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# Distributional RL

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# Papers

Both by Bellamare et. al.

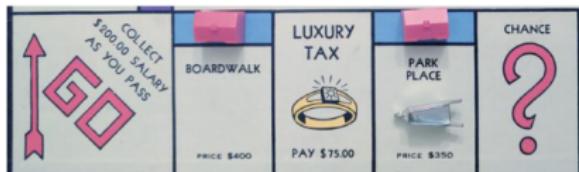
1. A Distributional Perspective on Reinforcement Learning
2. Distributional Reinforcement Learning with Quantile Regression

# Distributional RL

- Standard MDP formulation, but will use random state-action returns ( $r(s, a)$  is a r.v.)
- The general idea - model and approximate the full return distribution  $Z^\pi(s, a) = \sum_{i=0}^{\infty} r(s_i, a_i)$ , where  $a_i \sim \pi(\cdot | s_i)$  and  $s_i \sim p(\cdot | a_{i-1}, s_{i-1})$  for all  $i > 0$ .
- Compare with standard RL :  $Q^\pi(s, a) = \mathbb{E}(Z^\pi(s, a))$

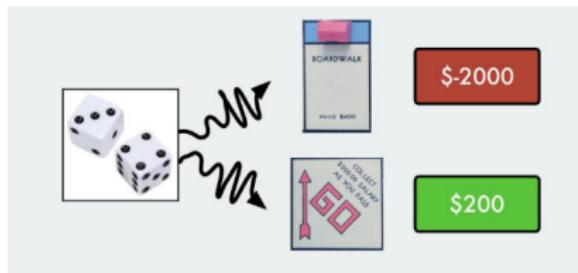
# Returns - example

## 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:

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

# Distributional RL - motivation?

Stability of learning:

- Multiple modes are preserved in the distributions - see the Monopoly example.
- Agent is able to learn from multiple predictions

Risk aware control, can base agents decisions off variance of  $Z^\pi(s, a)$ , etc.

# Bellman Operators

$$\mathcal{T}^\pi Q(s, a) = \mathbb{E} [r(s, a) + \gamma \cdot Q(s', d')]$$

$$\mathcal{T}Q(s, a) = \mathbb{E} \left[ r(s, a) + \gamma \cdot \max_{a'} Q(s', a') \right]$$

## Lemma 1

The Bellman operators  $\mathcal{T}^\pi$  and  $\mathcal{T}$  are contractions in the max norm, i.e., for any two functions  $Q_1$  and  $Q_2$ ,

$$\|\mathcal{T}^\pi Q_1 - \mathcal{T}^\pi Q_2\|_\infty \leq \gamma \|Q_1 - Q_2\|_\infty$$

$$\|\mathcal{T} Q_1 - \mathcal{T} Q_2\|_\infty \leq \gamma \|Q_1 - Q_2\|_\infty$$

where  $\|\cdot\|_\infty$  denotes the max norm and  $0 \leq \gamma < 1$ .

# Distributional Bellman operator

$$\mathcal{P}^\pi Z(s, a) \stackrel{D}{=} Z(S', A')^{\textcolor{blue}{1}}$$

$$\mathcal{T}^\pi Z(s, a) \stackrel{D}{=} r(s, a) + \gamma \cdot \mathcal{P}^\pi Z(s, a)$$

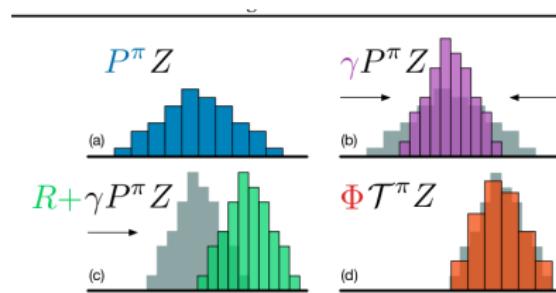


Figure 1. A distributional Bellman operator with a deterministic reward function: (a) Next state distribution under policy  $\pi$ , (b) Discounting shrinks the distribution towards 0, (c) The reward shifts it, and (d) Projection step (Section 4).

