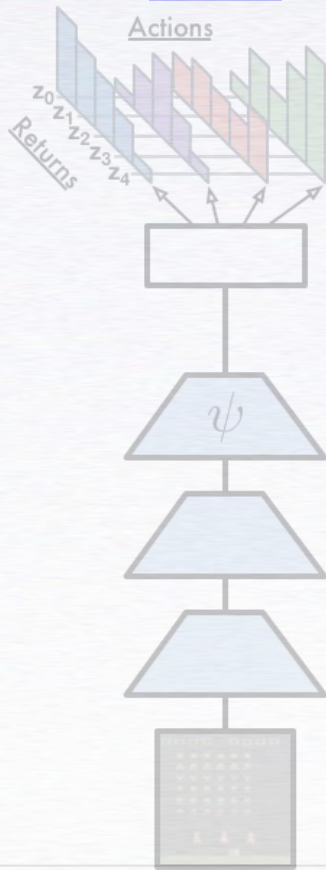
C51



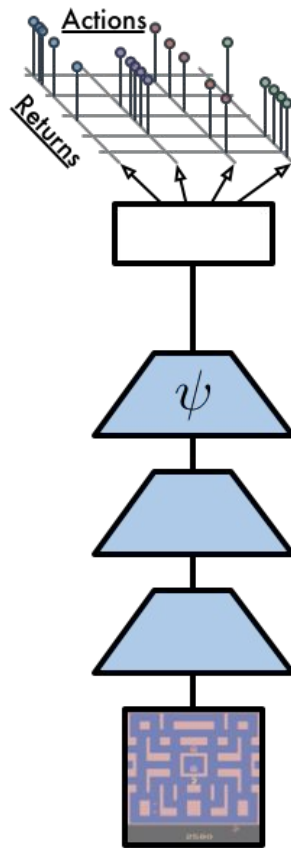
DQN



C51



QR-DQN



Quantile-Regression DQN

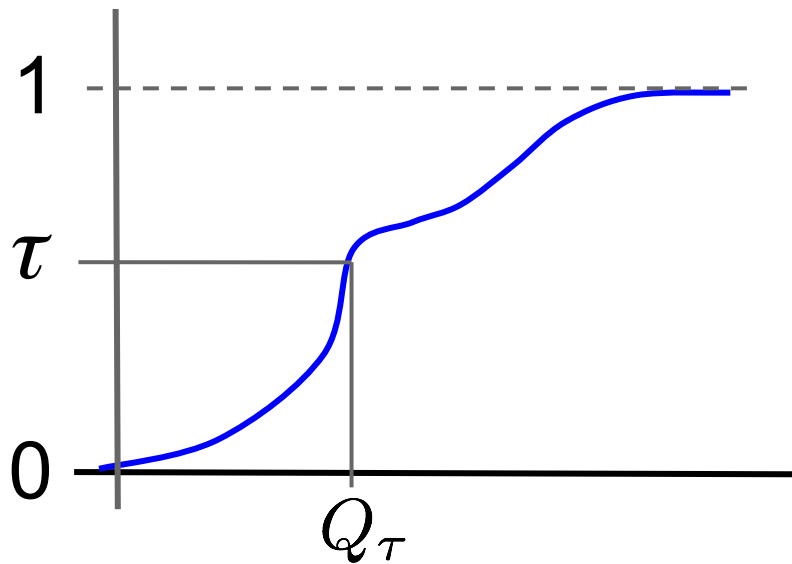
	Mean	Median
DQN	228%	79%
Double DQN	307%	118%
Dueling	373%	151%
Prio. Duel.	592%	172%
C51	701%	178%
QR-DQN	864%	193%

Implicit Quantile Networks (IQN)

