CS194/294-129: Designing, Visualizing and Understanding Deep Neural Networks

John Canny

Spring 2018

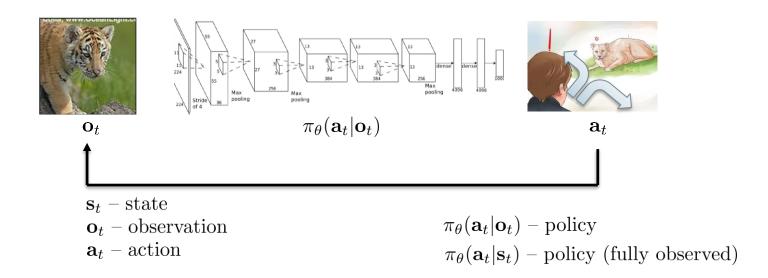
Lecture 20: Deep Reinforcement Learning Policy Gradients

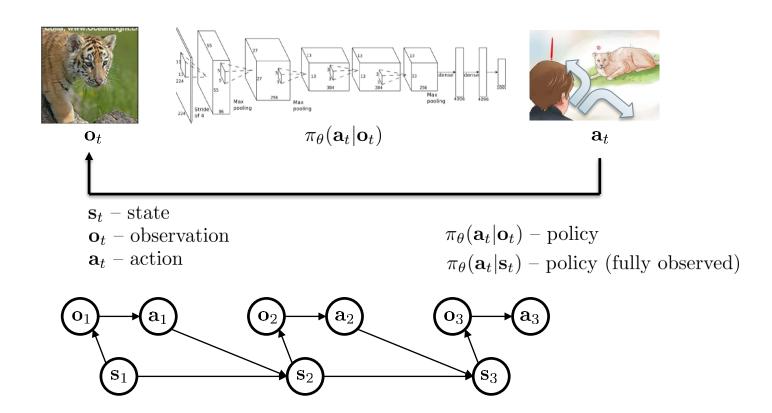
Many slides borrowed from S. Levine et al. "Deep Reinforcement Learning"

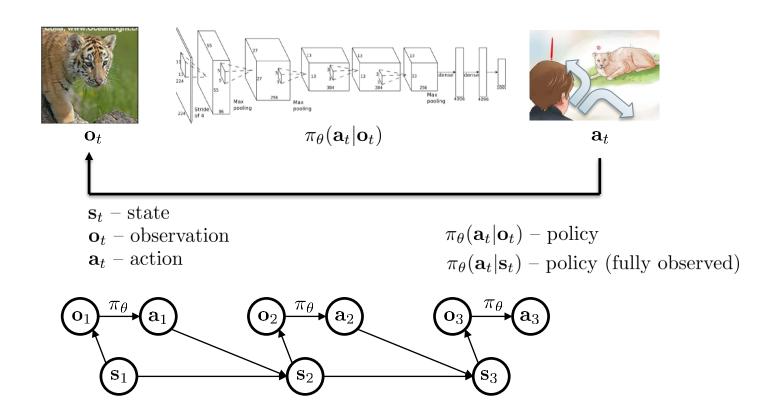
Outline

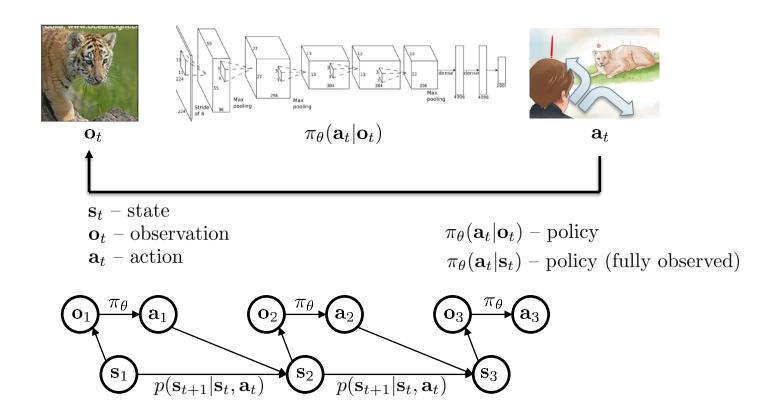
- Markov Decision Processes
- Policy Gradients
- Reducing Variance Baselines
- Off-policy learning
- Trust-Region Policy Optimization (TRPO) + Proximal Policy Optimization (PPO)

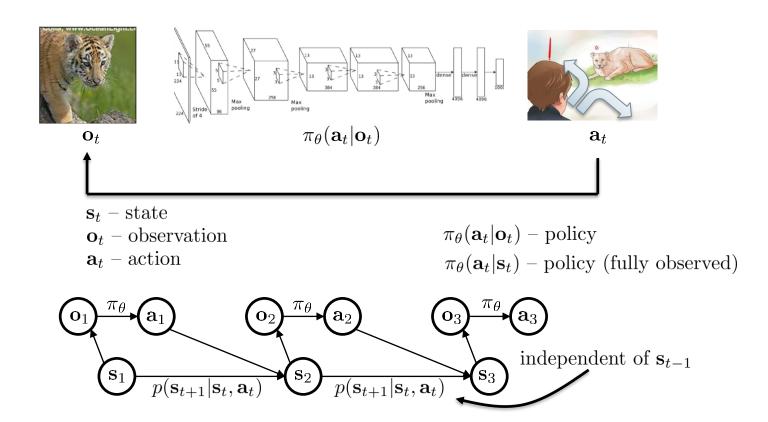
Definitions

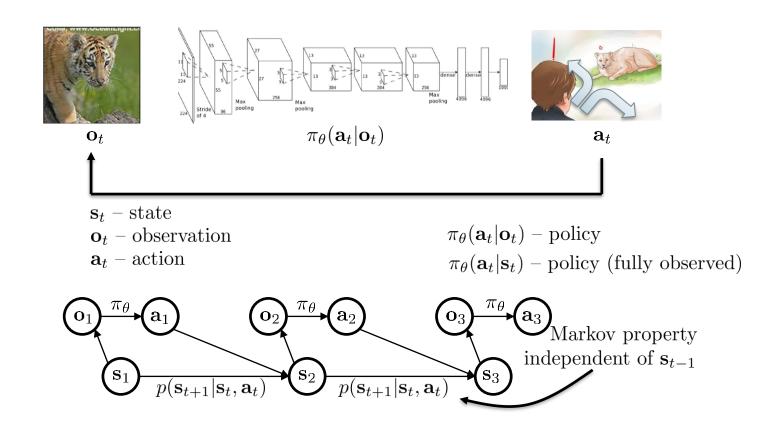


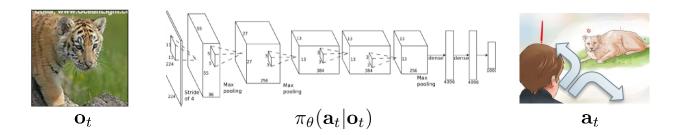


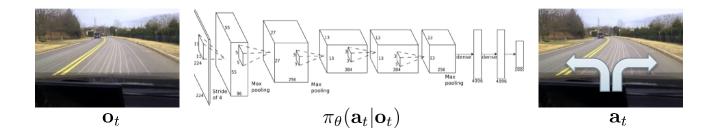


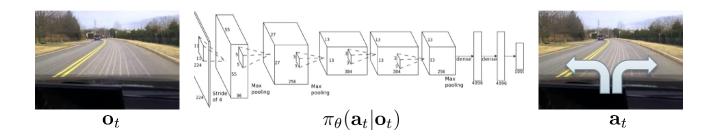




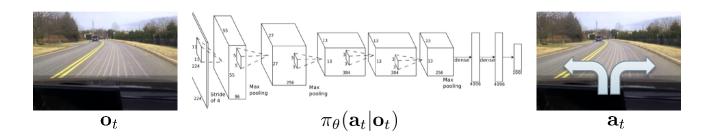






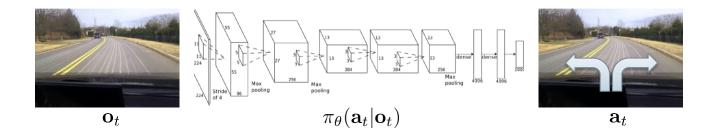


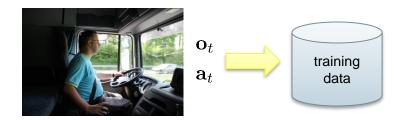


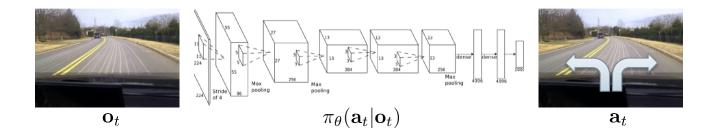


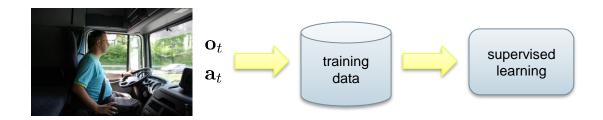


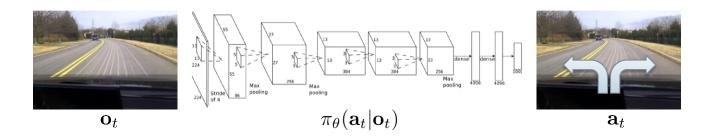
 \mathbf{a}_t



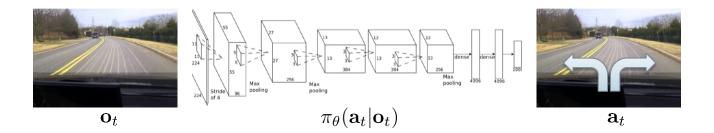


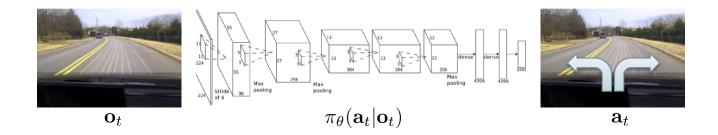




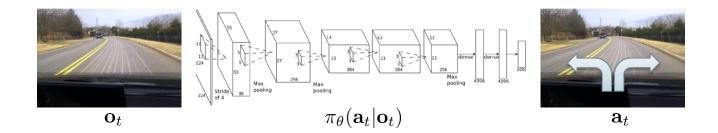






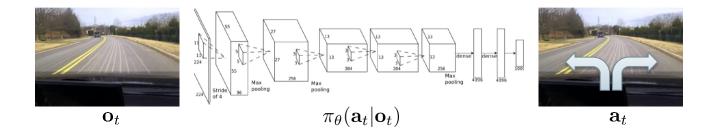


which action is better or worse?



