

Policy Optimization in Reinforcement Learning: A Tale of Preconditioning and Regularization

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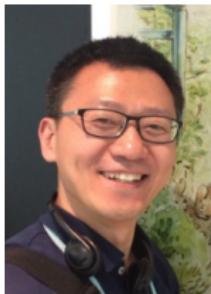
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Reinforcement learning (RL)

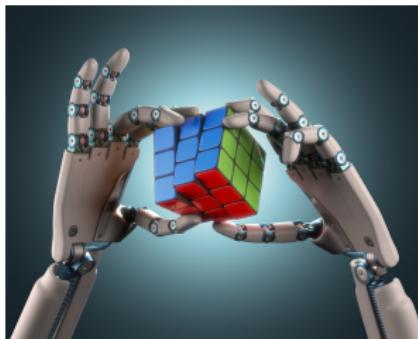
In RL, an agent learns by interacting with an environment.

- unknown environments
- delayed feedback or rewards
- trial-and-error
- sequential and online



"Recalculating ... recalculating ..."

Recent successes in RL

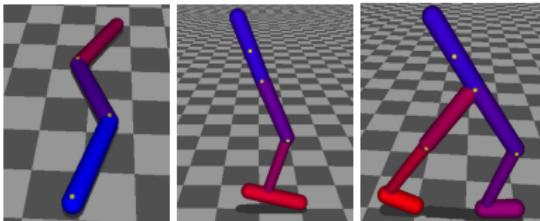
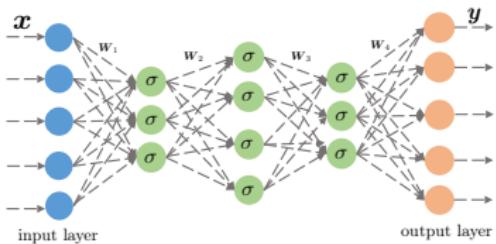


Policy optimization is a major driver to these successes.

Policy optimization in practice

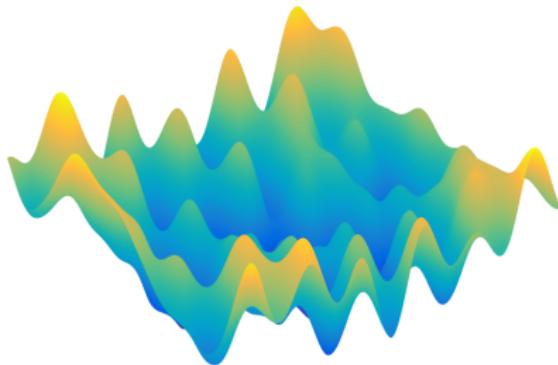
$$\text{maximize}_{\theta} \quad \text{value}(\text{policy}(\theta))$$

- directly optimize the policy, which is the quantity of interest;
- allow flexible differentiable parameterizations of the policy;
- work with both continuous and discrete problems.



Theoretical challenges: non-concavity

Little understanding on the global convergence of policy gradient methods until very recently, e.g. (Fazel et al., 2018; Bhandari and Russo, 2019; Agarwal et al., 2019; Mei et al. 2020), and many more.

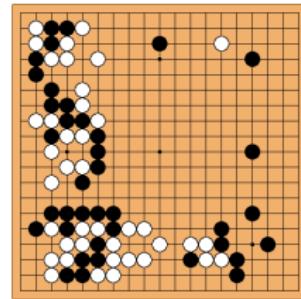
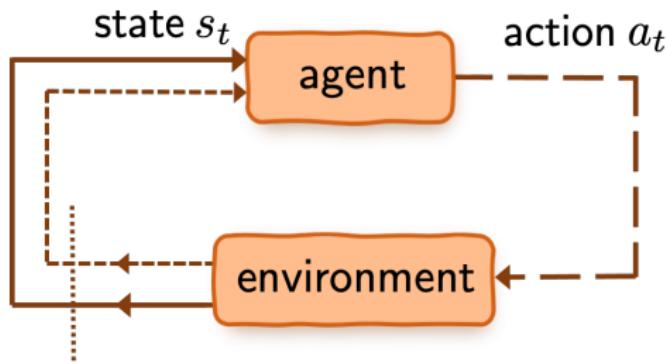


Our goal:

- understand finite-time convergence rates of popular heuristics;
- design fast-convergent algorithms that scale for finding policies with desirable properties.

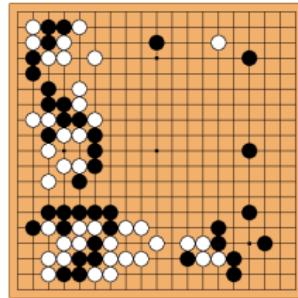
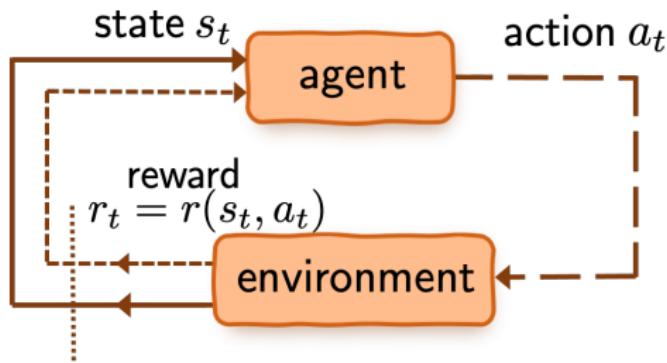
*Backgrounds: policy optimization in tabular
Markov decision processes*

Markov decision process (MDP)



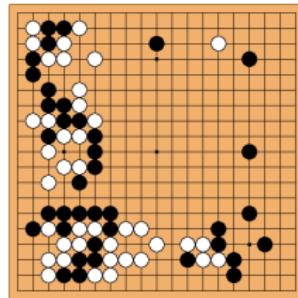
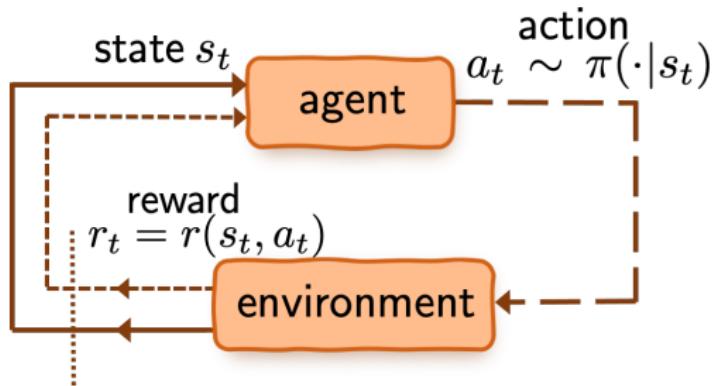
- \mathcal{S} : state space
- \mathcal{A} : action space

Markov decision process (MDP)



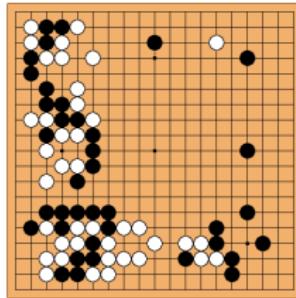
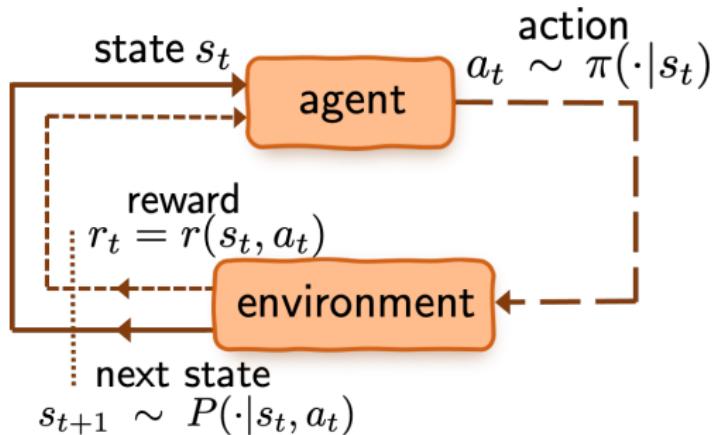
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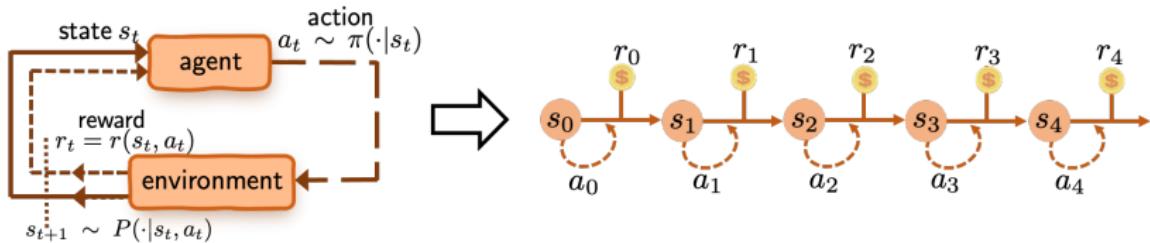
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- \mathcal{S} : state space
- $r(s, a) \in [0, 1]$: immediate reward
- $\pi(\cdot|s)$: policy (or action selection rule)
- $P(\cdot|s, a)$: transition probabilities
- \mathcal{A} : action space