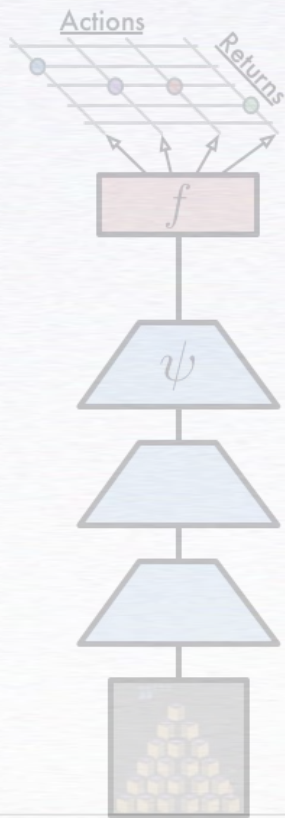


Learn a parametric inverse CDF

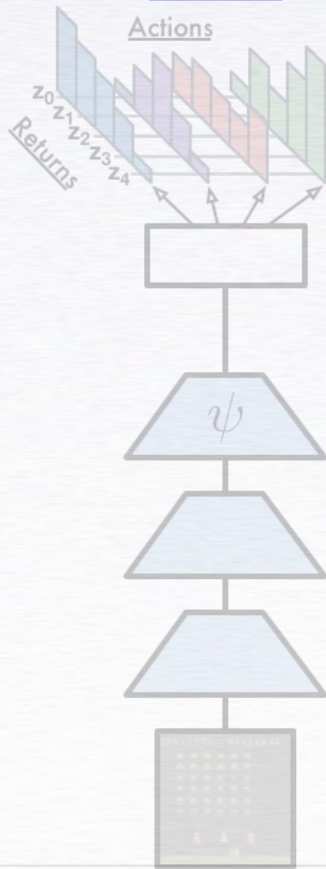
$$\tau \mapsto F_Z^{-1}(\tau)$$



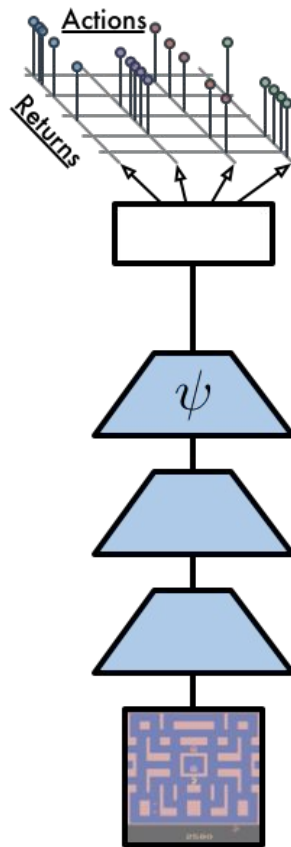
DQN