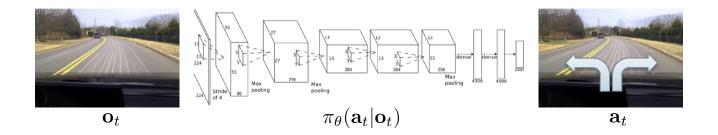
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 $r(\mathbf{s}, \mathbf{a})$: reward function



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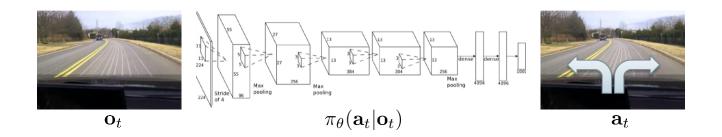


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high reward



which action is better or worse?

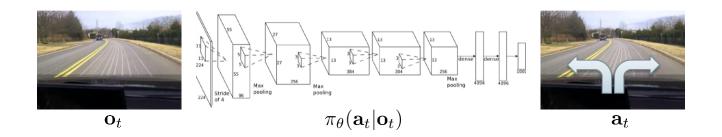
 $r(\mathbf{s}, \mathbf{a})$: reward function



high reward



low reward



which action is better or worse?

 $\mathbf{s}, \mathbf{a}, r(\mathbf{s}, \mathbf{a}), \text{ and } p(\mathbf{s}'|\mathbf{s}, \mathbf{a}) \text{ define}$

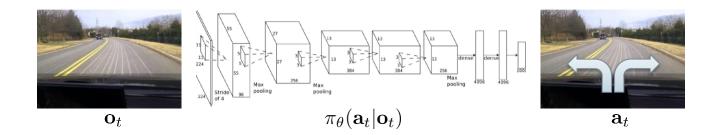
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high reward

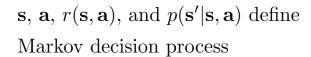


low reward



which action is better or worse?

 $r(\mathbf{s}, \mathbf{a})$: reward function





high reward



low reward

Markov chain

Markov chain



Andrey Markov

Markov chain

$$\mathcal{M} = \{\mathcal{S}, \mathcal{T}\}$$



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 \mathcal{S} – state space



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S – state space

states $s \in \mathcal{S}$ (discrete or continuous)



Andrey Markov

Markov chain

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 \mathcal{T} – transition operator



Andrey Markov

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$$\mathcal{M} = \{\mathcal{S}, \mathcal{T}\}$$

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$$(\mathbf{s}_1)$$
 $p(\mathbf{s}_{t+1}|\mathbf{s}_t)$ (\mathbf{s}_2)

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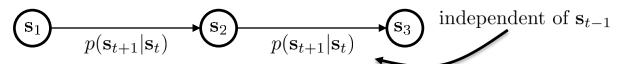
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Andrey Markov

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then
$$\vec{\mu}_{t+1} = \mathcal{T}\vec{\mu}_t$$

Markov property independent of \mathbf{s}_{t-1} $p(\mathbf{s}_{t+1}|\mathbf{s}_t) \qquad p(\mathbf{s}_{t+1}|\mathbf{s}_t)$



Andrey Markov



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Richard Bellman

$$\mathcal{M} = \{\mathcal{S}, \mathcal{A}, \mathcal{T}, r\}$$



Andrey Markov



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Markov decision process

$$\mathcal{M} = \{\mathcal{S}, \mathcal{A}, \mathcal{T}, r\}$$

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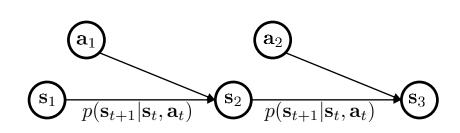
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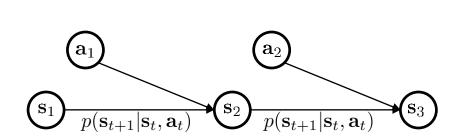
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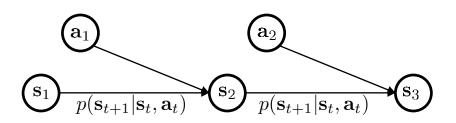
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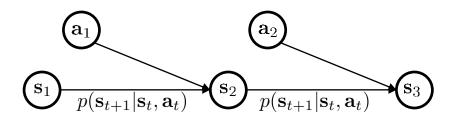
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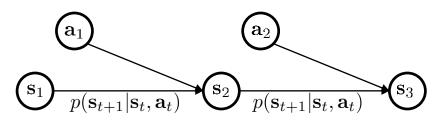
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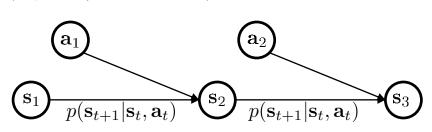
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$$\mu_{t,i} = \sum_{j,k} \mathcal{T}_{i,j,k} \mu_{t,j} \xi_{t,k}$$





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$$\mathcal{M} = \{\mathcal{S}, \mathcal{A}, \mathcal{T}, r\}$$



Andrey Markov



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 \mathcal{T} – transition operator (now a tensor!)

r – reward function



Andrey Markov



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



Andrey Markov



Richard Bellman

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r – reward function

 $r: \mathcal{S} \times \mathcal{A} \to \mathbb{R}$

 $r(s_t, a_t)$ – reward



Andrey Markov



Richard Bellman

Markov decision process

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r – reward function

$$r: \mathcal{S} \times \mathcal{A} \to \mathbb{R}$$

$$r(s_t, a_t)$$
 – reward

 $\tau = (s_0, a_0, s_1, a_1, ..., s_T, a_T)$ - trajectory - a sequence of states and actions



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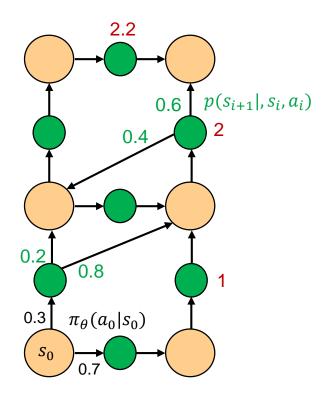
Richard Bellman

Sample MDP

States are orange circles.

Actions are green circles, with transition probabilities in green for actions with multiple successor states.

Rewards are shown in red.



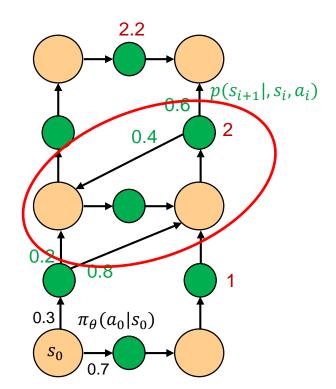
Sample MDP

States are orange circles.

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Note that the graph may have cycles...



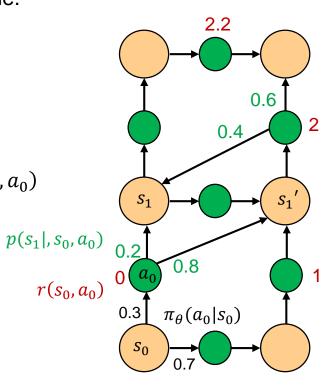
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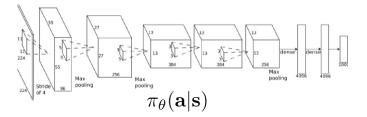
You can think of the MDP has a two-player game.