Value function and Q-function

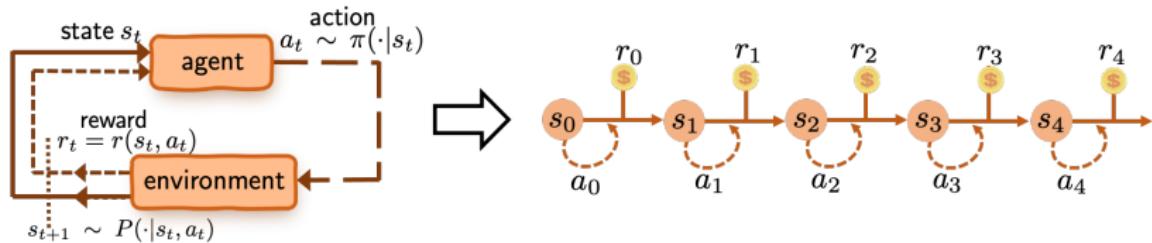


Value function and **Q function** of policy π :

$$\forall s \in \mathcal{S} : \quad V^\pi(s) := \mathbb{E} \left[\sum_{t=0}^{\infty} \gamma^t r_t \mid s_0 = s \right]$$

$$\forall (s, a) \in \mathcal{S} \times \mathcal{A} : \quad Q^\pi(s, a) := \mathbb{E} \left[\sum_{t=0}^{\infty} \gamma^t r_t \mid s_0 = s, a_0 = a \right]$$

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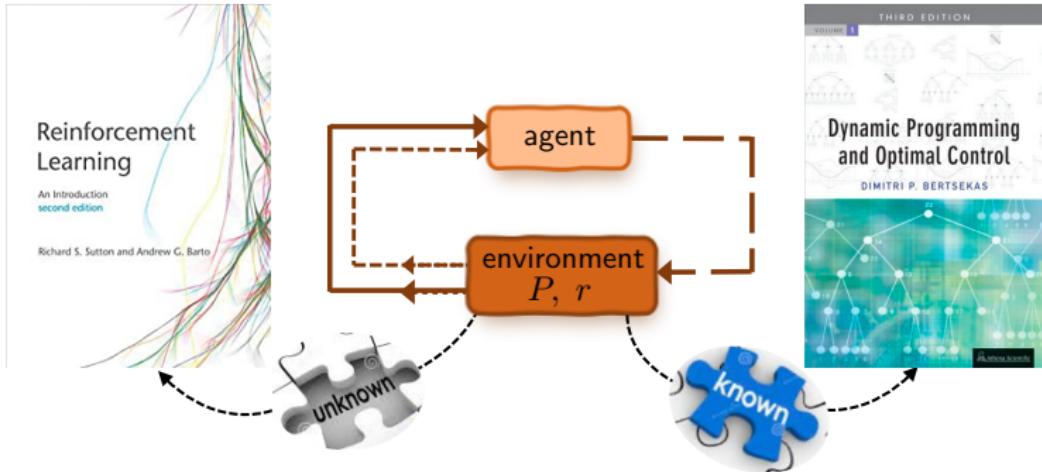
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- $\gamma \in [0, 1)$ is the **discount factor**; $\frac{1}{1-\gamma}$ is **effective horizon**
- Expectation is w.r.t. the sampled trajectory under π

Searching for the optimal policy



Goal: find the optimal policy π^* that maximize $V^\pi(s)$

- optimal value / Q function: $V^* := V^{\pi^*}$, $Q^* := Q^{\pi^*}$

Policy gradient methods

Given an initial state distribution $s \sim \rho$, find policy π such that

$$\text{maximize}_{\pi} \quad V^{\pi}(\rho) := \mathbb{E}_{s \sim \rho} [V^{\pi}(s)]$$

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softmax parameterization:

$$\pi_{\theta}(a|s) \propto \exp(\theta(s, a))$$

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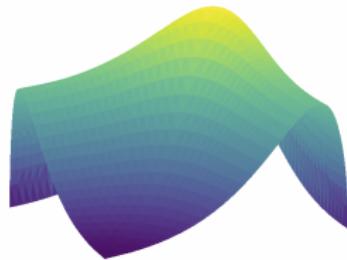
Policy gradient method (Sutton et al., 2000)

For $t = 0, 1, \dots$

$$\theta^{(t+1)} = \theta^{(t)} + \eta \nabla_{\theta} V^{\pi_{\theta}^{(t)}}(\rho)$$

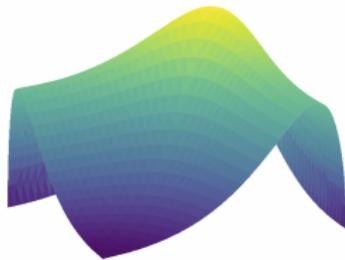
where η is the learning rate.

Global convergence of the PG method?



- (Agarwal et al., 2019) showed that softmax PG converges asymptotically to the global optimal policy.

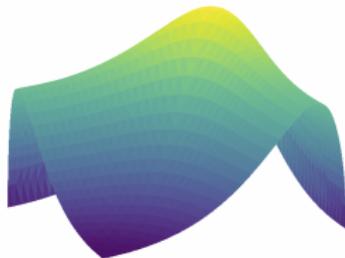
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$$O\left(\frac{1}{\varepsilon}\right) \text{ iterations}$$

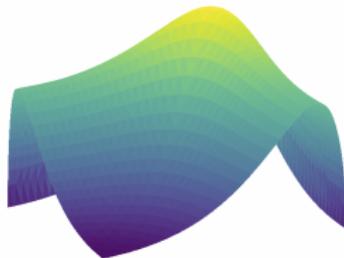
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$$c(|\mathcal{S}|, |\mathcal{A}|, \frac{1}{1-\gamma}, \dots) O(\frac{1}{\varepsilon})$$
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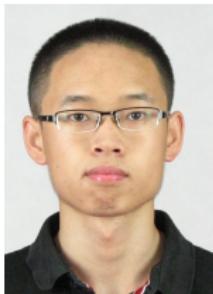


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Is the rate of PG good, bad or ugly?

Softmax PG can take exponential time to converge



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A negative message

Theorem (Li, Wei, Chi, Gu, Chen, 2021)

There exists an MDP s.t. it takes softmax PG at least

$$\frac{1}{\eta} |\mathcal{S}|^{2^{\Theta(\frac{1}{1-\gamma})}} \text{ iterations}$$

to achieve $\|V^{(t)} - V^\|_\infty \leq 0.15$.*

A negative message

Theorem (Li, Wei, Chi, Gu, Chen, 2021)

