

# Using Ensembles to address Bootstrapping Error in Offline RL

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# Outline

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# Reinforcement Learning - A schematic view

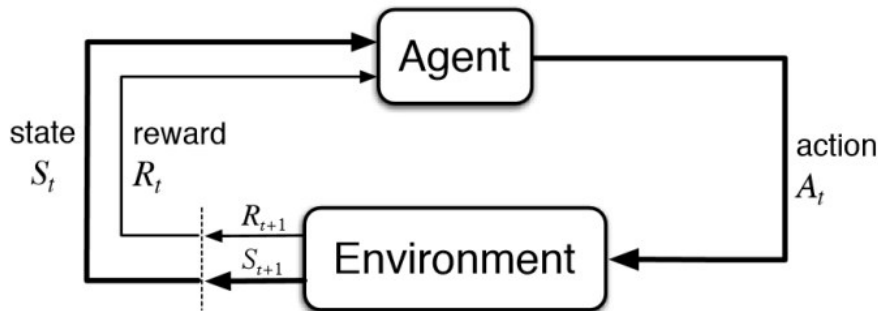


Figure 1: The agent-environment loop (Sutton and Barto, 2018)

# Reinforcement Learning Problem Statement

- ▶ An agent seeking an optimal policy  $\pi(s, a)$  - a mapping from states to action probabilities ( $s \in \mathcal{S}$ ,  $a \in \mathcal{A}$ )
- ▶ Used in sequential decision making problems modeled as Markov decision process (*MDP*), enriched with a reward function  $R(s, a): \mathcal{S} \times \mathcal{A} \mapsto \mathbb{R}$
- ▶ Focus: *value-based*, *model-free* methods

# Reinforcement Learning (RL) - Offline

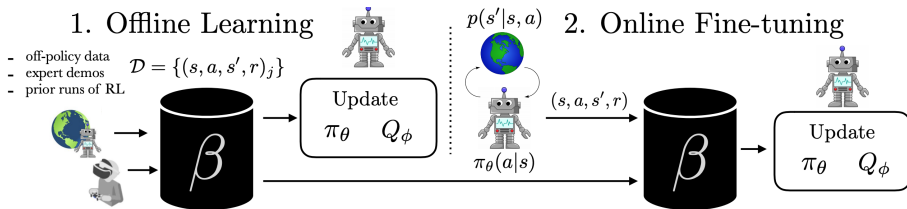


Figure 2: The learning loop in Offline RL, courtesy of Nair et al.

- ▶ Also called Batch Reinforcement Learning
- ▶ Behavior policy  $\pi_\beta$  generates dataset  $\mathcal{D}$
- ▶ *Pure Batch* vs *Growing Batch* methods

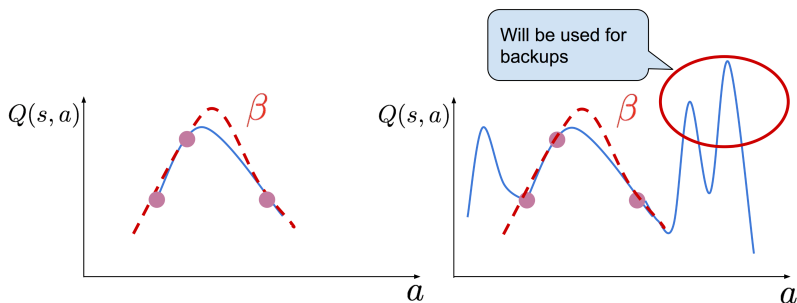
# Detrimental factors in Offline RL

- ▶ Function approximation errors in Deep RL (Neural Networks)
- ▶ Different state visitation frequencies under training and testing distributions
- ▶ **Bootstrapping error** (Kumar et al., 2019)

# Bootstrapping Error

DQN objective function:

$$\mathcal{L}(\theta) = \mathbb{E}_{\langle s_t, a_t, r_t, s_{t+1} \rangle \sim D} \left[ (r_t + \gamma \max_{a \in \mathcal{A}} Q(s_{t+1}, a; \theta) - Q(s_t, a_t; \theta))^2 \right]$$



**Figure 3:** Incorrectly high Q-values for OOD actions may be used for backups, leading to accumulation of error. Figure and caption: Kumar, Aviral

# Bootstrapping Error in the DQV<sup>9</sup> algorithmic family

- ▶ We want to check if the DQV and DQV-Max deep RL algorithms suffer from the Bootstrapping Error in the *offline* setting
- ▶ DQV objective functions:

$$\mathcal{L}(\phi) = \mathbb{E}_{\langle s_t, a_t, r_t, s_{t+1} \rangle \sim D} [(r_t + \gamma V(s_{t+1}; \phi^-) - V(s_t; \phi))^2] \quad (1)$$

$$\mathcal{L}(\theta) = \mathbb{E}_{\langle s_t, a_t, r_t, s_{t+1} \rangle \sim D} [(r_t + \gamma V(s_{t+1}; \phi^-) - Q(s_t; \theta))^2] \quad (2)$$