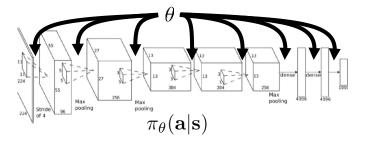
Start at state s_0

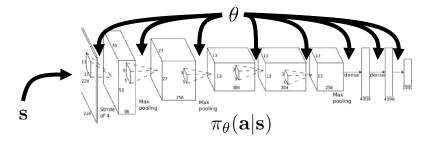
Policy plays a_0 according to $\pi_{\theta}(a_0|s_0)$, receives reward $r(s_0, a_0)$

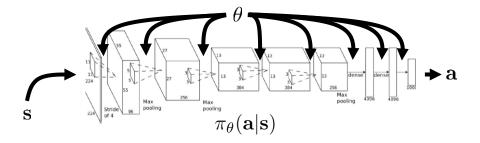
Environment plays s_1 or s_1' according to $p(s_1|s_0,a_0)$

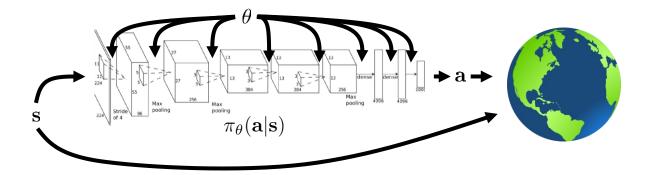


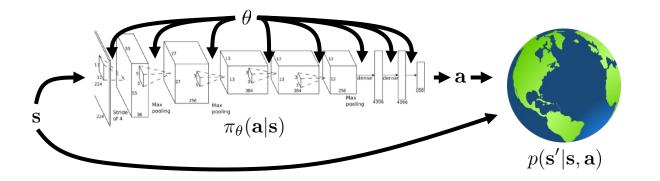


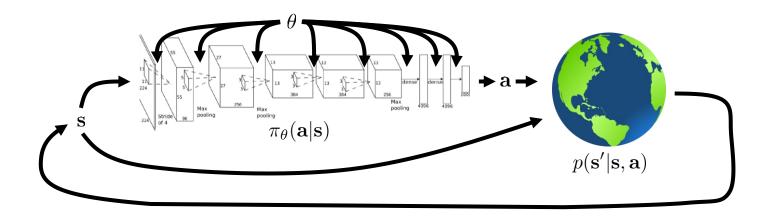


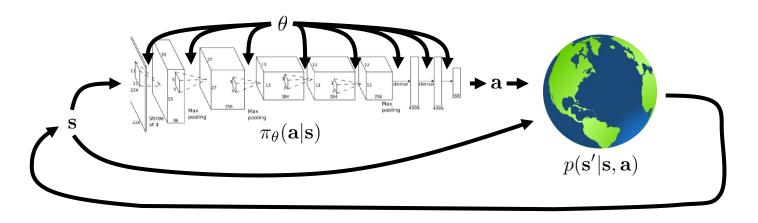




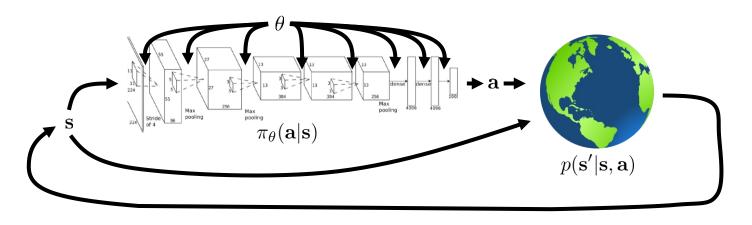




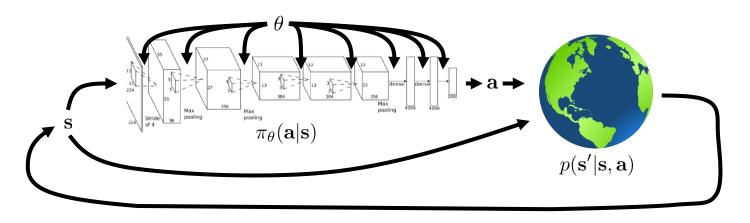




$$p_{\theta}(\mathbf{s}_1, \mathbf{a}_1, \dots, \mathbf{s}_T, \mathbf{a}_T) = p(\mathbf{s}_1) \prod_{t=1}^{T} \pi_{\theta}(\mathbf{a}_t | \mathbf{s}_t) p(\mathbf{s}_{t+1} | \mathbf{s}_t, \mathbf{a}_t)$$

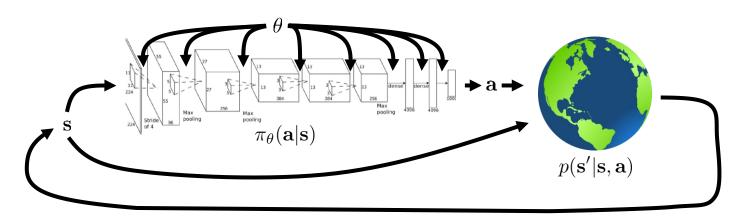


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$$\underbrace{p_{\theta}(\mathbf{s}_{1}, \mathbf{a}_{1}, \dots, \mathbf{s}_{T}, \mathbf{a}_{T})}_{\pi_{\theta}(\tau)} = p(\mathbf{s}_{1}) \prod_{t=1}^{T} \pi_{\theta}(\mathbf{a}_{t} | \mathbf{s}_{t}) p(\mathbf{s}_{t+1} | \mathbf{s}_{t}, \mathbf{a}_{t})$$

$$\theta^{\star} = \arg \max_{\theta} E_{\tau \sim p_{\theta}(\tau)} \left[\sum_{t} r(\mathbf{s}_{t}, \mathbf{a}_{t}) \right]$$

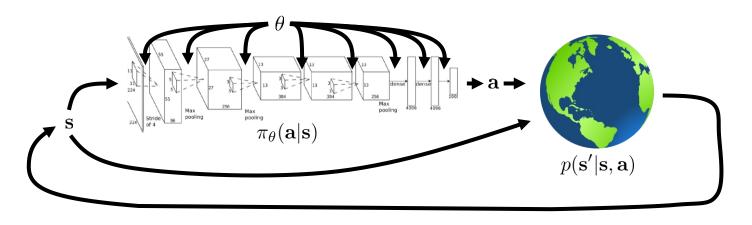


$$p_{\theta}(\mathbf{s}_{1}, \mathbf{a}_{1}, \dots, \mathbf{s}_{T}, \mathbf{a}_{T}) = p(\mathbf{s}_{1}) \prod_{t=1}^{T} \pi_{\theta}(\mathbf{a}_{t} | \mathbf{s}_{t}) p(\mathbf{s}_{t+1} | \mathbf{s}_{t}, \mathbf{a}_{t})$$

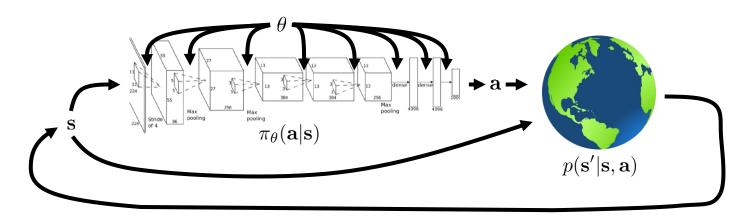
$$\pi_{\theta}(\tau)$$

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Expectation is computed by sampling τ according to the distribution $p_{\theta}(\tau)$

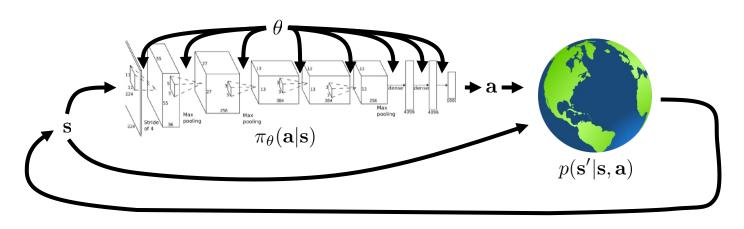


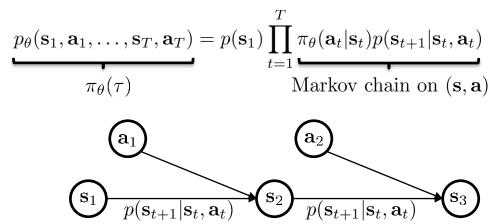
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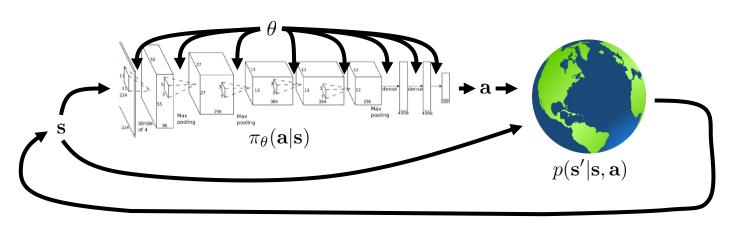


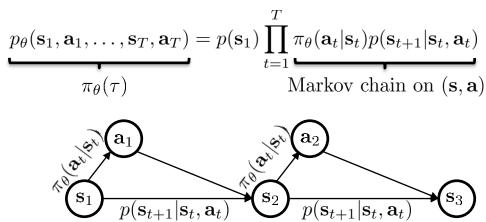
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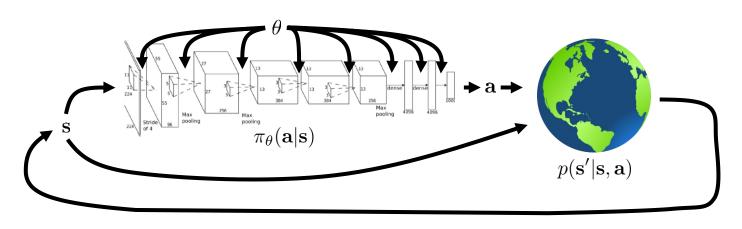
$$\pi_{\theta}(\tau) \qquad \text{Markov chain on } (\mathbf{s}, \mathbf{a})$$