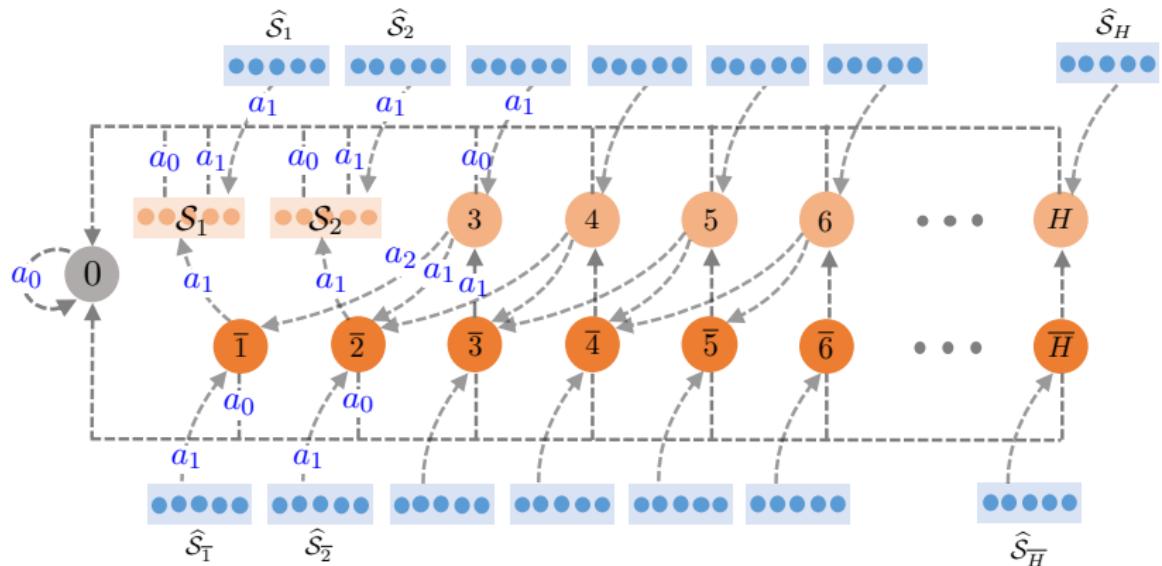
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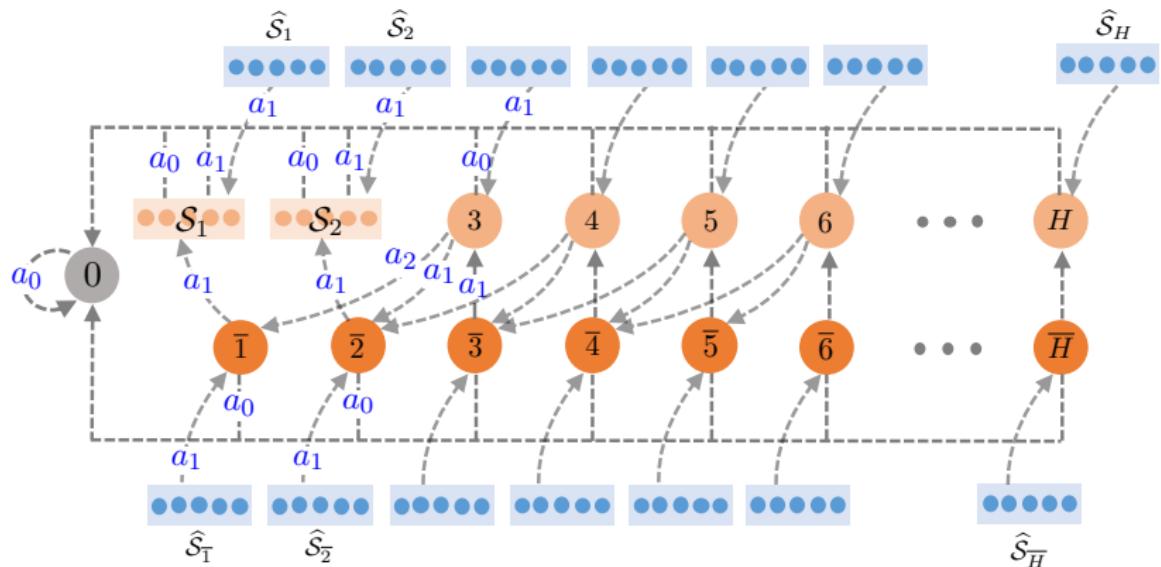
to achieve $\|V^{(t)} - V^*\|_\infty \leq 0.15$.

- Softmax PG can take (super)-exponential time to converge (in problems w/ large state space & long effective horizon)!
- Also hold for average sub-opt gap $\frac{1}{|\mathcal{S}|} \sum_{s \in \mathcal{S}} [V^{(t)}(s) - V^*(s)]$.

MDP construction for our lower bound

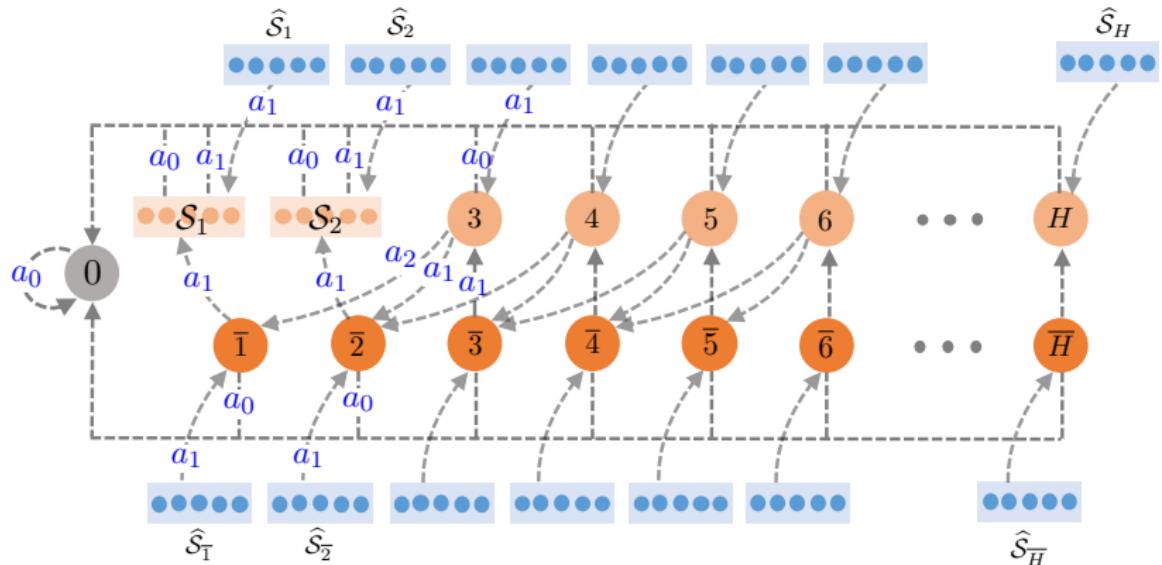


MDP construction for our lower bound



Key ingredients: for $3 \leq s \leq H \asymp \frac{1}{1-\gamma}$,

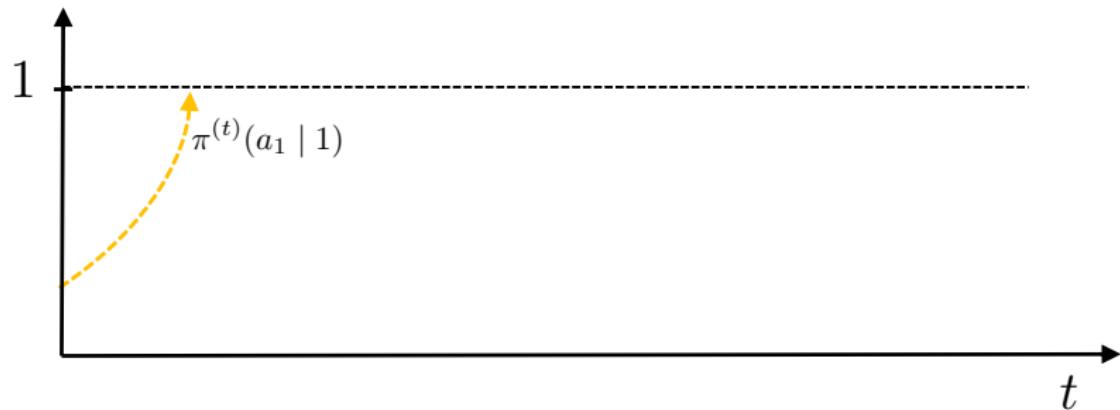
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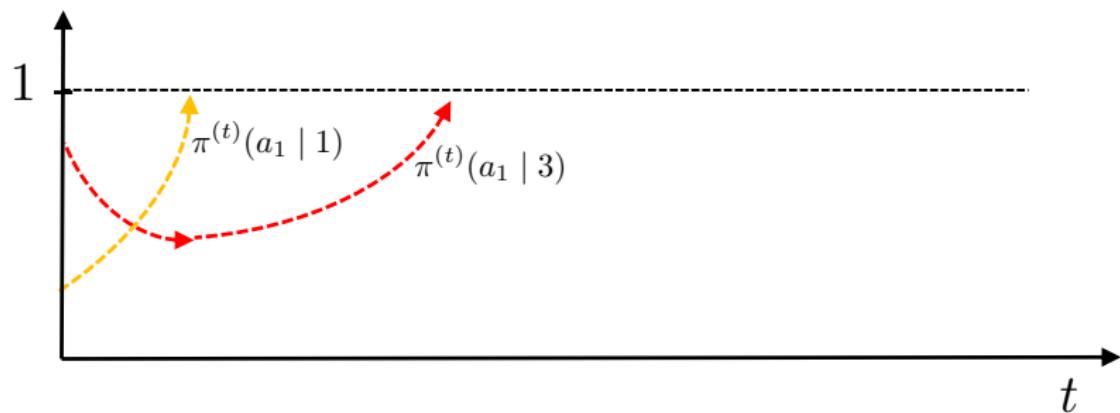
Key ingredients: for $3 \leq s \leq H \asymp \frac{1}{1-\gamma}$,