<sup>1</sup> Equality in distribution, r.v. on the left is distributed like the one on the right.

# Is this operator a contraction?

And if so, in which metric?

- $Q$  was much simpler than  $Z$ ,  $Z : S \times A \rightarrow \mathcal{D}(\mathbb{R})$
- The distance metric will reflect this

Not a contraction in  $d_{KL}$  or  $d_{TV}$  - do not reflect "closeness" of outcomes.

Consider a 1 state 1 action MDP with  $r(s, a) = 0$ ,  $Z_1 = \delta_{x=0}$ , and  $Z_2 = \delta_{x=1}$ <sup>2</sup>.

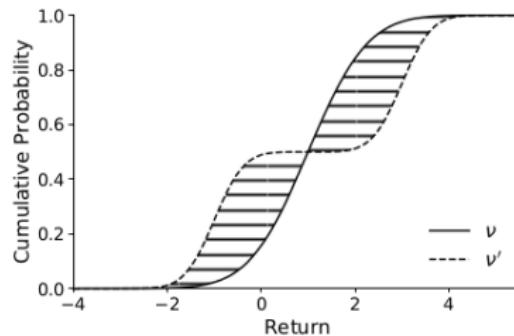
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<sup>2</sup>  $\delta_{x=a}$  - random variable that is a.s. equal to  $a$ .

# The Wasserstein p-metric

Defined for  $0 < p \leq \infty$  as:

$$d_{W_p}(Z_1, Z_2) = \left( \int_0^1 |F_{Z_1}^{-1}(u) - F_{Z_2}^{-1}(u)|^p du \right)^{\frac{1}{p}}$$



# $\mathcal{T}^\pi$ is a contraction

## Theorem 1

The distributional Bellman operator  $\mathcal{T}^\pi$  is a  $\gamma$ -contraction in the maximum Wasserstein metric:

$$\overline{d_{w_p}}(Z_1, Z_2) = \max_{s,a} d_{w_p}(Z_1(s, a), Z_2(s, a))$$

i.e., for any two distributions  $Z_1, Z_2 \in \mathcal{Z}^{\textcolor{blue}{a}}$  and for any  $p$ :

$$\overline{d_{w_p}}(\mathcal{T}^\pi Z_1, \mathcal{T}^\pi Z_2) \leq \gamma \cdot \overline{d_{w_p}}(Z_1, Z_2)$$

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<sup>a</sup>return distributions on  $S \times A$  that have bounded moments

From Banach we get convergence to unique fixpoint  $Z^\pi(s, a)$  as a limit of  $(\mathcal{T}^\pi)^k Z_0$  for any  $Z_0$ .

# Optimality operator

Notion of optimality remains the same - optimal policies maximize ***expected*** reward  $Q(s, a)$ . The goal is to find  $Z^{\pi^*}$  of an optimal (stationary) policy<sup>3</sup>.

$$\mathcal{T}Z(s, a) \stackrel{D}{=} r(s, a) + \gamma \cdot Z(s', \pi^G(s'))$$

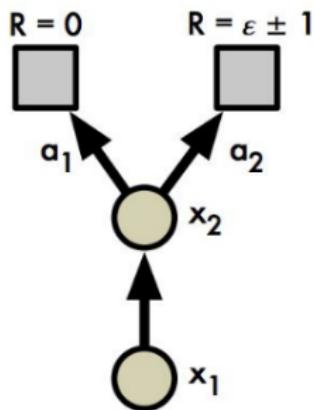
Where  $\pi^G$  is any greedy policy for  $Z$ . Note that the choice matters here, unlike in standard RL - possibly many different operators.

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<sup>3</sup> While all optimal policies share the same  $Q$ , their return distributions may be different

# Issues

The dist. opt. Bellman operator is not smooth



Consider distributions  $Z_\epsilon$

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

# Properties of $\mathcal{T}$

1. Not a contraction w.r.t. any metric, see previous example.
2. May not have a fixed point - alternating between optimal actions.
3. Even if it does have a unique fixpoint corresponding to optimal stationary policy, you may not converge to it.

