

Reinforcement **Learning** for Business, Economics, and Social Sciences

Unit 4-4: Policy Gradient Methods

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If I nudge my policy a little, can I
win more often?

Model-free Policy-based Methods

- ▶ **Q-learning**

- ▶ Model-free *value*-based method
- ▶ No explicit policy representation

- ▶ **Policy gradient**

- ▶ Model-free *policy*-based method
- ▶ No explicit value function representation

Stochastic Policy

Consider a stochastic policy

$$\pi_{\theta}(a \mid s) = \mathbb{P}(a \mid s; \theta),$$

parameterized by θ .

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Discrete actions: SoftMax exploration

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where $h(s, a; \theta)$ can be

- ▶ *linear* in θ : $h(s, a; \theta) = \sum_i \theta_i f_i(s, a)$
- ▶ *nonlinear* in θ : $h(s, a; \theta) = \text{NeuralNet}(s, a; \theta)$

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Continuous actions: Gaussian

$$\pi_{\theta}(a \mid s) = \mathcal{N}(a \mid \mu(s; \theta), \Sigma(s; \theta)).$$

Stochastic Gradient Policy

Supervised Learning

- Consider a stochastic policy

$$\pi_{\theta}(a \mid s)$$

- Data: state–action pairs $\{(s_1, a_1^*), (s_2, a_2^*), \dots\}$
- Maximize log-likelihood of the data:

$$\theta^* = \arg \max_{\theta} \sum_n \log \pi_{\theta}(a_n^* \mid s_n).$$

- Policy gradient update:

$$\theta_{n+1} \leftarrow \theta_n + \alpha_n \nabla_{\theta} \log \pi_{\theta}(a_n^* \mid s_n).$$

Reinforcement Learning

- Consider a stochastic policy

$$\pi_{\theta}(a \mid s)$$

- Data: state–action–reward triples $\{(s_1, a_1, r_1), (s_2, a_2, r_2), \dots\}$
- Maximize expected discounted return

$$\theta^* = \arg \max_{\theta} \sum_n \gamma^n \mathbb{E}_{\theta}[r_n \mid s_n, a_n].$$

- Stochastic policy gradient update:

$$\theta_{n+1} \leftarrow \theta_n + \alpha_n \gamma^n G_n \nabla_{\theta} \log \pi_{\theta}(a_n \mid s_n),$$

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where $G_n = \sum_{t=0}^T \gamma^t r_{n+t}$.

Stochastic Gradient Policy Theorem

► Stochastic Gradient Policy Theorem

$$\nabla V_{\theta}(s_0) \propto \sum_s \mu_{\theta}(s) \sum_a \nabla \pi_{\theta}(a|s) Q_{\theta}(s, a)$$

- $\mu_{\theta}(s)$: stationary state distribution when executing policy parametrized by θ
- $Q_{\theta}(s, a)$: discounted sum of rewards when starting in s , executing a and following the policy parametrized by θ thereafter.

Proof of the Policy Gradient Theorem (episodic case)

$$\nabla V_{\theta}(s) = \nabla \left[\sum_a \pi_{\theta}(a | s) Q_{\theta}(s, a) \right], \text{ for all } s \in \mathcal{S}$$

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 &= \sum_{x \in \mathcal{S}} \sum_{k=0}^{\infty} \gamma^k \mathbb{P}(s \rightarrow x, k, \pi) \sum_a \nabla \pi(a | x) Q_{\theta}(x, a),
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 \end{aligned}$$

with $\mathbb{P}(s \rightarrow x, k, \pi)$ of transitioning from state s to state x in k steps under policy π .

Proof of the Policy Gradient Theorem (episodic case)

$$\nabla V_{\theta}(s_0) = \sum_{x \in \mathcal{S}} \sum_{k=0}^{\infty} \gamma^k \mathbb{P}(s_0 \rightarrow x, k, \theta) \sum_a \nabla \pi_{\theta}(a \mid x) Q_{\theta}(x, a)$$

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Stochastic gradient

$$\nabla V_{\theta} \propto \sum_s \mu_{\theta}(s) \sum_a \nabla \pi_{\theta}(a|s) Q_{\theta}(s, a)$$

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note that $Q_\theta(S_n, A_n) = \mathbb{E}_\theta[\textcolor{red}{G}_n | S_n, A_n]$.