- $\pi^{(t)}(a_{\text{opt}} | s)$ keeps decreasing until $\pi^{(t)}(a_{\text{opt}} | s - 2) \approx 1$

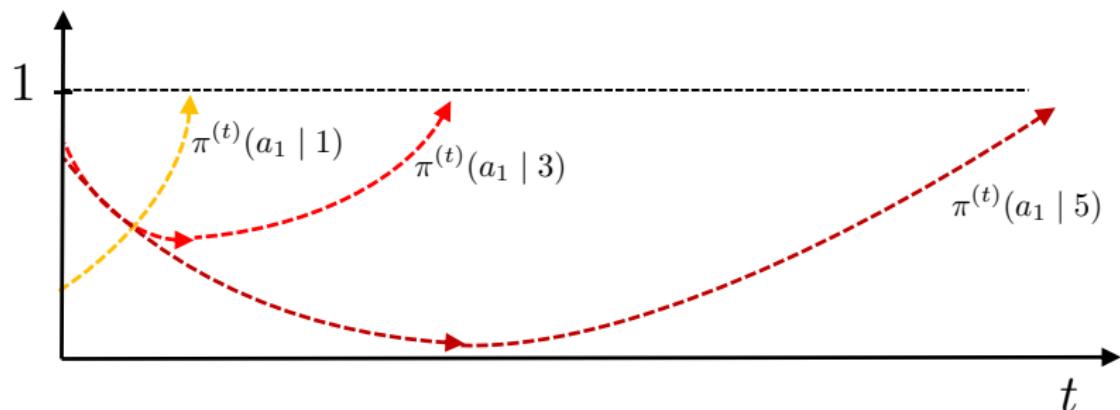
What is happening in our constructed MDP?



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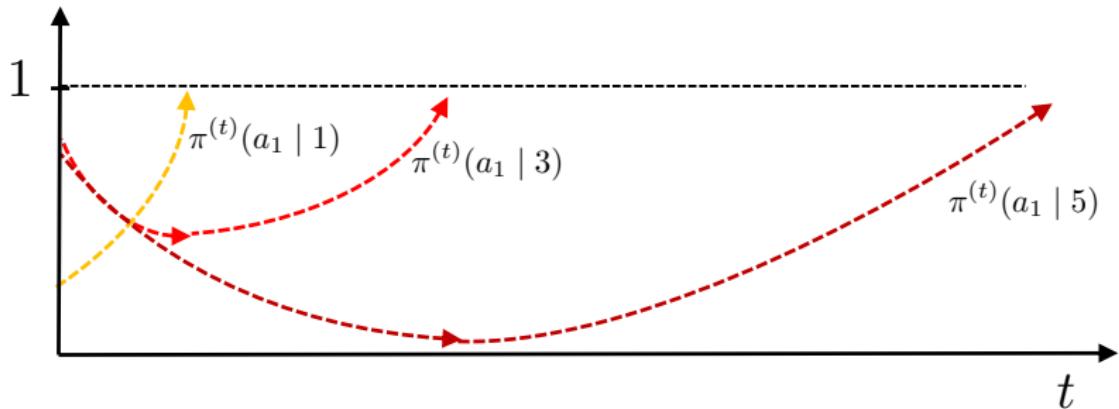


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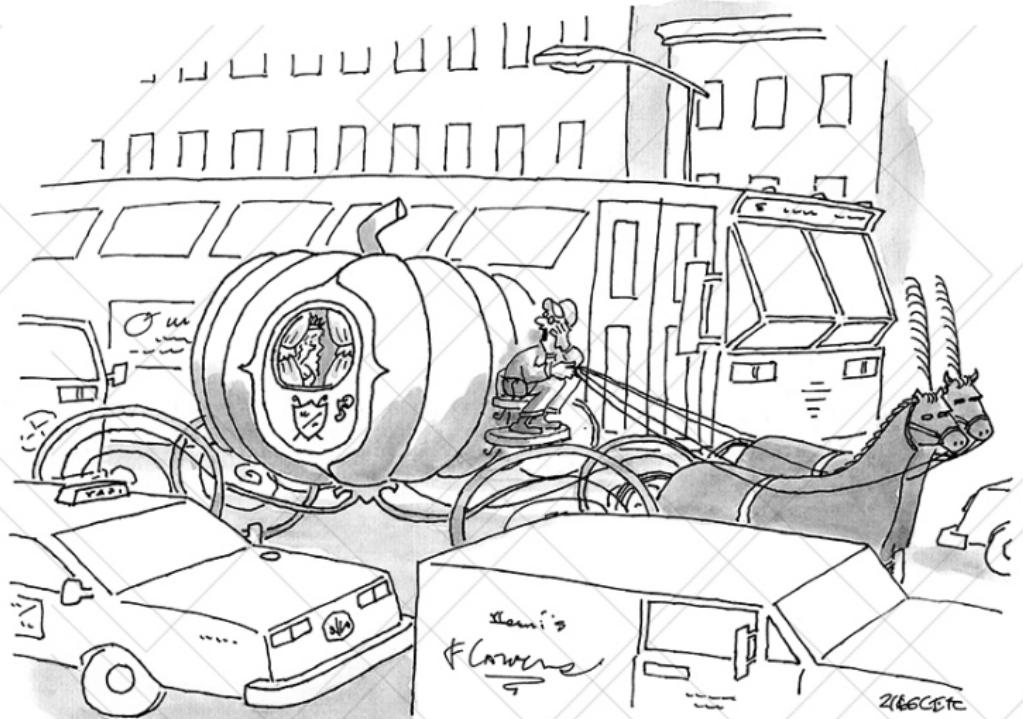
Convergence time for state s grows geometrically as s increases

What is happening in our constructed MDP?



Convergence time for state s grows geometrically as s increases

$$\text{convergence-time}(s) \gtrsim (\text{convergence-time}(s - 2))^{1.5}$$



*"Seriously, lady, at this hour you'd make a
lot better time taking the subway."*

Accelerating the convergence via preconditioning and regularization



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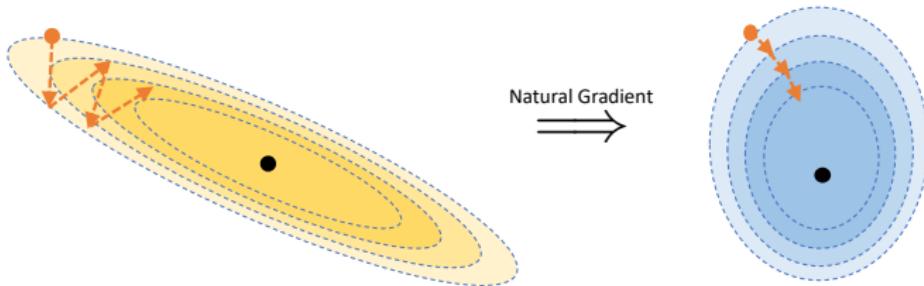


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Booster #1: natural policy gradient



Natural policy gradient (NPG) method (Kakade, 2002)

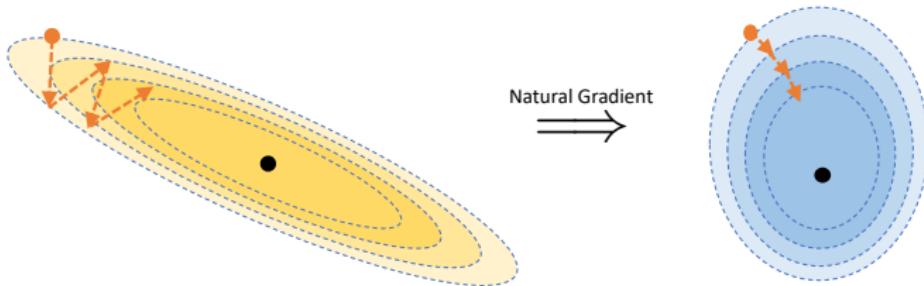
For $t = 0, 1, \dots$

$$\theta^{(t+1)} = \theta^{(t)} + \eta (\mathcal{F}_\rho^\theta)^\dagger \nabla_\theta V^{\pi_\theta^{(t)}}(\rho)$$

where η is the learning rate and \mathcal{F}_ρ^θ is the Fisher information matrix:

$$\mathcal{F}_\rho^\theta := \mathbb{E} \left[(\nabla_\theta \log \pi_\theta(a|s)) (\nabla_\theta \log \pi_\theta(a|s))^\top \right].$$

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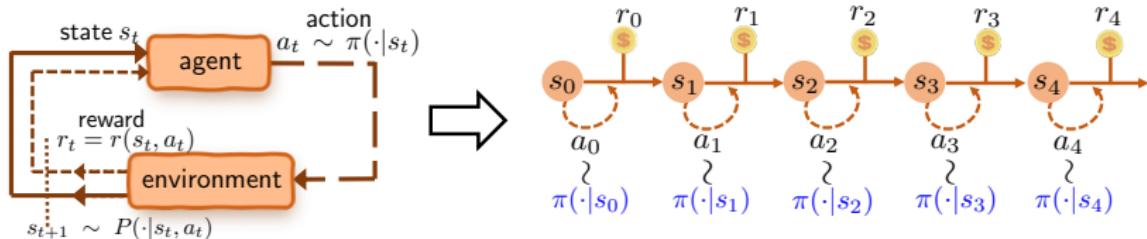
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In fact, popular heuristic TRPO (Schulman et al., 2015) = NPG + line search.