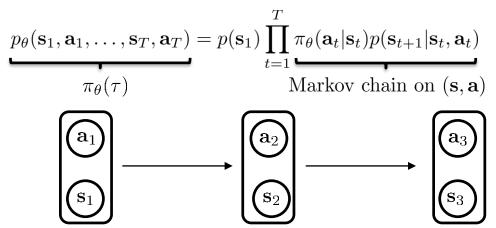


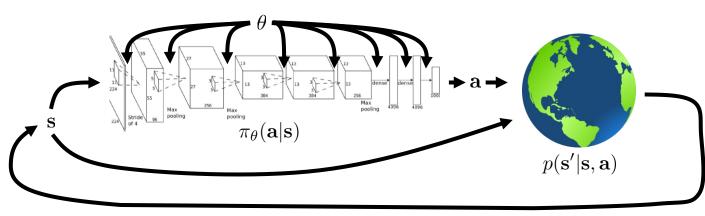


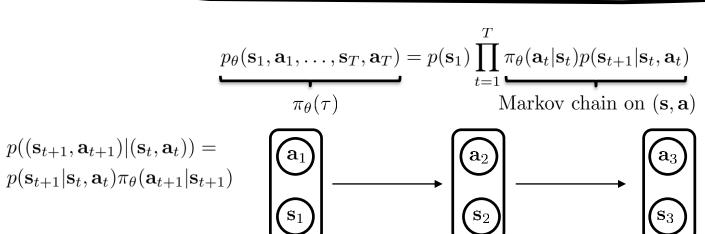


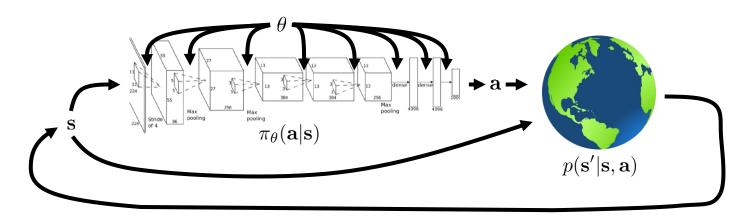




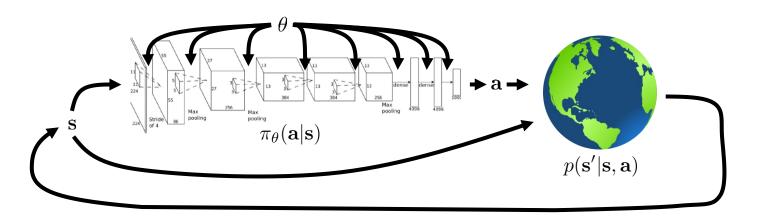








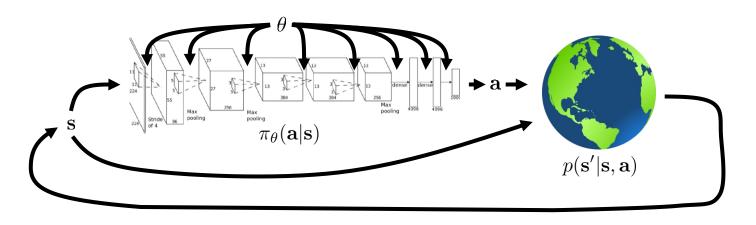
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Optimal Policy parameters
$$\theta^\star = \arg\max_{\theta} E_{\tau \sim p_{\theta}(\tau)} \left[\sum_{t} r(\mathbf{s}_t, \mathbf{a}_t) \right]$$



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Value Functions

We can define the value of a state s_i under a given policy π , $V(s_i)$ as the (discounted) reward-to-go from that state:

Probability of Expected total taking action
$$a_i$$
 future rewards
$$V(s_i) = \sum_{a_i} \pi(a_i|s_i) (r(s_i,a_i) + \gamma \sum_{s_{i+1}} V(s_{i+1}) \ p(s_{i+1}|s_i,a_i))$$
 Actual reward at current step "discount factor" γ

 $0 < \lambda \le 1$ is typically close to 1.

 $\lambda < 1$ favors short-term rewards, and causes the recurrence to converge on all MDPs.

Bellman Update

We can maximize the expected total reward directly in the value recurrence by taking the best (maximum reward) action:

Take best action a_i

$$V(s_i) = \max_{a_i} r(s_i|a_i) + \gamma \sum_{s_{i+1}} V(s_{i+1}) \ p(s_{i+1}|s_i, a_i)$$

If the state space is small enough to fit in memory, we can solve this recurrence directly using iterative calculation.

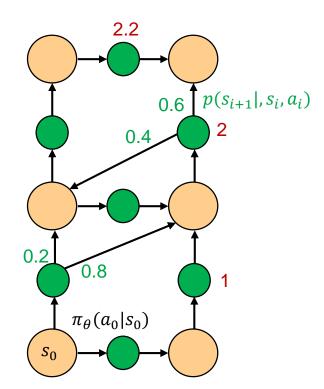
Sample MDP

States are orange circles.

Actions are green circles, with transition probabilities in green for actions with multiple successor states.

Rewards are shown in red.

Note that the graph may have cycles...



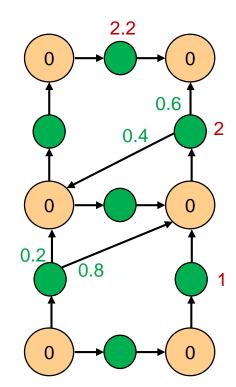
States are orange circles.

Actions are green circles, with transition probabilities in green for actions with multiple successor states.

Rewards are shown in red.

Since the graph has cycles, repeated updates may be necessary to each node (so this is not a dynamic programming problem).

Initialize all node values to 0 (rewards are positive so this is a lower bound on the values).



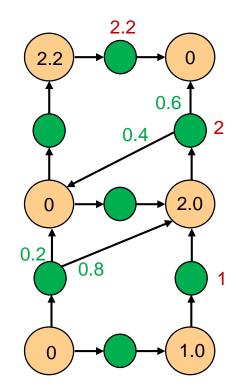
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Assume $\gamma = 0.9$ when propagating values.



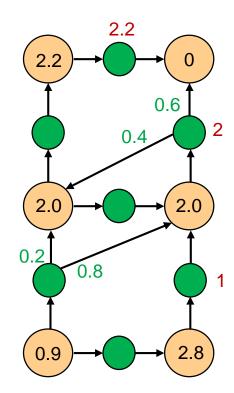
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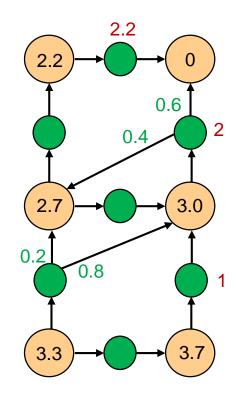
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Eventually the recurrence yields stationary values. (one significant digit only!)



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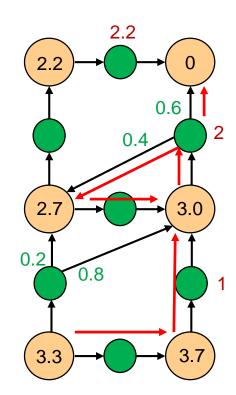
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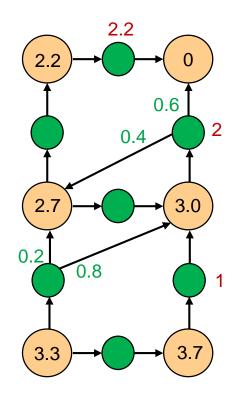
Note that the maximum reward policy can yield trajectories with cycles!



Aside: if the transition graph is acyclic, then the value function can be computed with dynamic programming.

This requires only O(SA) steps, where S is the number of states, and A is the number of actions.

But graphs with cycles may take longer and the number of iterations depends on the precision of the result.



$$\theta^* = \arg\max_{\theta} E_{\tau \sim p_{\theta}(\tau)} \left[\sum_{t} r(\mathbf{s}_t, \mathbf{a}_t) \right]$$

$$\theta^{\star} = \arg\max_{\theta} E_{(\mathbf{s}, \mathbf{a}) \sim p_{\theta}(\mathbf{s}, \mathbf{a})}[r(\mathbf{s}, \mathbf{a})] \qquad \theta^{\star} = 0$$
 infinite horizon case

$$\theta^* = \arg\max_{\theta} \sum_{t=1}^{I} E_{(\mathbf{s}_t, \mathbf{a}_t) \sim p_{\theta}(\mathbf{s}_t, \mathbf{a}_t)} [r(\mathbf{s}_t, \mathbf{a}_t)]$$

finite horizon case

$$\theta^* = \arg\max_{\theta} E_{\tau \sim p_{\theta}(\tau)} \left[\sum_{t} r(\mathbf{s}_t, \mathbf{a}_t) \right]$$

Expected one-step reward

$$\theta^* = \arg\max_{\theta} E_{(\mathbf{s}, \mathbf{a}) \sim p_{\theta}(\mathbf{s}, \mathbf{a})}[r(\mathbf{s}, \mathbf{a})]$$

infinite horizon case

$$\theta^* = \arg\max_{\theta} E_{(\mathbf{s}, \mathbf{a}) \sim p_{\theta}(\mathbf{s}, \mathbf{a})}[r(\mathbf{s}, \mathbf{a})] \qquad \theta^* = \arg\max_{\theta} \sum_{t=1}^T E_{(\mathbf{s}_t, \mathbf{a}_t) \sim p_{\theta}(\mathbf{s}_t, \mathbf{a}_t)}[r(\mathbf{s}_t, \mathbf{a}_t)]$$

finite horizon case

For supervised learning problems, we trained end-to-end by minimizing a differentiable loss attached to the output of our network.