- ▶ DQV-Max objective functions:

$$\mathcal{L}(\phi) = \mathbb{E}_{\langle s_t, a_t, r_t, s_{t+1} \rangle \sim D} \left[ (r_t + \gamma \max_{a \in \mathcal{A}} Q(s_{t+1}, a; \theta^-) - V(s_t; \phi))^2 \right] \quad (3)$$

$$\mathcal{L}(\theta) = \mathbb{E}_{\langle s_t, a_t, r_t, s_{t+1} \rangle \sim D} [(r_t + \gamma V(s_{t+1}; \phi) - Q(s_t, a_t; \theta))^2] \quad (4)$$



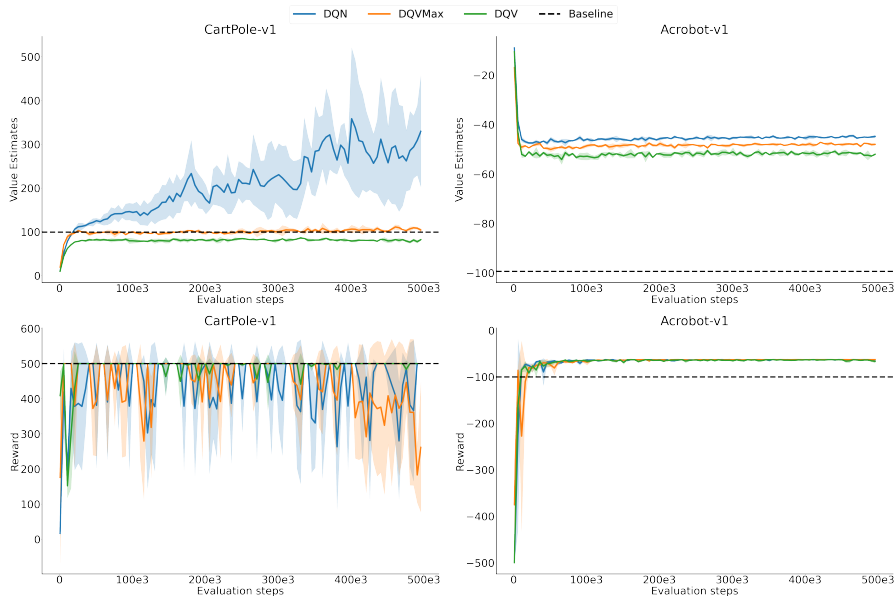
# Experimental setup

- ▶ Classic control OpenAI Gym environments: CartPole-v1 and Acrobot-v1
- ▶ Data collection: log every trajectory  $\langle s, a, r, s' \rangle$  of a DQN<sup>7</sup> agent trained online for 500k steps
- ▶ Hyper-parameters and training scheme follow those of the Dopamine<sup>3</sup> framework
- ▶ Record estimates of  $\max_{a \in \mathcal{A}} Q(s_{t_0}, a)$  at each evaluation round to track the value estimates evolution, then compare against ground truth

$$G_{t_0} = \sum_{k=0}^T \gamma^k r_{t+k}$$

$T$  is the environment's finite time horizon, and  $r_t$  is constant across environments

# Bootstrapping Error in the DQV algorithmic family - Results



# Preventing the Bootstrapping Error - Online

Two ways of addressing the Bootstrapping Error:

1. Obtain unbiased Q-values by decoupling *selection* and *evaluation*, e.g.

- ▶ **Double Q-Learning target**<sup>11</sup>

$$Q^*(s, a) = r + \gamma Q(s', \operatorname{argmax}_{a \in \mathcal{A}} Q'(s', a))$$

- ▶ **DQV-Max targets** in Eq.(3)

2. Reducing the variance of the Target Approximation Error (TAE)<sup>2</sup>

- ▶ TAE:  $Z_{s,a} = Q(s, a) - \mathbb{E}[r + \gamma \max_{a \in \mathcal{A}} Q(s', a) | s, a]$

- ▶ Anschel et al. show that the magnitude of the bootstrapping bias in Q-learning is related to the *variance* of the TAE

# Preventing the Bootstrapping Error - Offline

- ▶ In the offline setting, algorithms such as BCQ<sup>4</sup> and BEAR<sup>5</sup> mitigate the Bootstrapping Error by *regularizing* the learned policy to be *close* to the *training trajectories*
- ▶ One exception: Random Ensemble Mixture (REM)<sup>1</sup>
  - ▶ Dataset **size** and **diversity** are crucial for offline performance: DQN Replay Dataset on the Atari 2600 benchmark
  - ▶ REM idea: combining multiple noisy Q-functions creates a more robust Q-function

DQV and DQV-Max still incur in the Bootstrapping Error, but...