Booster #2: entropy regularization

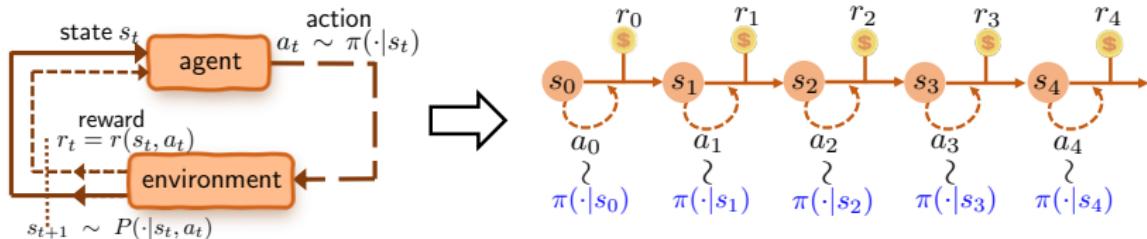


To encourage exploration, promote the stochasticity of the policy using the “soft” value function (Williams and Peng, 1991):

$$\forall s \in \mathcal{S} : V_\tau^\pi(s) := \mathbb{E} \left[\sum_{t=0}^{\infty} \gamma^t (r_t + \tau \mathcal{H}(\pi(\cdot|s_t))) \mid s_0 = s \right]$$

where \mathcal{H} is the Shannon entropy, and $\tau \geq 0$ is the reg. parameter.

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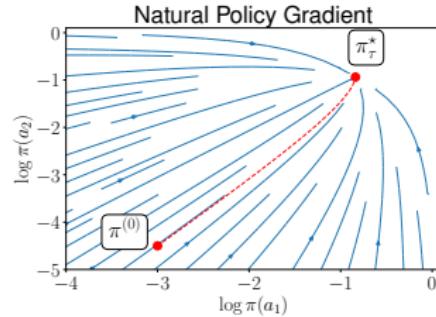
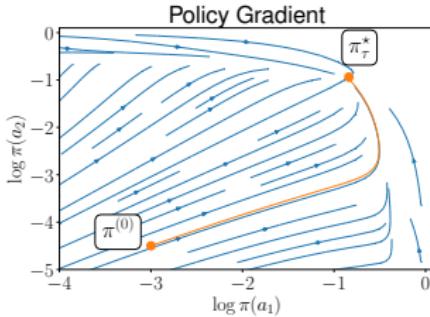
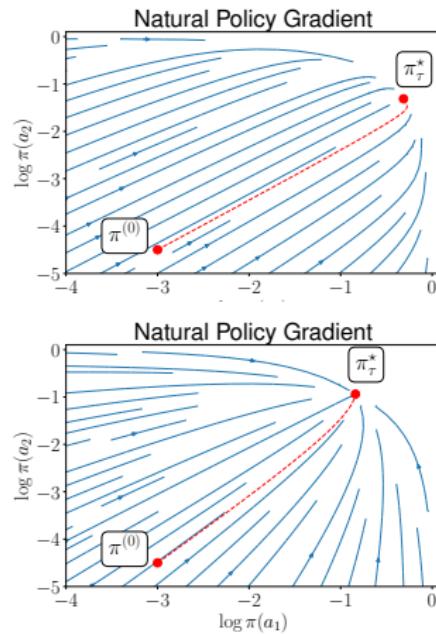
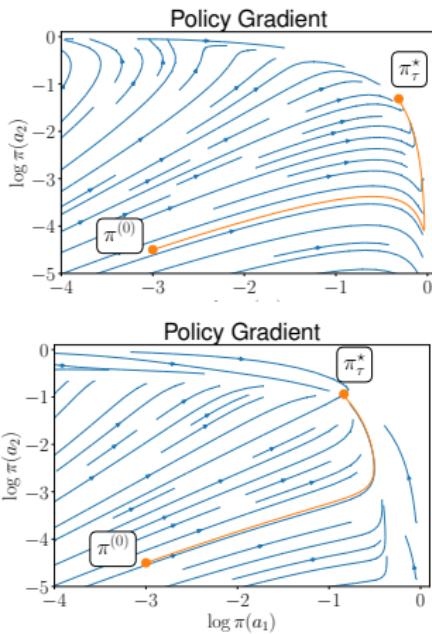
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$$\text{maximize}_\theta \quad V_\tau^{\pi_\theta}(\rho) := \mathbb{E}_{s \sim \rho} [V_\tau^{\pi_\theta}(s)]$$

Entropy-regularized natural gradient helps!

Toy example: a bandit with 3 arms of rewards 1, 0.9 and 0.1.

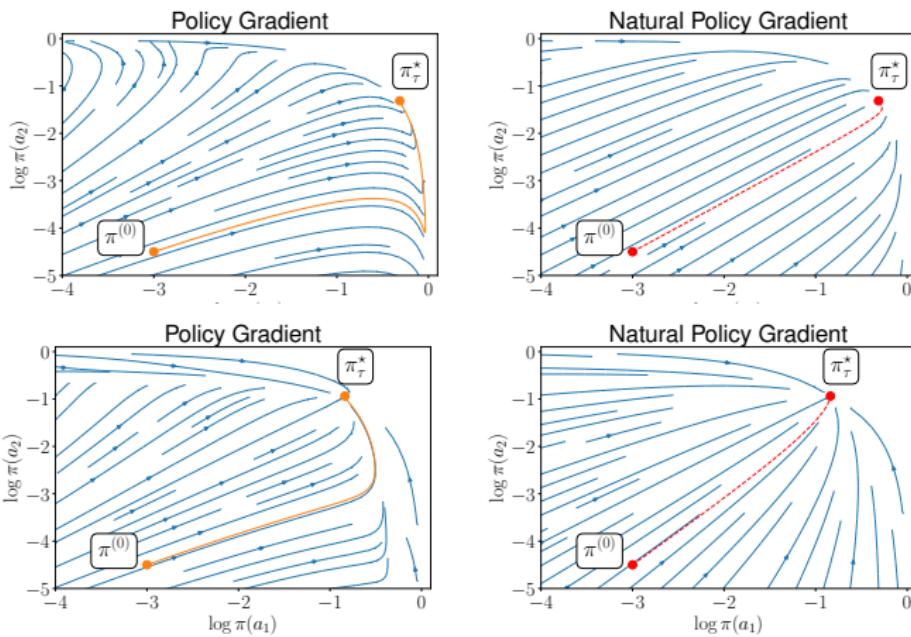
increase regularization



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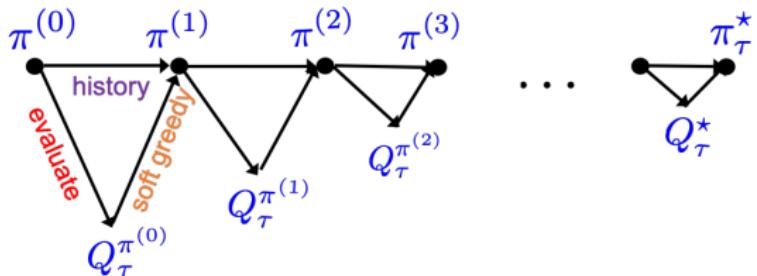
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increase regularization



Can we justify the efficacy of entropy-regularized NPG?