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Rewards also depend on the current state s_i , which depends on *previous* actions. Some earlier action a_j which led us to s_i may have been more important. Assigning appropriate weight to earlier actions is the *Temporal Credit Assignment Problem*.

Policy Gradient Approaches

We can't differentiate the loss end-to-end via a "reward network," but we can estimate the gradient by enumerating trajectories, and computing the gradients along them. i.e. we can marginalize (average) over states and actions without knowing how they depend on the policy.

This is the policy gradient approach.

Evaluating the objective

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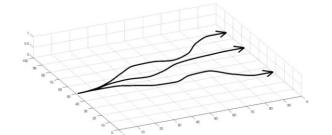
$$J(\theta)$$

$$J(\theta) = E_{\tau \sim p_{\theta}(\tau)} \left| \sum_{t} r(\mathbf{s}_{t}, \mathbf{a}_{t}) \right| \approx \frac{1}{N} \sum_{i} \sum_{t} r(\mathbf{s}_{i,t}, \mathbf{a}_{i,t})$$

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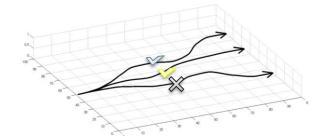
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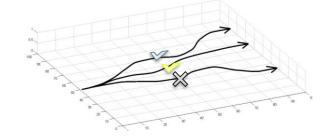
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Sum over sample trajectories from π_{θ}

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a convenient identity

 $\pi_{\theta}(\tau)\nabla_{\theta}\log\pi_{\theta}(\tau)$

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$$\log \text{ of both sides}$$

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$$J(\theta) = E_{\tau \sim \pi_{\theta}(\tau)}[r(\tau)]$$

$$\log \text{of both sides} \qquad \pi_{\theta}(\mathbf{s}_1, \mathbf{a}_1, \dots, \mathbf{s}_T, \mathbf{a}_T) = p(\mathbf{s}_1) \prod_{t=1}^T \pi_{\theta}(\mathbf{a}_t | \mathbf{s}_t) p(\mathbf{s}_{t+1} | \mathbf{s}_t, \mathbf{a}_t)$$

$$\log \pi_{\theta}(\tau) = \log p(\mathbf{s}_1) + \sum_{t=1}^T \log \pi_{\theta}(\mathbf{a}_t | \mathbf{s}_t) + \log p(\mathbf{s}_{t+1} | \mathbf{s}_t, \mathbf{a}_t)$$

$$\nabla_{\theta} J(\theta) = E_{\tau \sim \pi_{\theta}(\tau)}[\nabla_{\theta} \log \pi_{\theta}(\tau) r(\tau)]$$

$$\theta^* = \arg \max_{\theta} J(\theta)$$

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$$\nabla_{\theta} \left[\log r(\mathbf{s}_1) + \sum_{t=1}^T \log \pi_{\theta}(\mathbf{a}_t | \mathbf{s}_t) + \log p(\mathbf{s}_{t+1} | \mathbf{s}_t, \mathbf{a}_t) \right]$$

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$$J(\theta) = E_{\tau \sim \pi_{\theta}(\tau)}[r(\tau)]$$

$$\log \text{ of both sides } \pi_{\theta}(\mathbf{s}_1, \mathbf{a}_1, \dots, \mathbf{s}_T, \mathbf{a}_T) = p(\mathbf{s}_1) \prod_{t=1}^T \pi_{\theta}(\mathbf{a}_t | \mathbf{s}_t) p(\mathbf{s}_{t+1} | \mathbf{s}_t, \mathbf{a}_t)$$

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$$\nabla_{\theta} \left[\log p(\mathbf{s}_1) + \sum_{t=1}^T \log \pi_{\theta}(\mathbf{a}_t | \mathbf{s}_t) + \log p(\mathbf{s}_{t+1} | \mathbf{s}_t, \mathbf{a}_t)\right]$$

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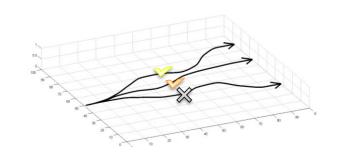
$$\log \text{ of both sides } \pi_{\theta}(\tau)$$

$$\log \pi_{\theta}(\tau) = \log p(\mathbf{s}_1) + \sum_{t=1}^{T} \log \pi_{\theta}(\mathbf{a}_t | \mathbf{s}_t) + \log p(\mathbf{s}_{t+1} | \mathbf{s}_t, \mathbf{a}_t)$$

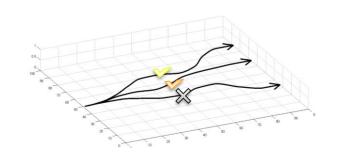
$$\nabla_{\theta} J(\theta) = E_{\tau \sim \pi_{\theta}(\tau)}[\nabla_{\theta} \log \pi_{\theta}(\tau) r(\tau)]$$

$$\nabla_{\theta} \left[\log p(\mathbf{s}_1) + \sum_{t=1}^{T} \log \pi_{\theta}(\mathbf{a}_t | \mathbf{s}_t) + \log p(\mathbf{s}_{t+1} | \mathbf{s}_t, \mathbf{a}_t) \right]$$

$$\nabla_{\theta} J(\theta) = E_{\tau \sim \pi_{\theta}(\tau)} \left[\left(\sum_{t=1}^{T} \nabla_{\theta} \log \pi_{\theta}(\mathbf{a}_{t}|\mathbf{s}_{t}) \right) \left(\sum_{t=1}^{T} r(\mathbf{s}_{t}, \mathbf{a}_{t}) \right) \right]$$

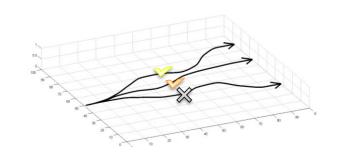


$$\nabla_{\theta} J(\theta) \approx \frac{1}{N} \sum_{i=1}^{N} \left(\sum_{t=1}^{T} \nabla_{\theta} \log \pi_{\theta}(\mathbf{a}_{i,t} | \mathbf{s}_{i,t}) \right) \left(\sum_{t=1}^{T} r(\mathbf{s}_{i,t}, \mathbf{a}_{i,t}) \right)$$



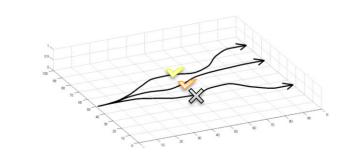
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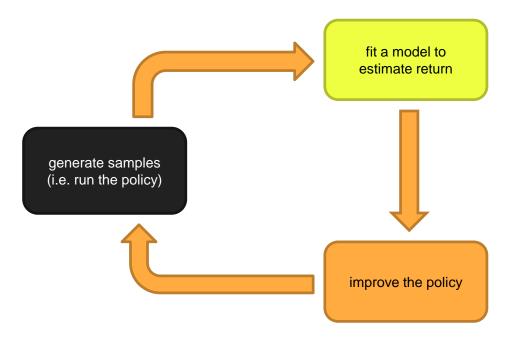
To optimize, simply iterate: $\theta \leftarrow \theta + \alpha \nabla_{\theta} J(\theta)$



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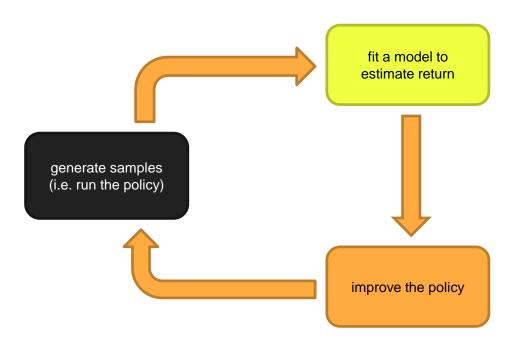




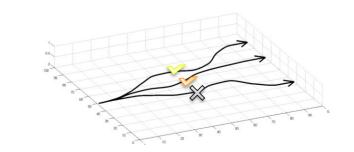
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REINFORCE algorithm:



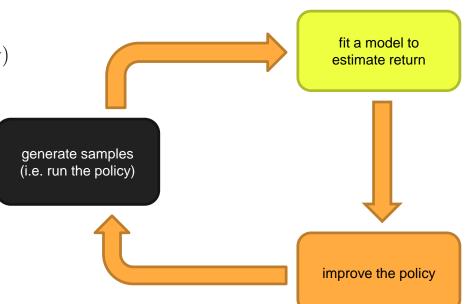
$$\nabla_{\theta} J(\theta) \approx \frac{1}{N} \sum_{i=1}^{N} \left(\sum_{t=1}^{T} \nabla_{\theta} \log \pi_{\theta}(\mathbf{a}_{i,t} | \mathbf{s}_{i,t}) \right) \left(\sum_{t=1}^{T} r(\mathbf{s}_{i,t}, \mathbf{a}_{i,t}) \right)$$