On a brighter note, since the update is greedy, you preserve the contractivity property of  $\mathcal{T}Q$ . This means that if optimal stationary policy is unique, you do have guaranteed convergence to its return.

## C51

**Algorithm 1** Categorical Algorithm

**input** A transition  $x_t, a_t, r_t, x_{t+1}, \gamma_t \in [0, 1]$

$$Q(x_{t+1}, a) := \sum_i z_i p_i(x_{t+1}, a)$$

$$a^* \leftarrow \arg \max_a Q(x_{t+1}, a)$$

$$m_i = 0, \quad i \in 0, \dots, N - 1$$

**for**  $j \in 0, \dots, N - 1$  **do**

# Compute the projection of  $\hat{\mathcal{T}}z_j$  onto the support  $\{z_i\}$

$$\hat{\mathcal{T}}z_j \leftarrow [r_t + \gamma_t z_j]_{V_{\text{MIN}}}^{V_{\text{MAX}}}$$

$$b_j \leftarrow (\hat{\mathcal{T}}z_j - V_{\text{MIN}})/\Delta z \quad \# b_j \in [0, N - 1]$$

$$l \leftarrow \lfloor b_j \rfloor, u \leftarrow \lceil b_j \rceil$$

# Distribute probability of  $\hat{\mathcal{T}}z_j$

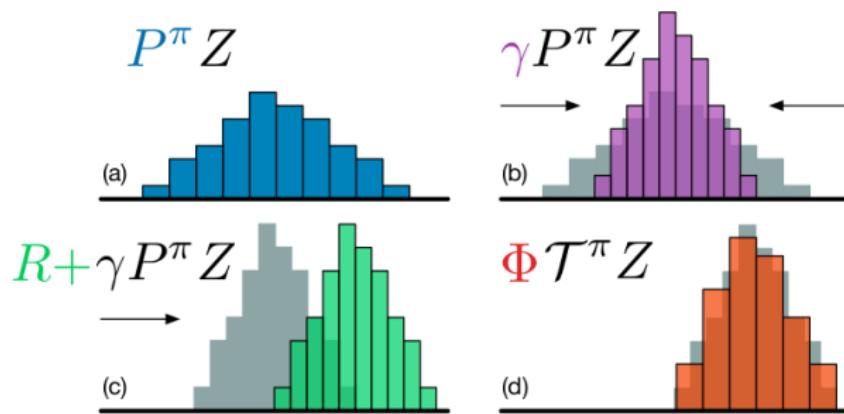
$$m_l \leftarrow m_l + p_j(x_{t+1}, a^*)(u - b_j)$$

$$m_u \leftarrow m_u + p_j(x_{t+1}, a^*)(b_j - l)$$

**end for**

**output**  $-\sum_i m_i \log p_i(x_t, a_t)$  # Cross-entropy loss

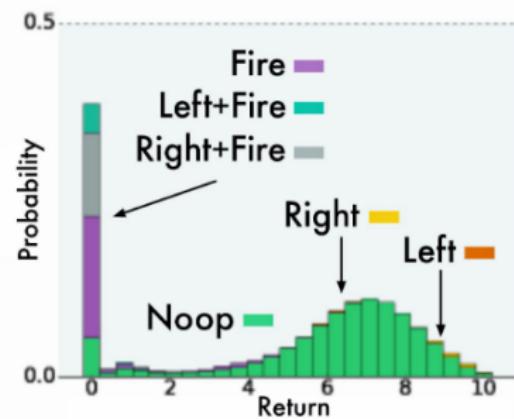
## C51



*Figure 1.* A distributional Bellman operator with a deterministic reward function: (a) Next state distribution under policy  $\pi$ , (b) Discounting shrinks the distribution towards 0, (c) The reward shifts it, and (d) Projection step (Section 4).

# Learned distributions

Randomness from future choices



# Results

Beats DQN with several upgrades, without much tuning. Does really well on sparse reward tasks (still 0 reward on Montezuma's revenge though).