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Stochastic gradient at time step n :

$$\nabla V_\theta \approx \gamma^n G_n \nabla \log \pi_\theta(A_n|S_n)$$

Stochastic gradient

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$$\nabla V_{\theta} \approx \gamma^n G_n \nabla \log \pi_{\theta}(A_n|S_n)$$

Discounted returns times direction that most increases the probability of repeating the action A_n on future visits to state S_n .

REINFORCE Algorithm

REINFORCE: Monte Carlo Policy Gradient

REINFORCE(s_0, π_θ)

Initialize π_θ to anything

Loop forever (for each episode)

Generate episode $s_0, a_0, r_0, s_1, a_1, r_1, \dots, s_T, a_T, r_T$ with π_θ

Loop for each step of the episode $n = 0, 1, \dots, T$

$$G_n \leftarrow \sum_{t=0}^{T-n} \gamma^t r_{t+n}$$

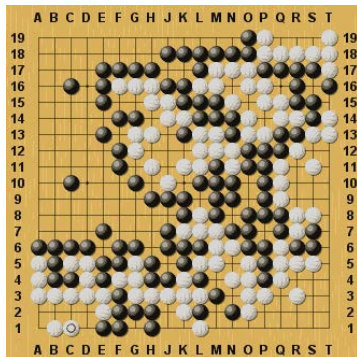
Update policy: $\theta \leftarrow \theta + \alpha \gamma^n G_n \nabla \log \pi_\theta(A_n | S_n)$

Return π_θ

Policy Gradient Methods in Practice

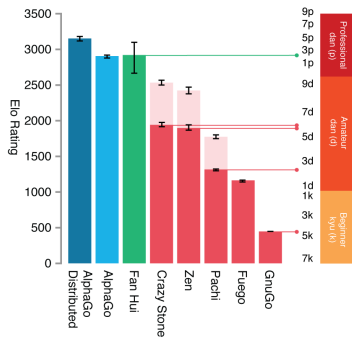
Example: Game of Go

- ▶ (simplified) rules:
 - ▶ Two players (black and white)
 - ▶ Players alternate to place a stone of their color on a vacant intersection.
 - ▶ Connected stones without any liberty (i.e., no adjacent vacant intersection) are captured and removed from the board.
 - ▶ Winner: player that controls the largest number of intersections at the end of the game.



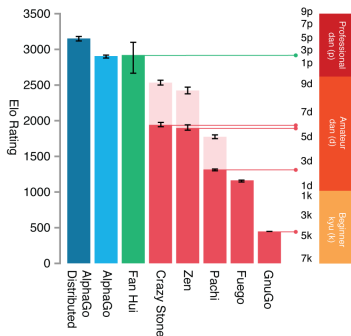
Computer Go

► Before: Monte Carlo Tree Search



Computer Go

- ▶ Before: Monte Carlo Tree Search
- ▶ Deep RL incl. policy gradient methods: AlphaGo



Computer Go

- ▶ March 2016: AlphaGo defeats Lee Sedol (9-dan)
- ▶ “[AlphaGo] can’t beat me” — Ke Jie (world champion)
- ▶ May 2017: AlphaGo defeats Ke Jie (world champion)
- ▶ “Last year, [AlphaGo] was still quite humanlike when it played. But this year, it became like a god of Go” — Ke Jie (world champion)

References I

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- SIGAUD, O., AND O. BUFFET (2013): *Markov decision processes in artificial intelligence*. John Wiley & Sons, Available at https://zodml.org/sites/default/files/Markov_Decision_Processes_and_Artificial_Intelligence.pdf.
- SUTTON, R. S., AND A. G. BARTO (2018): "Reinforcement learning: An introduction," *A Bradford Book*, Available at <http://incompleteideas.net/book/the-book-2nd.html>.

Takeaways

Policy Gradient Methods

- ▶ Policy gradients directly optimize behavior to maximize rewards
- ▶ Stochastic policies explore actions with softmax or Gaussian distributions
- ▶ Good actions are reinforced by increasing their selection probability
- ▶ AlphaGo mastered Go by combining policy gradients, value networks, and search