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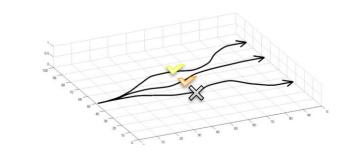
REINFORCE algorithm:

1. sample $\{\tau^i\}$ from $\pi_{\theta}(\mathbf{a}_t|\mathbf{s}_t)$ (run the policy)



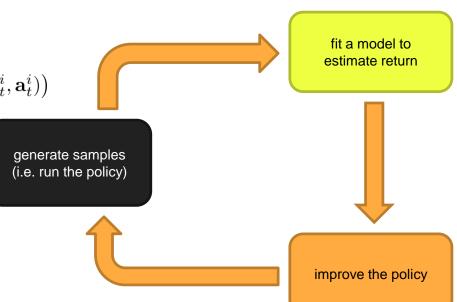
Optimizing the Model

$$\nabla_{\theta} J(\theta) \approx \frac{1}{N} \sum_{i=1}^{N} \left(\sum_{t=1}^{T} \nabla_{\theta} \log \pi_{\theta}(\mathbf{a}_{i,t} | \mathbf{s}_{i,t}) \right) \left(\sum_{t=1}^{T} r(\mathbf{s}_{i,t}, \mathbf{a}_{i,t}) \right)$$



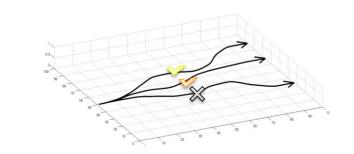
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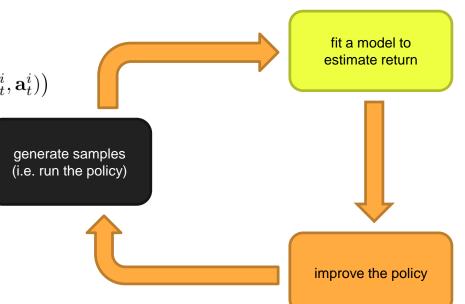
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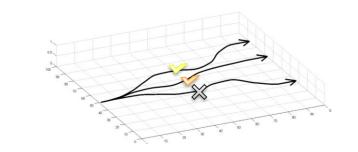
To optimize, simply iterate: $\theta \leftarrow \theta + \alpha \nabla_{\theta} J(\theta)$

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- 3. $\theta \leftarrow \theta + \alpha \nabla_{\theta} J(\theta)$



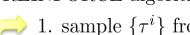
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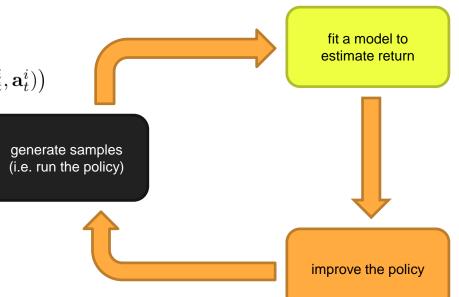
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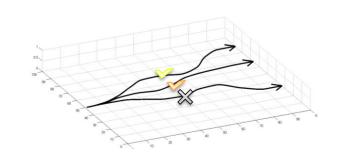
2. $\nabla_{\theta} J(\theta) \approx \sum_{i} \left(\sum_{t} \nabla_{\theta} \log \pi_{\theta}(\mathbf{a}_{t}^{i} | \mathbf{s}_{t}^{i}) \right) \left(\sum_{t} r(\mathbf{s}_{t}^{i}, \mathbf{a}_{t}^{i}) \right)$

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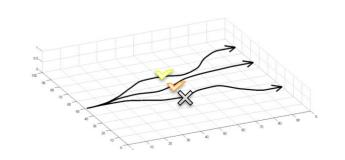
Evaluating the policy gradient

$$\nabla_{\theta} J(\theta) \approx \frac{1}{N} \sum_{i=1}^{N} \left(\sum_{t=1}^{T} \nabla_{\theta} \log \pi_{\theta}(\mathbf{a}_{i,t} | \mathbf{s}_{i,t}) \right) \left(\sum_{t=1}^{T} r(\mathbf{s}_{i,t}, \mathbf{a}_{i,t}) \right)$$



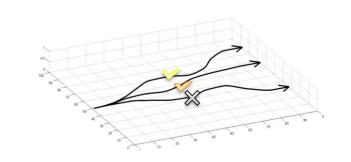
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 what is this?

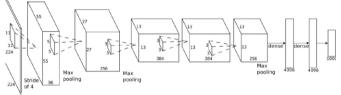


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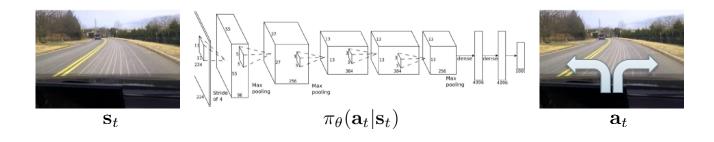


 $\pi_{\theta}(\mathbf{a}_t|\mathbf{s}_t)$

 \mathbf{a}_t

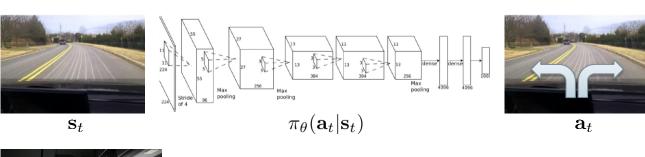
policy gradient:
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Gradient of the cross-entropy action prediction loss:



policy gradient:
$$\nabla_{\theta} J(\theta) \approx \frac{1}{N} \sum_{i=1}^{N} \left(\sum_{t=1}^{T} \nabla_{\theta} \log \pi_{\theta}(\mathbf{a}_{i,t} | \mathbf{s}_{i,t}) \right) \left(\sum_{t=1}^{T} r(\mathbf{s}_{i,t}, \mathbf{a}_{i,t}) \right)$$

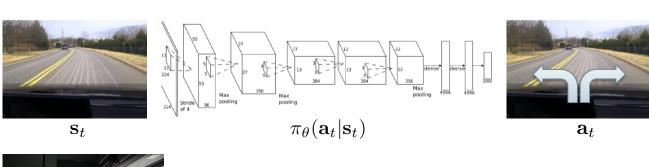
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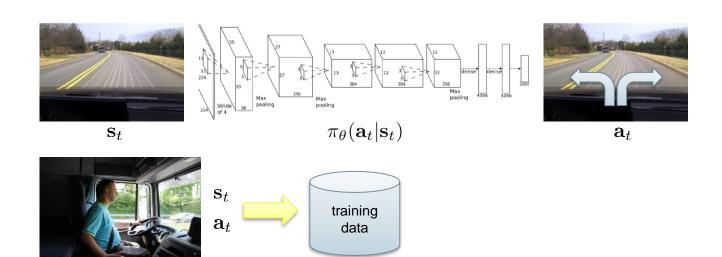


 \mathbf{s}_t

 \mathbf{a}_t

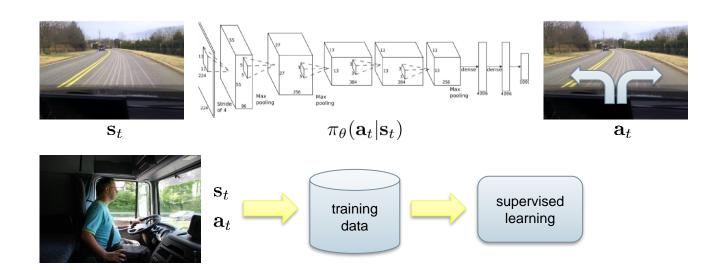
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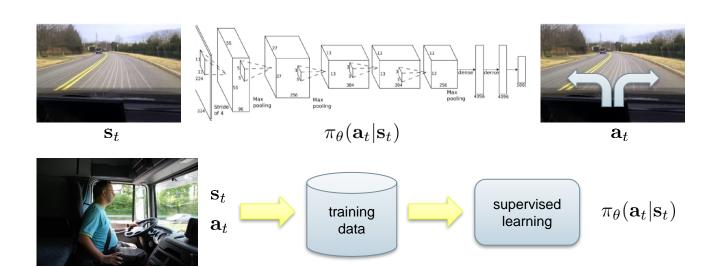
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Gradient of the cross-entropy action prediction loss: $\nabla_{\theta} J_{\mathrm{ML}}(\theta) \approx \frac{1}{N} \sum_{i=1}^{N} \left(\sum_{t=1}^{T} \nabla_{\theta} \log \pi_{\theta}(\mathbf{a}_{i,t} | \mathbf{s}_{i,t}) \right)$



policy gradient:
$$\nabla_{\theta} J(\theta) \approx \frac{1}{N} \sum_{i=1}^{N} \left(\sum_{t=1}^{T} \nabla_{\theta} \log \pi_{\theta}(\mathbf{a}_{i,t}|\mathbf{s}_{i,t}) \right) \left(\sum_{t=1}^{T} r(\mathbf{s}_{i,t}, \mathbf{a}_{i,t}) \right)$$