	<b>Mean</b>	<b>Median</b>	<b>&gt; H.B.</b>	<b>&gt; DQN</b>
DQN	228%	79%	24	0
DDQN	307%	118%	33	43
DUEL.	373%	151%	37	50
PRIOR.	434%	124%	39	48
PR. DUEL.	592%	172%	39	44
C51	<b>701%</b>	<b>178%</b>	<b>40</b>	<b>50</b>
UNREAL <sup>†</sup>	880%	250%	-	-

# Why does C51 not optimize Wasserstein directly?

Property of unbiased sample gradients.<sup>4</sup> Sample gradients of Wasser. are biased, in a sense that  $\mathbb{E}_{i \sim I} \nabla_{\theta} d_{W_p}(P_i, Q_{\theta}) \neq \nabla_{\theta} d_{W_p}(P_I, Q_{\theta})$ , where  $P_I$  is a mixture random variable.

In general, by optimizing the sample loss you get to a different minimum. The above makes Wasser. unfit for SGD optimisation.

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<sup>4</sup><https://arxiv.org/abs/1705.10743>

# Quantile Regression Q-Learning

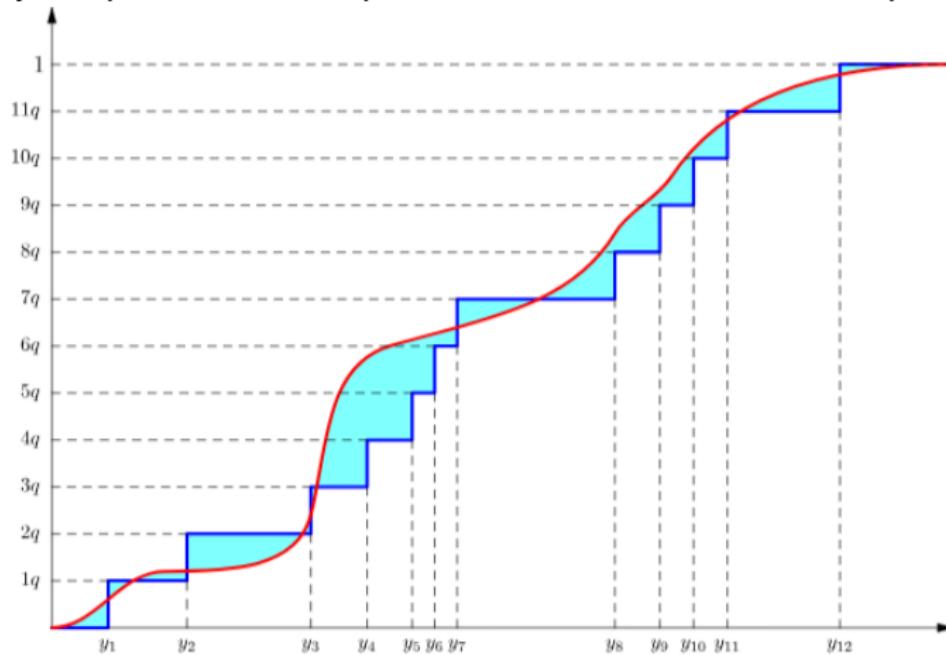
Instead of fixed support and optimized probabilities, consider the opposite. Approximate quantiles of  $Z$ :

$$Z_\theta(s, a) = \frac{1}{N} \cdot \sum_{i=0}^N \delta_{x=\theta_i(s, a)}$$

Avoids the tedious projection  $\Phi$  onto support that was used in C51, also much more flexible. Will also enable us to approximately minimize Wasser. instead of KL as in C51.

# Projection into quantile distribution

Finding a quantile distribution that minimizes  $d_{w_1}$  from target is pretty simple, since the quantile distributions  $F$  are step functions.



# Solving the projection

Denote  $\tau_i = \frac{i}{N}$ , and (ordered) support of  $Z_\theta$  as  $\{\theta_1, \dots, \theta_N\}$

$$d_w(Z_\theta, Z) = \sum_{i=1}^N \int_{\tau_{i-1}}^{\tau_i} |F_Z^{-1}(u) - \theta_i|$$

How does the projection onto the space of quantile distributions look like?