- ▶ Being an *on-policy* algorithm, DQV is less prone to it
- ▶ DQV-Max is *off-policy*, yet it uses multiple estimators to compute the expected Q-values → also more robust to the Bootstrapping Error
- ▶ **Idea**: can we use techniques for TAE reduction to improve resilience to the Bootstrapping Error in the DQV algorithmic family?
- ▶ Ensemble DQN<sup>2</sup>: training  $K$  Q-functions in parallel to obtain a  $\frac{1}{K}$  variance reduction in Q-values
- ▶ Also motivated by REM's strong offline performance

# Ensemble learning problem

- ▶ Ensemble DQN learning goal:

$$\mathcal{L}(\theta) = \frac{1}{K} \sum_{k=0}^{K-1} \mathbb{E}_{\langle s_t, a_t, r_t, s_{t+1} \rangle \sim D} \left[ (r_t + \gamma \max_{a \in \mathcal{A}} Q(s_{t+1}, a; \theta_k^-) - Q(s_t, a_t; \theta_k))^2 \right] \quad (5)$$

- ▶ The learning goal for DQV becomes:

$$\mathcal{L}(\phi) = \frac{1}{K} \sum_{k=0}^{K-1} \mathbb{E}_{\langle s_t, a_t, r_t, s_{t+1} \rangle \sim D} \left[ (r_t + \gamma V(s_{t+1}; \phi_k^-) - V(s_t; \phi_k))^2 \right] \quad (6)$$

$$\mathcal{L}(\theta) = \frac{1}{K} \sum_{k=0}^{K-1} \mathbb{E}_{\langle s_t, a_t, r_t, s_{t+1} \rangle \sim D} \left[ (r_t + \gamma V(s_{t+1}; \phi_k^-) - Q(s_t, a_t; \theta))^2 \right] \quad (7)$$

- ▶ The learning goal for DQV-Max becomes:

$$\mathcal{L}(\phi) = \frac{1}{K} \sum_{k=0}^{K-1} \mathbb{E}_{\langle s_t, a_t, r_t, s_{t+1} \rangle \sim D} \left[ (r_t + \gamma \max_{a \in \mathcal{A}} Q(s_{t+1}, a; \theta_k^-) - V(s_t; \phi_k))^2 \right] \quad (8)$$

$$\mathcal{L}(\theta) = \frac{1}{K} \sum_{k=0}^{K-1} \mathbb{E}_{\langle s_t, a_t, r_t, s_{t+1} \rangle \sim D} \left[ (r_t + \gamma V(s_{t+1}; \phi_k) - Q(s_t, a_t; \theta_k))^2 \right] \quad (9)$$

# Ensemble Architecture

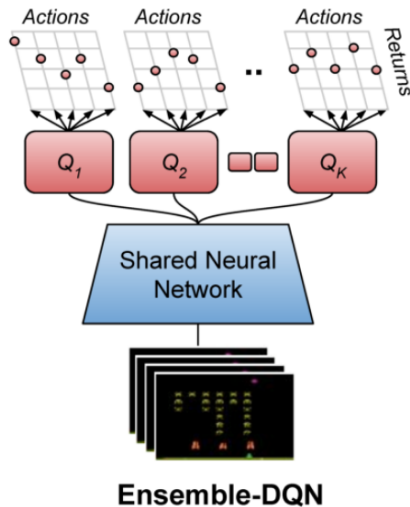
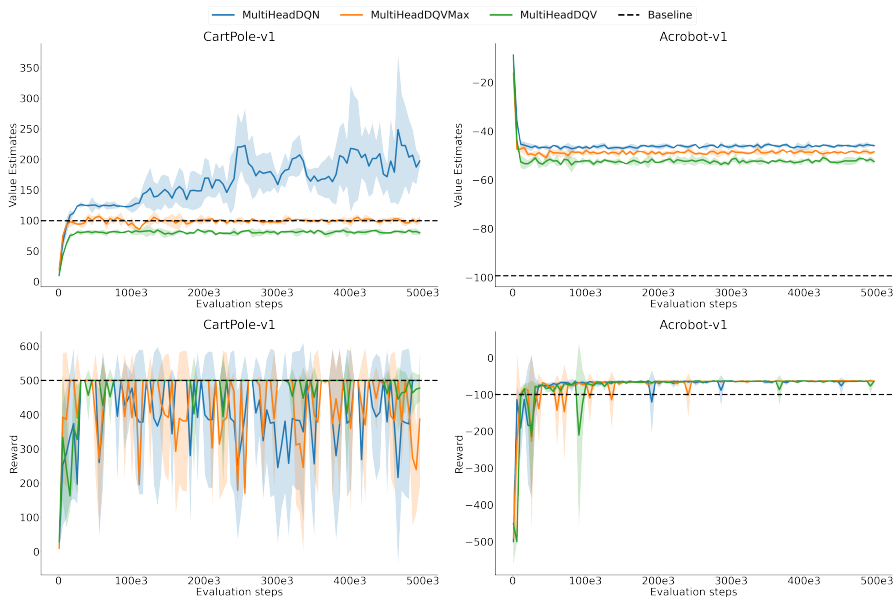


Figure 4: Multi-head Neural Network from Agarwal et al.

# Bootstrapping Error with Multi-Headed DQV agents





- ▶ No real improvement over the traditional DQV algorithms
- ▶ The decoupling of estimation and update in the off-policy DQV-Max is stronger than the gains from multiple estimation observed with base DQN
- ▶ Rigorous analysis of the TAE for the DQV algorithms needed

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