Gradient of the cross-entropy
$$\nabla_{\theta} J_{\mathrm{ML}}(\theta) \approx \frac{1}{N} \sum_{i=1}^{N} \left(\sum_{t=1}^{T} \nabla_{\theta} \log \pi_{\theta}(\mathbf{a}_{i,t} | \mathbf{s}_{i,t}) \right)$$
 action prediction loss:

So we end up solving a familiar supervised learning problem after all – predicting actions along sample trajectories. we can use standard deep network optimization methods... But:

• (θ)

• The loss for each trajectory is weighted by the trajectory's reward.

policy gradient:
$$\nabla_{\theta} J(\theta) \approx \frac{1}{N} \sum_{i=1}^{N} \left(\sum_{t=1}^{T} \nabla_{\theta} \log \pi_{\theta}(\mathbf{a}_{i,t}|\mathbf{s}_{i,t}) \right) \left(\sum_{t=1}^{T} r(\mathbf{s}_{i,t}, \mathbf{a}_{i,t}) \right)$$

Gradient of the cross-entropy
$$\nabla_{\theta} J_{\mathrm{ML}}(\theta) \approx \frac{1}{N} \sum_{i=1}^{N} \left(\sum_{t=1}^{T} \nabla_{\theta} \log \pi_{\theta}(\mathbf{a}_{i,t} | \mathbf{s}_{i,t}) \right)$$
 action prediction loss:

 $\theta\theta$)

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Gradient of the cross-entropy
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- 1. sample $\{\tau^i\}$ from $\pi_{\theta}(\mathbf{a}_t|\mathbf{s}_t)$ (run it on the robot)
- 2. $\nabla_{\theta} J(\theta) \approx \sum_{i} \left(\sum_{t} \nabla_{\theta} \log \pi_{\theta}(\mathbf{a}_{t}^{i} | \mathbf{s}_{t}^{i}) \right) \left(\sum_{t} r(\mathbf{s}_{t}^{i}, \mathbf{a}_{t}^{i}) \right)$ 3. $\theta \leftarrow \theta + \alpha \nabla_{\theta} J(\theta)$

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example: $\pi_{\theta}(\mathbf{a}_t|\mathbf{s}_t) = \mathcal{N}(f_{\text{neural network}}(\mathbf{s}_t); \Sigma)$



- 1. sample $\{\tau^i\}$ from $\pi_{\theta}(\mathbf{a}_t|\mathbf{s}_t)$ (run it on the robot)
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Deep net predicts the mean of a gaussian distribution of actions

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$$\nabla_{\theta} \log \pi_{\theta}(\mathbf{a}_{t}|\mathbf{s}_{t}) = -\frac{1}{2} \Sigma^{-1} (f(\mathbf{s}_{t}) - \mathbf{a}_{t}) \frac{df}{d\theta}$$

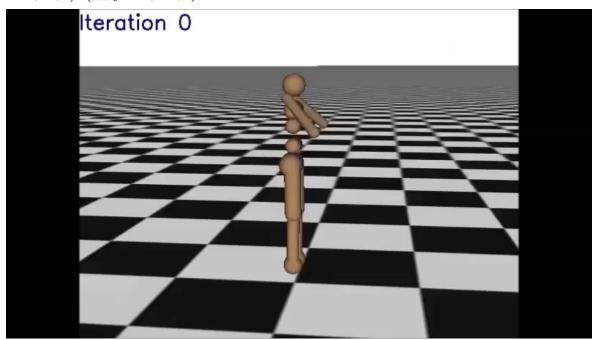
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Outline

- Markov Decision Processes
- Policy Gradients
- Reducing Variance Baselines
- Off-policy learning
- Trust-Region Policy Optimization (TRPO) + Proximal Policy Optimization (PPO)

$$\nabla_{\theta} J(\theta) \approx \frac{1}{N} \sum_{i=1}^{N} \left(\sum_{t=1}^{T} \nabla_{\theta} \log \pi_{\theta}(\mathbf{a}_{i,t} | \mathbf{s}_{i,t}) \right) \left(\sum_{t=1}^{T} r(\mathbf{s}_{i,t}, \mathbf{a}_{i,t}) \right)$$

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"reward to go"

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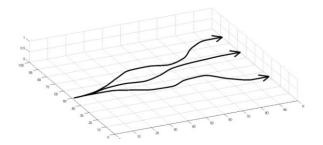
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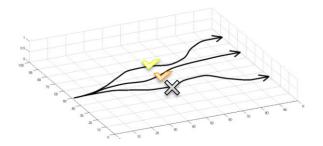
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$$\nabla_{\theta} J(\theta) \approx \frac{1}{N} \sum_{i=1}^{N} \nabla_{\theta} \log \pi_{\theta}(\tau) r(\tau)$$

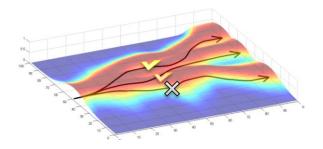
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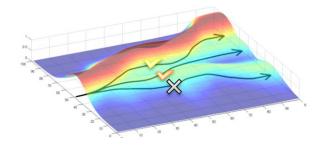
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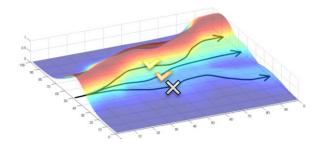
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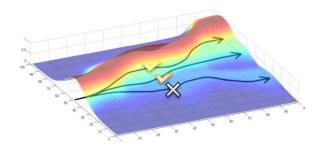
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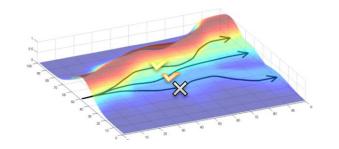


$$\nabla_{\theta} J(\theta) \approx \frac{1}{N} \sum_{i=1}^{N} \nabla_{\theta} \log \pi_{\theta}(\tau) [r(\tau) - b]$$
$$b = \frac{1}{N} \sum_{i=1}^{N} r(\tau)$$



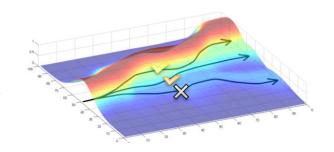
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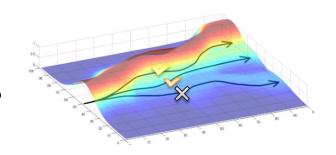
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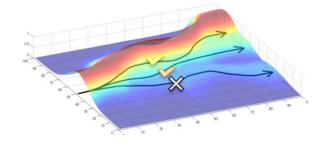
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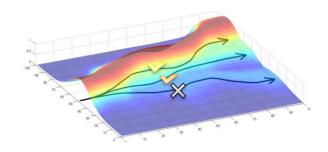
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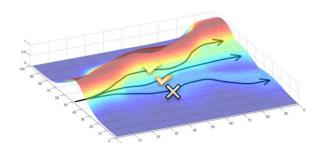
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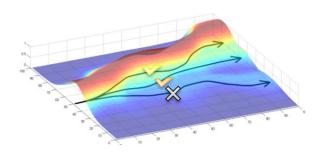
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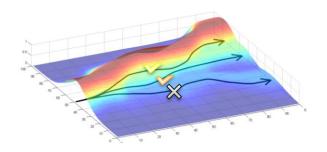
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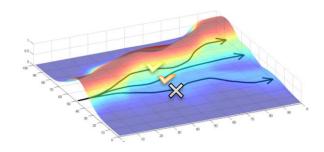
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 $b = \frac{1}{N} \sum_{i=1}^{N} r(\tau)$ but... are we *allowed* to do that??



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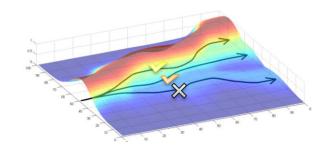
subtracting a baseline is *unbiased* in expectation!

a convenient identity

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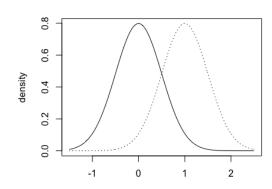
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subtracting a baseline is *unbiased* in expectation!

average reward is *not* the best baseline, but it's pretty good!

Review: Importance Sampling

To estimate an expected value over a distribution p(x) given samples from another distribution q(x).



