# 2025/02/20 회의 (RL 관련 공유)

Wise

Al Lab

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February 20th, Peinforcement Learning with LLMs

#### **Preliminaries**

#### Random variables

 $X:\Omega o E$ 

 $(\Omega, \Sigma, P)$ : 확률 공간 (Sample space  $\Omega$ , Event space  $\Sigma$ , Probability measure P) (with some assumptions), we also have

#### **Probability density function**

$$\mathbb{E}_P[f(X)] := \int_\Omega f(X(\omega)) dP(\omega) = \int_E f(x) p(x) dx =: \mathbb{E}_{x \sim p(x)}[f(x)]$$

Note

 ${\cal E}$  might be complex..

#### **Preliminaries**

#### **Monte Carlo estimation**

Goal: Calculate  $\mathbb{E}_{x \sim p(x)}[f(x)]$ 

(Hint: Law of Large Numbers)

#### **Terminologies**

- Agent
- Environment
- $\mathcal{S}$ : a finite set of states (상태 집합)
- $\mathcal{A}$ : a finite set of actions (행동 집합)
- ullet Policy  $\pi: \mathcal{A} imes \mathcal{S} o [0,1]$ 
  - Optimal policy
    - $lacksquare \pi^* = rg \max_{\pi} \mathbb{E}_{s_0 \sim p_0(s)}[V_{\pi}($
    - $ullet V_{\pi^*}(s) \geq V_{\pi}(s) \ (orall x \in \mathcal{S}, orall \pi)$

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ullet Reward  $R: \mathcal{A} imes \mathcal{S} 
ightarrow \mathbb{R}$ 

#### **Terminologies**

- ullet Advantage function  $A:\mathcal{S} imes\mathcal{A} o\mathbb{R}$ 
  - $\circ \ A(s,a) := Q(s,a) V(s)$
- Generalized advantage estimation (GAE)
  - Advantage function을 계산하려면 state와 action 값이 필요하다.
  - 그런데 이러한 state, action은 (policy와 initial state의 확률분포에 depend하는) random variable이다.
  - $\circ$  따라서 Advantage function의 evaluation 결과 A(s,a)도 random variable
  - $\circ$  이 random variable을 estimate하기 위해 R,V를 통해 Monte Carlo estimate을 하는데 그 estimation의 variance를 줄이기 위해 나온 방법이 GAE

## **Overview of RL**

**GAE** 

## **Overview of RL**

#### **GAE**

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#### Objective function of RL

$$L( heta) = \mathbb{E}_{s_0 \sim p_0(s)}[V_{\pi_ heta}(s_0)]$$

• policy를 neural network의 parameter  $\theta$ 를 도입하여 위의 목적함수를 최대화하도록 훈련해서 optimal policy를 얻고자 하는 것이 RL의 목표

- Value-based RL
  - $\circ$  Q functiond을 학습하여  $\pi(s) = rg \max_{a \in \mathcal{A}} Q(s,a)$ 를 policy로 사용
  - 단점
    - function approximation (such as neural networks)
    - bootstrapped value function estimation (TD-like method)
    - off-policy learning
    - This combination: the deadly triad
    - RL 알고리즘 불안정함
- Policy-based RL
  - Policy search method

February 20th, 2025대부분 policy gradient 방법론 사용

#### Overview of RL

#### **Classification of RL**

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# **Policy Optimization**

#### **Policy Gradient Theorem**

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# **Policy Optimization**

#### REINFORCE

- Monte Carlo version
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- 단점: estimation  $G_t$ 의 분산이 큼
  - 해결책: baseline을 사용

# **Policy Optimization**

• PPO

# **Reinforcement Learning with LLMs**

InstructGPT

## **RL** with LLMs

ChatGPT

## **RL** with LLMs

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## **RL with LLMs**

- DeepSeek-R1-Zero
  - RL on the Base Model

# Reinforcement Learning with Verifiable Rewards RLVR

## **RLVR**

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