Entropy-regularized NPG in the tabular setting



Entropy-regularized NPG (Tabular setting)

For $t = 0, 1, \dots$, the policy is updated via

$$\pi^{(t+1)}(\cdot|s) \propto \underbrace{\pi^{(t)}(\cdot|s)}_{\text{current policy}}^{1 - \frac{\eta\tau}{1-\gamma}} \underbrace{\exp(Q_\tau^{(t)}(s, \cdot)/\tau)}_{\text{soft greedy}}^{\frac{\eta\tau}{1-\gamma}}$$

where $Q_\tau^{(t)} := Q_\tau^{\pi^{(t)}}$ is the soft Q-function of $\pi^{(t)}$, and $0 < \eta \leq \frac{1-\gamma}{\tau}$.

- invariant with the choice of ρ
- Reduces to soft policy iteration (SPI) when $\eta = \frac{1-\gamma}{\tau}$.

Linear convergence with exact gradient

Exact oracle: perfect evaluation of $Q_\tau^{\pi^{(t)}}$ given $\pi^{(t)}$;

Theorem (Cen, Cheng, Chen, Wei, Chi '20)

For any learning rate $0 < \eta \leq (1 - \gamma)/\tau$, the entropy-regularized NPG updates satisfy

- **Linear convergence of soft Q-functions:**

$$\|Q_\tau^\star - Q_\tau^{(t+1)}\|_\infty \leq C_1 \gamma (1 - \eta \tau)^t$$

for all $t \geq 0$, where Q_τ^\star is the optimal soft Q-function, and

$$C_1 = \|Q_\tau^\star - Q_\tau^{(0)}\|_\infty + 2\tau \left(1 - \frac{\eta\tau}{1 - \gamma}\right) \|\log \pi_\tau^\star - \log \pi^{(0)}\|_\infty.$$

Implications

To reach $\|Q_\tau^* - Q_\tau^{(t+1)}\|_\infty \leq \epsilon$, the iteration complexity is at most

- **General learning rates** ($0 < \eta < \frac{1-\gamma}{\tau}$):

$$\frac{1}{\eta\tau} \log \left(\frac{C_1\gamma}{\epsilon} \right)$$

- **Soft policy iteration** ($\eta = \frac{1-\gamma}{\tau}$):

$$\frac{1}{1-\gamma} \log \left(\frac{\|Q_\tau^* - Q_\tau^{(0)}\|_\infty \gamma}{\epsilon} \right)$$

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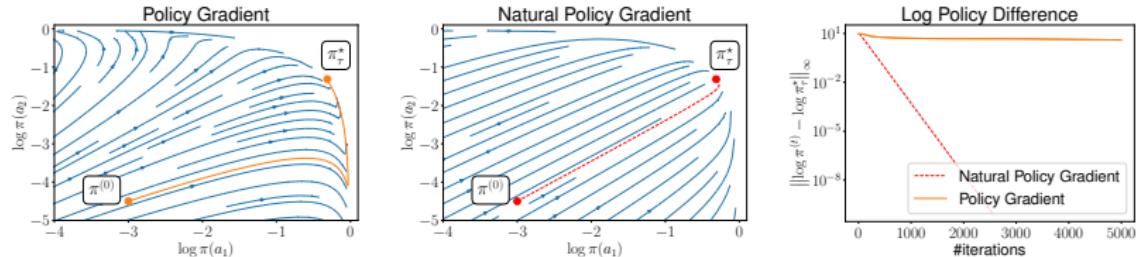
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- **Soft policy iteration** ($\eta = \frac{1-\gamma}{\tau}$):

$$\frac{1}{1-\gamma} \log \left(\frac{\|Q_\tau^* - Q_\tau^{(0)}\|_\infty \gamma}{\epsilon} \right)$$

Global linear convergence of entropy-regularized NPG
at a rate independent of $|\mathcal{S}|, |\mathcal{A}|$!

Comparisons with entropy-regularized PG



(Mei et al., 2020) showed entropy-regularized PG achieves

$$V_\tau^*(\rho) - V_\tau^{(t)}(\rho) \leq \left(V_\tau^*(\rho) - V_\tau^{(0)}(\rho) \right)$$

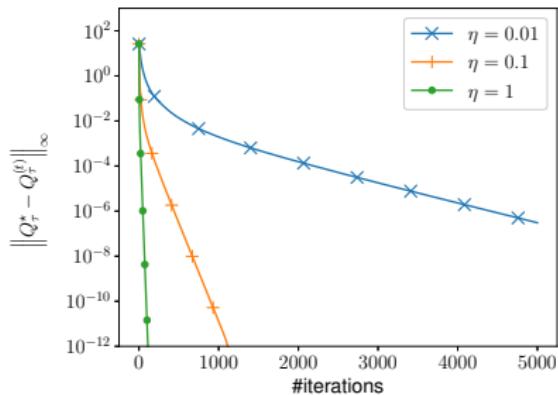
$$\cdot \exp \left(- \frac{(1-\gamma)^4 t}{(8/\tau + 4 + 8 \log |\mathcal{A}|) |\mathcal{S}|} \left\| \frac{d_{\rho}^{\pi^*}}{\rho} \right\|_{\infty}^{-1} \min_s \rho(s) \underbrace{\inf_{0 \leq k \leq t-1} \min_{s,a} \pi^{(k)}(a|s)}_{\text{can be exponential in } |\mathcal{S}| \text{ and } \frac{1}{1-\gamma}}^2 \right)$$

Much faster convergence of entropy-regularized NPG
at a **dimension-free** rate!

Comparison with unregularized NPG

Regularized NPG

$$\tau = 0.001$$

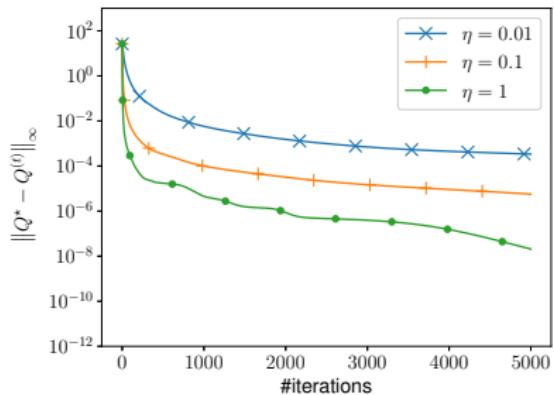


Linear rate: $\frac{1}{\eta\tau} \log\left(\frac{1}{\epsilon}\right)$

Ours

Vanilla NPG

$$\tau = 0$$

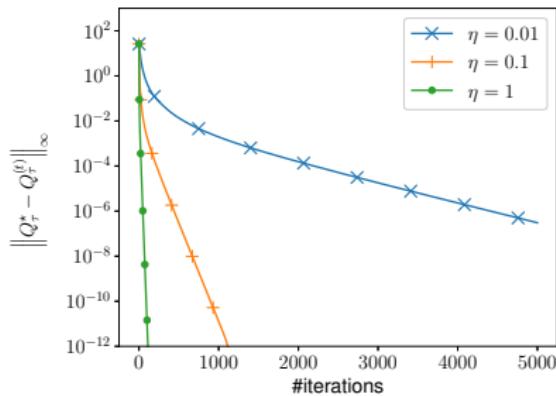


Sublinear rate: $\frac{1}{\min\{\eta, (1-\gamma)^2\}\epsilon}$
(Agarwal et al. 2019)

Comparison with unregularized NPG

Regularized NPG

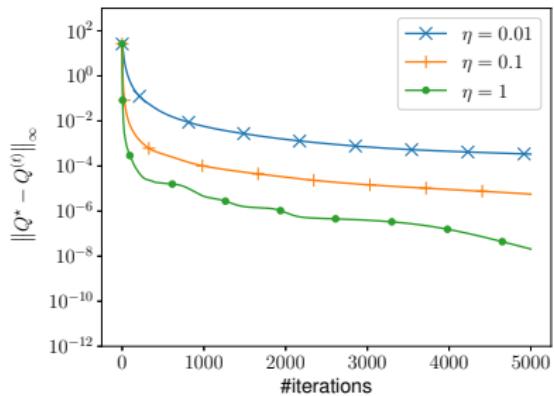
$$\tau = 0.001$$



Linear rate: $\frac{1}{\eta\tau} \log\left(\frac{1}{\epsilon}\right)$
Ours

Vanilla NPG

$$\tau = 0$$



Sublinear rate: $\frac{1}{\min\{\eta, (1-\gamma)^2\}\epsilon}$
(Agarwal et al. 2019)

Entropy regularization enables fast convergence!