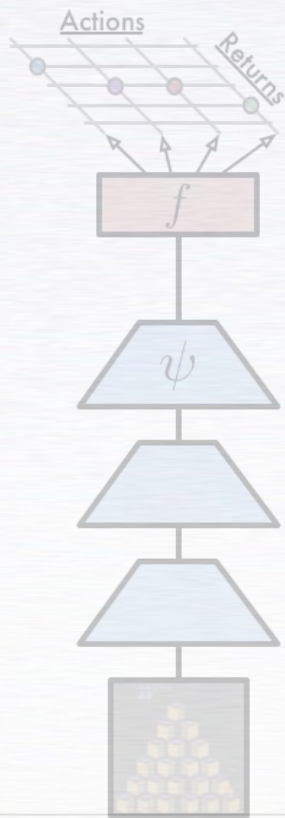
C51



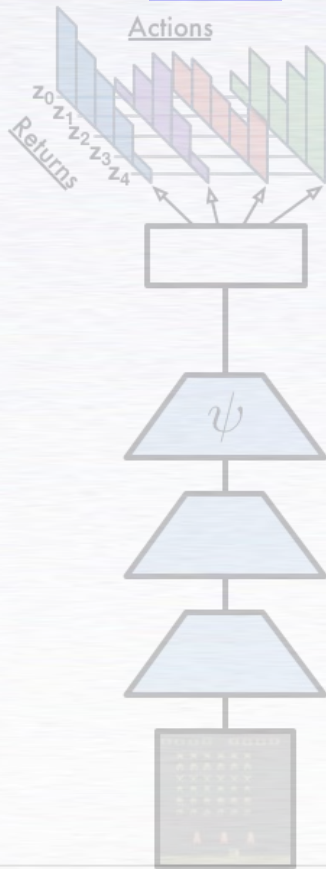
QR-DQN



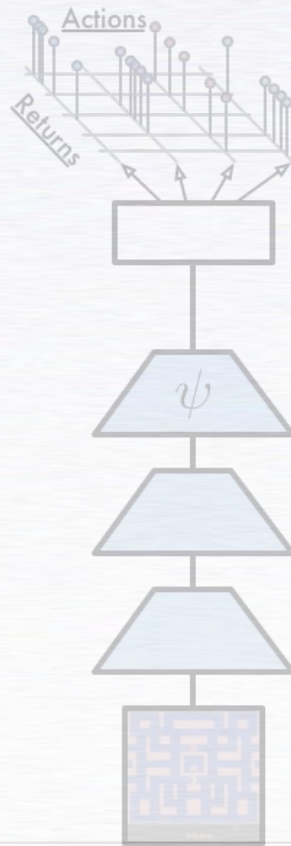
DQN



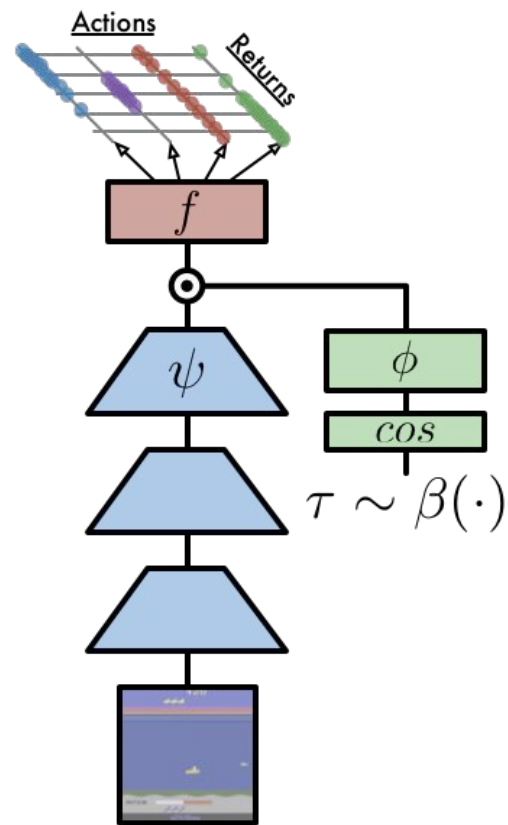
C51



QR-DQN



IQN

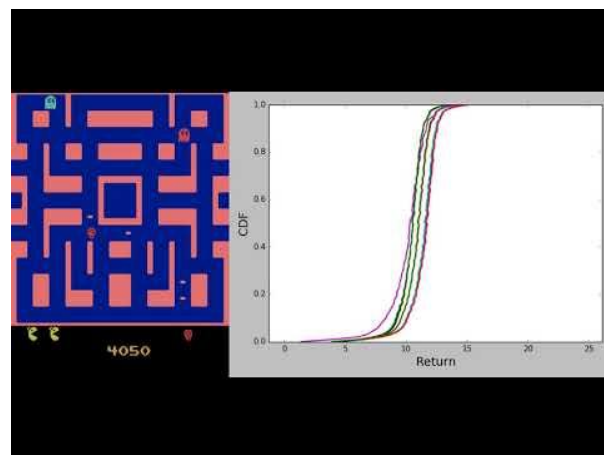