An importance sampling estimator is:

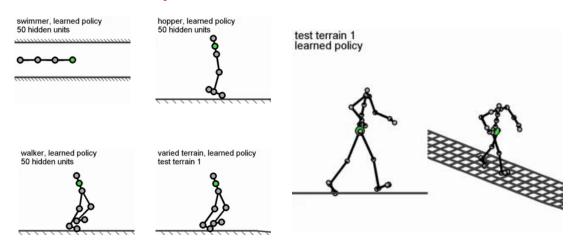
$$E_{x \sim p(x)}[V(x)] = E_{x \sim q(x)}[V(x)L(x)]$$
 where $E_{x \sim q(x)}[L(x)] = 1$

A simple choice for *L* is $L(x) = \frac{p(x)}{q(x)}$ since

$$E_{x \sim q(x)}[V(x)L(x)] = \int q(x) \frac{p(x)}{q(x)} V(x) dx = \int p(x)V(x) dx = E_{x \sim p(x)}[V(x)]$$

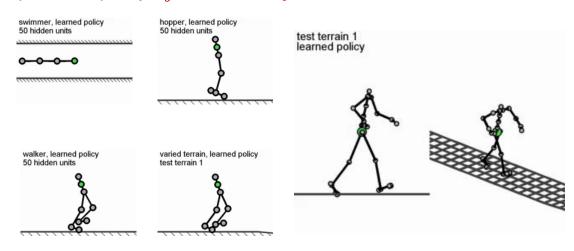
$$\nabla_{\theta'} J(\theta') = E_{\tau \sim \pi_{\theta}(\tau)} \left[\sum_{t=1}^{T} \nabla_{\theta'} \log \pi_{\theta'}(\mathbf{a}_{t} | \mathbf{s}_{t}) \left(\prod_{t'=1}^{t} \frac{\pi_{\theta'}(\mathbf{a}_{t'} | \mathbf{s}_{t'})}{\pi_{\theta}(\mathbf{a}_{t'} | \mathbf{s}_{t'})} \right) \left(\sum_{t'=t}^{T} r(\mathbf{s}_{t'}, \mathbf{a}_{t'}) \right) \right]$$

$$\nabla_{\theta'} J(\theta') = E_{\tau \sim \pi_{\theta}(\tau)} \left[\sum_{t=1}^{T} \nabla_{\theta'} \log \pi_{\theta'}(\mathbf{a}_{t} | \mathbf{s}_{t}) \left(\prod_{t'=1}^{t} \frac{\pi_{\theta'}(\mathbf{a}_{t'} | \mathbf{s}_{t'})}{\pi_{\theta}(\mathbf{a}_{t'} | \mathbf{s}_{t'})} \right) \left(\sum_{t'=t}^{T} r(\mathbf{s}_{t'}, \mathbf{a}_{t'}) \right) \right]$$



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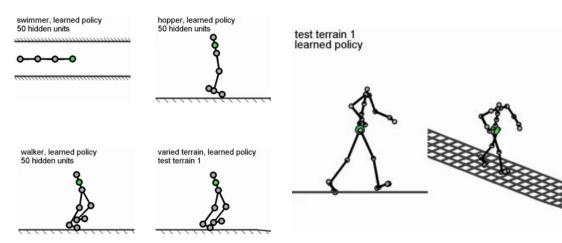
Incorporate example demonstrations using importance sampling



$$\nabla_{\theta'} J(\theta') = E_{\tau \sim \pi_{\theta}(\tau)} \left[\sum_{t=1}^{T} \nabla_{\theta'} \log \pi_{\theta'}(\mathbf{a}_{t} | \mathbf{s}_{t}) \left(\prod_{t'=1}^{t} \frac{\pi_{\theta'}(\mathbf{a}_{t'} | \mathbf{s}_{t'})}{\pi_{\theta}(\mathbf{a}_{t'} | \mathbf{s}_{t'})} \right) \left(\sum_{t'=t}^{T} r(\mathbf{s}_{t'}, \mathbf{a}_{t'}) \right) \right]$$

Incorporate example demonstrations using importance sampling

Neural network policies



Challenges with Policy Gradients

Our gradient estimate is:

$$\nabla_{\theta} J(\theta) \approx \frac{1}{N} \sum_{i=1}^{N} \left(\sum_{t=1}^{T} \nabla_{\theta} \log \pi_{\theta}(\mathbf{a}_{i,t} | \mathbf{s}_{i,t}) \right) \left(\sum_{t=1}^{T} r(\mathbf{s}_{i,t}, \mathbf{a}_{i,t}) \right)$$

1. Requires O(NT) environment actions to get a single gradient estimate.

Many states (and some trajectories) have 0 reward, others have high reward.

2. The gradient estimate has high variance because of this.

Challenges with Policy Gradients

Our model update is:

$$\theta \leftarrow \theta + \alpha \nabla_{\theta} J(\theta)$$

- 1. Each gradient step is very expensive, so we want to minimize the number of steps, i.e. use a high learning rate α .
- 2. But the gradients are very noisy, so we can't make too large a step or we risk instability.

Methods like TRPO and PPO were developed to take safe steps while still maximizing reward gain.

Challenges with Policy Gradients

But what is a "large" gradient step?

The policy parametrization θ is arbitrary, so we shouldn't care how much θ changes.

On the other hand, we care very much when the action distributions change, i.e. we care about changes in π_{θ} as a probability distribution over actions.

Approach: Maximize the reward with a penalty for large changes in π_{θ}

Trust Region Policy Optimization

We maximize the objective:

$$L(\theta') - c KL(\pi_{\theta}, \pi_{\theta'})$$

Advantage of the action a (next time) just think of it as reward for now

Where
$$L(\theta') = E_{\tau \sim \pi_{\theta}} \left[\frac{\pi_{\theta'}(a|s)}{\pi_{\theta}(a|s)} A(s,a) \right]$$

Importance sample to get the reward at $\pi_{\theta'}$ using samples from π_{θ}

and the other term is the KL-divergence:

$$KL(\pi_{\theta}, \pi_{\theta'}) = E_s \sum \pi_{\theta}(a|s) \log \frac{\pi_{\theta'}(a|s)}{\pi_{\theta}(a|s)}$$

Trust Region Policy Optimization

Aside KL-divergence:

$$KL(\pi_{\theta}, \pi_{\theta'}) = E_s \sum_{a} \pi_{\theta}(a|s) \log \frac{\pi_{\theta'}(a|s)}{\pi_{\theta}(a|s)}$$

KL divergence measures the difference between the distribution of action probabilities, averaged across states.

The idea of using the TRPO objective is to maximize reward while not moving π_{θ} , "too far" from π_{θ} .

Trust Region Policy Optimization

We maximize the objective:

$$L(\theta') - c KL(\pi_{\theta}, \pi_{\theta'})$$

Using a first-order expansion of $L(\theta')$ and a second-order expansion of $KL(\pi_{\theta}, \pi_{\theta'})$.

Denote $g = \nabla_{\theta} L(\theta)$ and $F = \nabla^2 K L(\pi_{\theta}, \pi_{\theta'})$

F is called the Fisher Information Matrix. Unlike the Hessian of a general function such as $L(\theta')$, F is positive semi-definite, so has no saddles and no spurious minima.

Then the parameter update is $\theta' - \theta = \frac{1}{c}F^{-1}g$

Natural Gradient

The quantity $F^{-1}g$ is called the Natural Gradient.

Natural gradient was proposed before for reinforcement learning by Kakade.

TRPO uses a fairly complex algorithm to compute the natural gradient via conjugate gradients without explicitly constructing F.

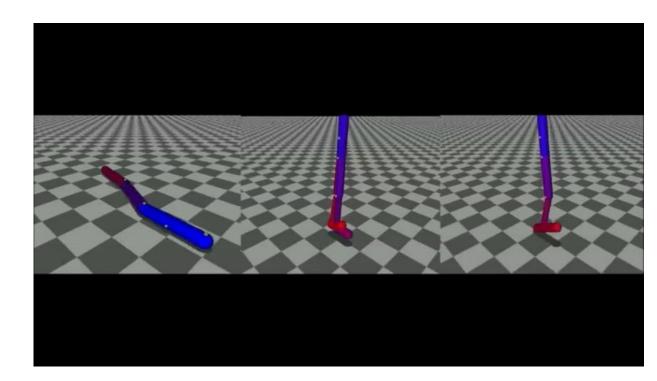
Natural gradient with automatic step size.

Natural gradient with automatic step size.

Discrete and continuous actions.

Natural gradient with automatic step size.

Discrete and continuous actions.



Proximal Policy Optimization (PPO)

TRPO optimizes: $L(\theta') = E\left[\frac{\pi_{\theta'}(a|s)}{\pi_{\theta}(a|s)}A(s,a)\right]$ with a KL-divergence regularization loss to avoid large changes in π_{θ} .

PPO combines the main and regularization loss into a single formula. First define

$$r_t(\theta) = \frac{\pi_{\theta'}(a|s)}{\pi_{\theta}(a|s)}$$

the PPO objective is

$$L(\theta') = E[\min(r_t A_t, \operatorname{clip}(r_t, 1 - \epsilon, 1 + \epsilon) A_t)]$$

where

$$clip(x, a, b) = \begin{cases} a & \text{if } x < a \\ b & \text{if } x > b \\ x & \text{otherwise} \end{cases}$$

Proximal Policy Optimization (PPO)

PPO is much simpler, and generally performs better than TRPO.

Optimization is separate from the objective.

PPO objective can be optimized with symbolic differentiation software and SGD.

PPO aims for $\pi_{\theta'}$ to be not worse than, and often slightly better than π_{θ} .

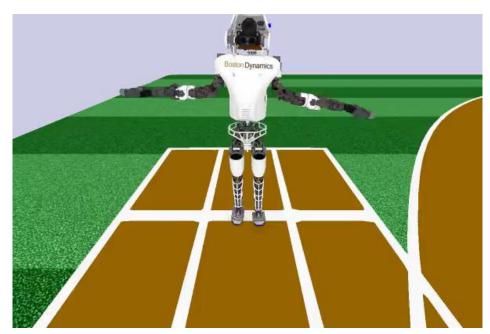
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Summary

- Markov Decision Processes
- Policy Gradients
- Reducing Variance Baselines
- Off-policy learning
- Trust-Region Policy Optimization (TRPO) + Proximal Policy Optimization (PPO)