Entropy-regularized NPG with inexact gradients

Inexact oracle: inexact evaluation of $Q_\tau^{\pi^{(t)}}$ given $\pi^{(t)}$, which returns $\widehat{Q}_\tau^{(t)}$ that

$$\|\widehat{Q}_\tau^{(t)} - Q_\tau^{(t)}\|_\infty \leq \delta,$$

e.g., using sample-based estimators (Williams, 1992).

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Inexact entropy-regularized NPG:

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Question: Robustness of entropy-regularized NPG?

Linear convergence with inexact gradients

Theorem (Cen, Cheng, Chen, Wei, Chi '20; improved)

For any learning rate $0 < \eta \leq (1 - \gamma)/\tau$, the entropy-regularized NPG updates achieve the same iteration complexity as the exact case, as long as

$$\delta \leq \frac{1 - \gamma}{\gamma} \cdot \min \left\{ \frac{\epsilon}{4}, \sqrt{\frac{\epsilon \tau}{2}} \right\}$$

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Statistical implication: how many samples are sufficient to find an ϵ -optimal policy of the unregularized MDP?

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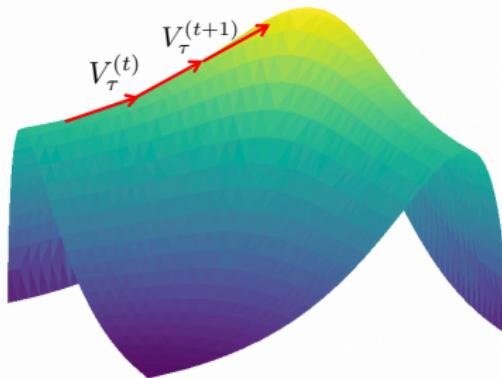
Statistical implication: how many samples are sufficient to find an ϵ -optimal policy of the unregularized MDP?

$$\tilde{\mathcal{O}} \left(\frac{|\mathcal{S}||\mathcal{A}|}{(1 - \gamma)^7 \epsilon^2} \right) \text{ samples}$$

Recipe: set $\tau = \frac{(1 - \gamma)\epsilon}{\log |\mathcal{A}|}$; use fresh samples for policy evaluation (Li et al., 2020).

A glimpse of the analysis

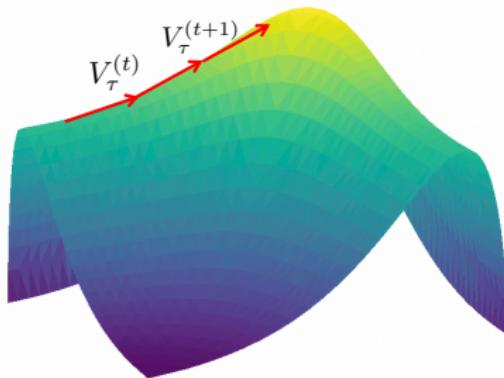
A key lemma: monotonic performance improvement



$$V_\tau^{(t+1)}(\rho) - V_\tau^{(t)}(\rho) = \mathbb{E}_{s \sim d_\rho^{(t+1)}} \left[\underbrace{\left(\frac{1}{\eta} - \frac{\tau}{1-\gamma} \right) \text{KL}\left(\pi^{(t+1)}(\cdot|s) \parallel \pi^{(t)}(\cdot|s) \right)}_{\text{KL divergence}} \right. \\ \left. + \underbrace{\frac{1}{\eta} \text{KL}\left(\pi^{(t)}(\cdot|s) \parallel \pi^{(t+1)}(\cdot|s) \right)}_{\text{KL divergence}} \right]$$

discounted state
visitation distribution

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discounted state
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Implication: monotonic improvement of $V_\tau(s)$ and $Q_\tau(s, a)$.

Recall: Bellman's optimality principle

Bellman operator

$$\mathcal{T}(Q)(s, a) := \underbrace{r(s, a)}_{\text{immediate reward}} + \gamma \mathbb{E}_{s' \sim P(\cdot | s, a)} \left[\underbrace{\max_{a' \in \mathcal{A}} Q(s', a')}_{\text{next state's value}} \right]$$

- one-step look-ahead

Recall: Bellman's optimality principle

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Bellman equation: Q^* is *unique* solution to

$$\mathcal{T}(Q^*) = Q^*$$

γ -contraction of Bellman operator:

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



Richard
Bellman

A key operator: soft Bellman operator

Soft Bellman operator

$$\begin{aligned}\mathcal{T}_\tau(Q)(s, a) := & \underbrace{r(s, a)}_{\text{immediate reward}} \\ & + \gamma \mathbb{E}_{s' \sim P(\cdot|s, a)} \left[\max_{\pi(\cdot|s')} \mathbb{E}_{a' \sim \pi(\cdot|s')} \left[\underbrace{Q(s', a')}_{\text{next state's value}} - \underbrace{\tau \log \pi(a'|s')}_{\text{entropy}} \right] \right],\end{aligned}$$

A key operator: soft Bellman operator

Soft Bellman operator

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Soft Bellman equation: Q_τ^* is *unique* solution to

$$\mathcal{T}_\tau(Q_\tau^*) = Q_\tau^*$$

γ -contraction of soft Bellman operator:

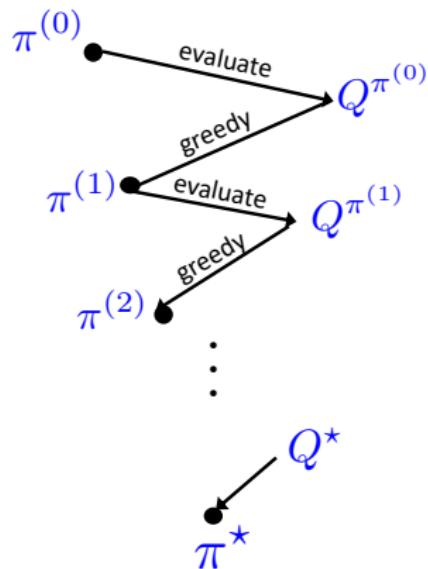
$$\|\mathcal{T}_\tau(Q_1) - \mathcal{T}_\tau(Q_2)\|_\infty \leq \gamma \|Q_1 - Q_2\|_\infty$$



Richard
Bellman

Analysis of soft policy iteration ($\eta = \frac{1-\gamma}{\tau}$)

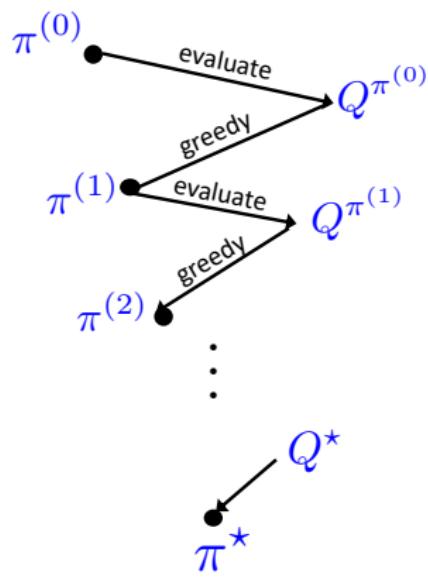
Policy iteration



Bellman operator

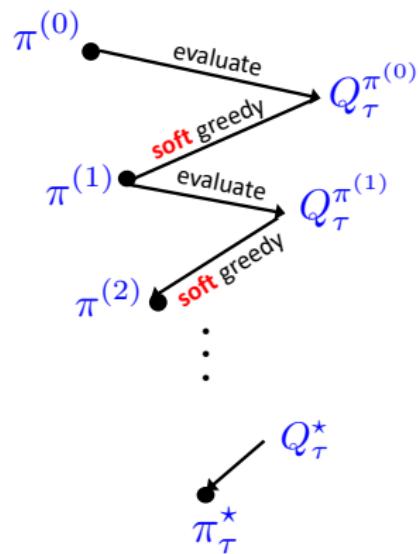
Analysis of soft policy iteration ($\eta = \frac{1-\gamma}{\tau}$)

Policy iteration



Bellman operator

Soft policy iteration



Soft Bellman operator

A key linear system: general learning rates

$$\text{Let } x_t := \begin{bmatrix} \|Q_\tau^* - Q_\tau^{(t)}\|_\infty \\ \|Q_\tau^* - \tau \log \xi^{(t)}\|_\infty \end{bmatrix} \text{ and } y := \begin{bmatrix} \|Q_\tau^{(0)} - \tau \log \xi^{(0)}\|_\infty \\ 0 \end{bmatrix},$$

where $\xi^{(t)} \propto \pi^{(t)}$ is an auxiliary sequence, then

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where $\xi^{(t)} \propto \pi^{(t)}$ is an auxiliary sequence, then

$$x_{t+1} \leq Ax_t + \gamma \left(1 - \frac{\eta\tau}{1-\gamma}\right)^{t+1} y,$$

where

$$A := \begin{bmatrix} \gamma \\ 1 \end{bmatrix} \cdot \begin{bmatrix} \frac{\eta\tau}{1-\gamma} & 1 - \frac{\eta\tau}{1-\gamma} \end{bmatrix}$$

is a rank-1 matrix with a non-zero eigenvalue $\underbrace{1 - \eta\tau}_{\text{contraction rate!}}$.