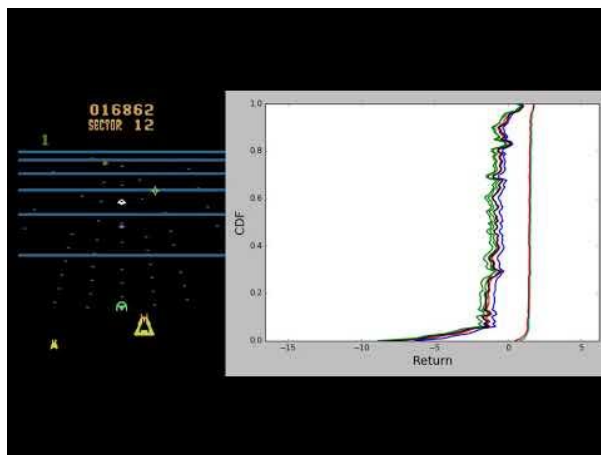
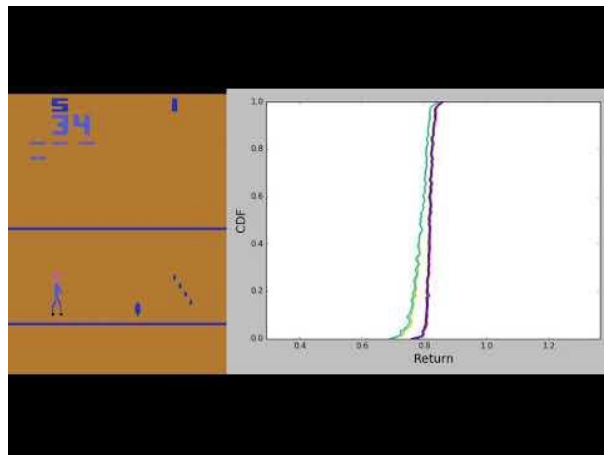
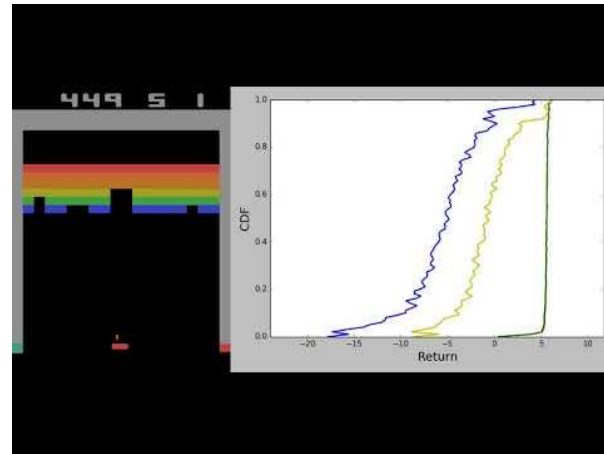
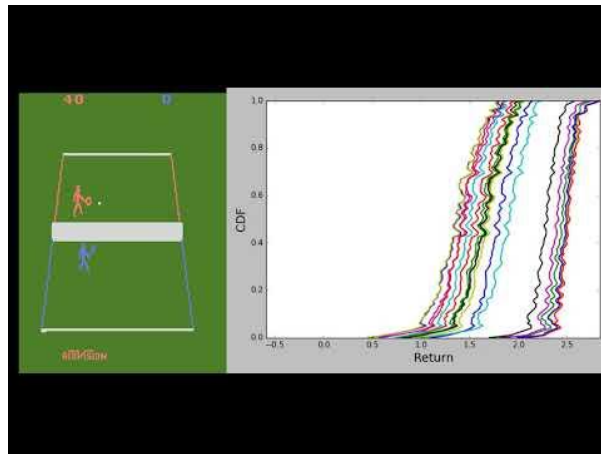
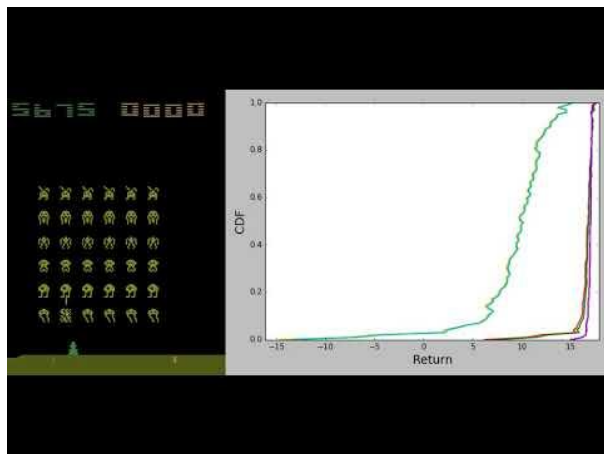