# Solving the projection

Denote  $\tau_i = \frac{i}{N}$ , and (ordered) support of  $Z_\theta$  as  $\{\theta_1, \dots, \theta_N\}$

$$d_{W_1}(Z_\theta, Z) = \sum_{i=1}^N \int_{\tau_{i-1}}^{\tau_i} |F_Z^{-1}(u) - \theta_i|$$

## Lemma 2

The quantile distribution that minimizes 1-Wasserstein distance from  $Z$ , denoted  $\Pi_W Z$  has the support  $\theta_i = F_Z^{-1}(\bar{\tau}_i)$ , where  $\bar{\tau}_i = \frac{\tau_{i-1} + \tau_i}{2}$ . If  $F_Z$  is continuous, it is the unique minimizer.

This convenient form of the projection in terms of quantiles of  $Z$  will enable us to sidestep the biased gradient issues w. Wasserstein distance.

# Quantile Regression

The minimum of the following loss is the  $\tau$  quantile of  $Z$ :

$$\mathcal{L}_\tau(\theta) = \mathbb{E}_{\hat{Z} \sim Z} [\rho_\tau(\hat{Z} - \theta)]$$

where

$$\rho_\tau(u) = u \cdot (\tau - \delta_{u < 0})$$

Penalize positive and negative distance of samples from  $\theta$  by different weights, depending on the desired quantile.  
Crucially, we can optimize this loss via SGD and take steps towards  $\hat{\mathcal{T}}Z_\theta$  w.r.t. the Wasserstein metric.

# Quantile Huber Loss

Actually, the final loss used in the algorithm incorporates the Huber loss, because of  $x = 0$ :

$$L_\kappa(x) = \begin{cases} \frac{1}{2}x^2, & \text{if } |x| \leq \kappa \\ \kappa(|x| - \frac{\kappa}{2}), & \text{otherwise} \end{cases}$$

**Quantile Huber Loss** is the asymmetric variant of the Huber loss:

$$\rho_\tau^\kappa(x) = |\tau - \delta_{x<0}| \cdot L_\kappa(x)$$

# Quantile Huber Loss

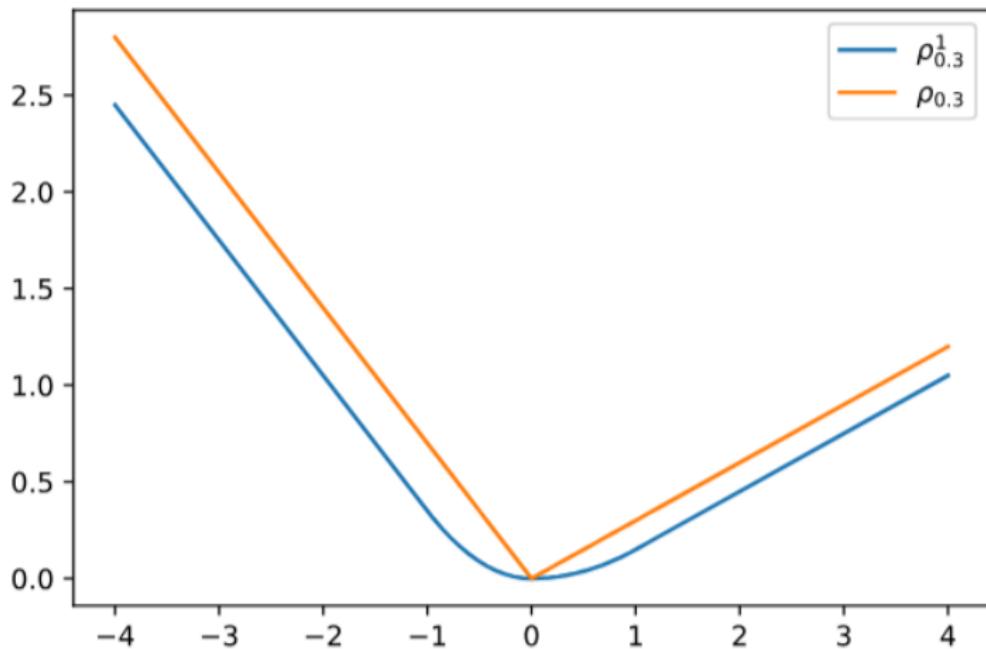


Figure 8.