Implicit Quantile Networks for TD

$$\begin{aligned}\tau &\sim \mathcal{U}[0, 1], & z &= Z_\tau(x_t, a_t) \\ \tau' &\sim \mathcal{U}[0, 1], & z' &= Z_\tau(x_{t+1}, a^*)\end{aligned}$$

$$\delta_t = r_t + \gamma z' - z$$

$$\text{QR loss: } \rho_\tau(\delta) = \delta(\tau - \mathbb{I}_{\delta < 0})$$



Implicit Quantile Networks

	Mean	Median	Human starts
DQN	228%	79%	68%
Prio. Duel.	592%	172%	128%
C51	701%	178%	116%
QR-DQN	864%	193%	153%
IQN	1019%	218%	162%

Implicit Quantile Networks

	Mean	Median	Human starts
DQN	228%	79%	68%
Prio. Duel.	592%	172%	128%
C51	701%	178%	116%
QR-DQN	864%	193%	153%
IQN	1019%	218%	162%
Rainbow	1189%	230%	125%

Almost as good as SOTA (Rainbow/Reactor) which combine prio/dueling/categorical/...

Why does it work?

- In the end **we only use the mean** of these distributions

Why does it work?

- In the end **we only use the mean** of these distributions

When we use deep networks, maybe:

- Auxiliary task effect:
 - Same signal to learn from but more predictions
 - More predictions \rightarrow richer signal \rightarrow better representations
 - Reduce state aliasing (disambiguate different states based on return)
- Density estimation instead of l_2 -regressions
 - RL uses same tools as deep learning
 - Lower variance gradient
- Other reasons?

Algorithms

Evaluation

Distributional RL

Policy:

- **Risk-neutral**
- Risk seeking/averse
- Exploration: (optimism, Thompson sampling)

Algorithms:

- **Value-based**
- Policy-based

Agents:

DQN, A3C, Impala, DDPG, TRPO, PPO, ...

Environments

Atari, DMLab30, Control suite, Go,...

Distribution over

- **Returns**
- Policies

Other:

- State aliasing
- Reward clipping
- Undiscounted RL

Deep Learning impact:

- Lower variance gradients
- Richer representations

Convergence analysis

- **Contraction property**
- Control case
- SGD friendly

Distributional loss

- **Wasserstein**
- **Cramer**
- other?

Representation of distributions

- **Categorical**
- **Quantile regression**
- Mixture of Gaussians
- Generative models

Theory

Deep Learning

References

- *A distributional perspective on reinforcement learning*, Bellemare, Dabney, Munos, ICML2017
- *An Analysis of Categorical Distributional Reinforcement Learning*, Rowland, Bellemare, Dabney, Munos, Teh, AISTATS2018
- *Distributional reinforcement learning with quantile regression*, Dabney, Rowland, Bellemare, Munos, AAI2018
- *Implicit Quantile Networks for Distributional Reinforcement Learning*, Dabney, Ostrovski, Silver, Munos, ICML2018