# Properties

## Theorem 2

The distributional Bellman operator combined with projection to quantile distributions -  $\Pi_W \mathcal{T}^\pi$  is a  $\gamma$ -contraction in the maximum Wasserstein metric for  $p = \infty$ :

$$\overline{d_{W_\infty}}(\Pi_W \mathcal{T}^\pi Z_1, \Pi_W \mathcal{T}^\pi Z_2) \leq \gamma \cdot \overline{d_{W_\infty}}(Z_1, Z_2)$$

So we again get guaranteed convergence to a fixed point - a quantile approximation of  $Z^\pi$ .

# Algorithm

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## Algorithm 1 Quantile Regression Q-Learning

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**Require:**  $N, \kappa$

**input**  $x, a, r, x', \gamma \in [0, 1)$

# Compute distributional Bellman target

$$Q(x', a') := \sum_j q_j \theta_j(x', a')$$

$$a^* \leftarrow \arg \max_{a'} Q(x, a')$$

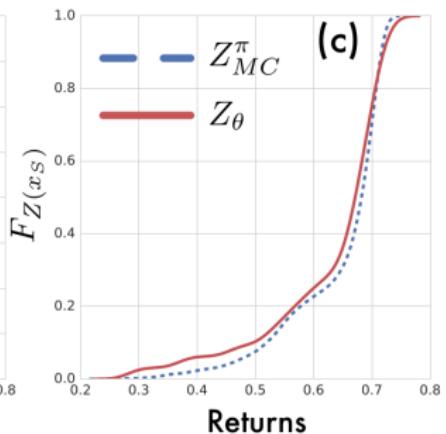
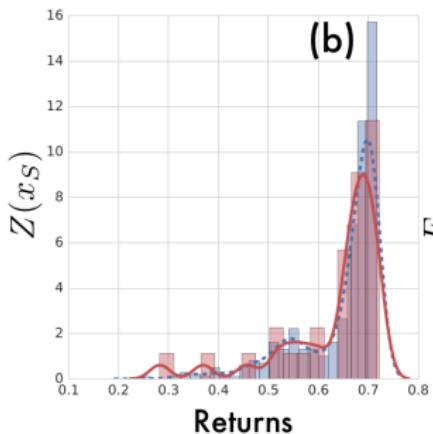
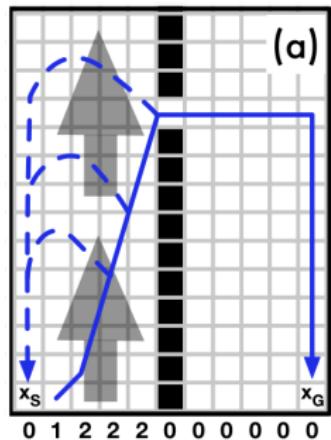
$$\mathcal{T}\theta_j \leftarrow r + \gamma \theta_j(x', a^*), \quad \forall j$$

# Compute quantile regression loss (Equation 10)

**output**  $\sum_{i=1}^N \mathbb{E}_j [\rho_{\hat{\tau}_i}^\kappa (\mathcal{T}\theta_j - \theta_i(x, a))]$

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# Approximate Returns



# Results

	<b>Mean</b>	<b>Median</b>	<b>&gt;human</b>	<b>&gt;DQN</b>
DQN	228%	79%	24	0
DDQN	307%	118%	33	43
DUEL.	373%	151%	37	50
PRIOR.	434%	124%	39	48
PR. DUEL.	592%	172%	39	44
C51	701%	178%	40	50
QR-DQN-0	881%	199%	38	52
QR-DQN-1	<b>915%</b>	<b>211%</b>	<b>41</b>	<b>54</b>