Beyond entropy regularization



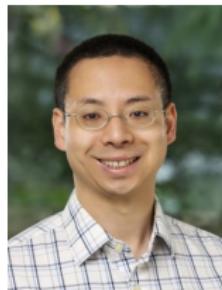
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Wenhao Zhan
Princeton



Yuxin Chen
Princeton



Jason Lee
Princeton

The ever-important role of regularization

Leverage regularization to promote structural properties of the learned policy.



cost-sensitive RL

weighted 1-norm



sparse exploration

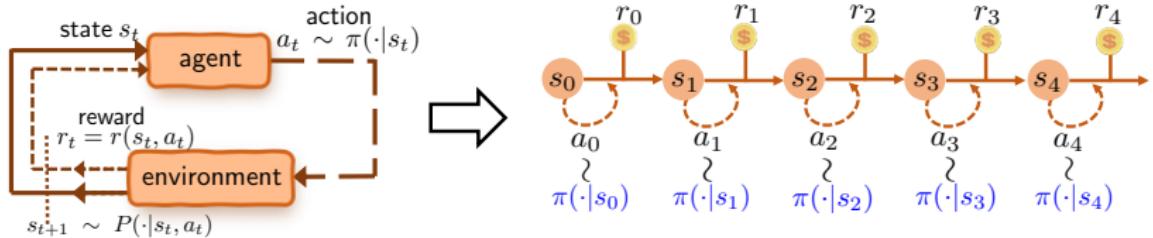
Tsallis entropy



constrained and safe RL

log-barrier

Regularized RL in general form

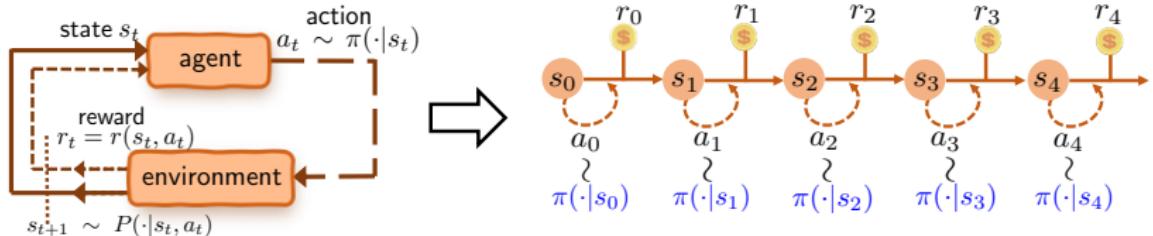


The regularized value function is defined as

$$\forall s \in \mathcal{S} : \quad V_\tau^\pi(s) := \mathbb{E} \left[\sum_{t=0}^{\infty} \gamma^t (r_t - \tau h_{s_t}(\pi(\cdot|s_t))) \mid s_0 = s \right],$$

where h_s is convex (and possibly nonsmooth) w.r.t. $\pi(\cdot|s)$.

Regularized RL in general form



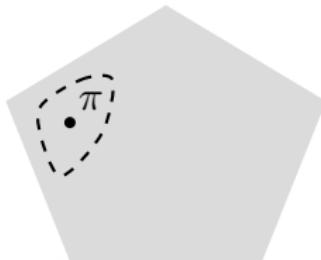
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where h_s is convex (and possibly nonsmooth) w.r.t. $\pi(\cdot|s)$.

$$\text{maximize}_\pi \quad V_\tau^\pi(\rho) := \mathbb{E}_{s \sim \rho} [V_\tau^\pi(s)]$$

Detour: a mirror descent view of entropy-regularized NPG



Entropy-regularized NPG = mirror descent with KL divergence (Lan, 2021; Shani et al., 2020):

$$\begin{aligned}\pi^{(t+1)}(\cdot|s) &= \operatorname{argmin}_{p \in \Delta(\mathcal{A})} \left\langle -Q_\tau^{(t)}(s, \cdot), p \right\rangle - \tau \mathcal{H}(p) + \frac{1}{\eta} \text{KL}(p || \pi^{(t)}(\cdot|s)) \\ &\propto \underbrace{\pi^{(t)}(\cdot|s)}_{\text{current policy}}^{\frac{1}{1+\eta\tau}} \underbrace{\exp(Q_\tau^{(t)}(s, \cdot)/\tau)}_{\text{soft greedy}}^{\frac{\eta\tau}{1+\eta\tau}}\end{aligned}$$

for all $s \in \mathcal{S}$.

Generalized policy mirror descent (GPMD)

Definition (Generalized Bregman divergence, Kiwiel 1997)

The generalized Bregman divergence w.r.t. to a convex
 $h : \Delta(\mathcal{A}) \mapsto \mathbb{R}$ is defined as:

$$\begin{aligned} D_h(p, q; g) &= h(p) - h(q) - \langle g, p - q \rangle \\ &= h(p) - h(q) - \langle g - c \cdot \mathbf{1}, p - q \rangle, \end{aligned}$$

for $p, q \in \Delta(\mathcal{A})$, where $g \in \partial h(q)$ and $c \in \mathbb{R}$.

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A natural idea

For $t = 0, 1, \dots$,

$$\begin{aligned} \pi^{(t+1)}(\cdot | s) &= \operatorname{argmin}_{p \in \Delta(\mathcal{A})} \langle -Q_\tau(s, \cdot), p \rangle + \tau \textcolor{blue}{h}_s(p) \\ &\quad + \frac{1}{\eta} D_{\textcolor{blue}{h}_s}(p, \pi^{(t)}(\cdot | s); \partial h_s(\pi^{(t)}(\cdot | s))) \end{aligned}$$

PMD with Generalized Bregman Divergence (GPMD)

Plugging in a recursive surrogate $\{\xi^{(t)}\}$ of $\partial h_s(\pi^{(t)}(\cdot|s))$, we obtain the formal algorithm.

Generalized policy mirror descent (GPMD) method

For $t = 0, 1, \dots$, update

$$\begin{aligned}\pi^{(t+1)}(\cdot|s) &= \operatorname{argmin}_{p \in \Delta(\mathcal{A})} \langle -Q_\tau(s, \cdot), p \rangle + \tau \textcolor{blue}{h}_s(p) \\ &\quad + \frac{1}{\eta} D_{\textcolor{blue}{h}_s}(p, \pi^{(t)}(\cdot|s); \xi^{(t)}(s, \cdot)),\end{aligned}$$

and

$$\xi^{(t+1)}(s, \cdot) = \frac{1}{1 + \eta\tau} \xi^{(t)}(s, \cdot) + \frac{\eta}{1 + \eta\tau} Q_\tau^{(t)}(s, \cdot).$$

The subproblem does not admit closed-form solution in general.

Linear convergence with exact gradient

Exact oracle: perfect evaluation of $Q_\tau^{\pi^{(t)}}$ given $\pi^{(t)}$; exact solution to subproblems.

— *Read our paper for the inexact case!*

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Theorem (Zhan*, Cen*, Huang, Chen, Lee, Chi '21)

For any learning rate $\eta > 0$, the GPMD updates satisfy

- **Linear convergence of soft Q-functions:**

$$\|Q_\tau^\star - Q_\tau^{(t+1)}\|_\infty \leq C_1 \gamma \left(1 - \frac{\eta \tau (1 - \gamma)}{1 + \eta \tau}\right)^t$$

where $C_1 = \|Q_\tau^\star - Q_\tau^{(0)}\|_\infty + \frac{2}{1 + \eta \tau} \|Q_\tau^\star - \tau \xi^{(0)}\|_\infty$.

Implications

To reach $\|Q_\tau^* - Q_\tau^{(t+1)}\|_\infty \leq \epsilon$, the iteration complexity is at most

- **General learning rates ($\eta > 0$):**

$$\frac{1 + \eta\tau}{\eta\tau(1 - \gamma)} \log \left(\frac{C_1\gamma}{\epsilon} \right)$$

- **Regularized policy iteration ($\eta = \infty$):**

$$\frac{1}{1 - \gamma} \log \left(\frac{\|Q_\tau^* - Q_\tau^{(0)}\|_\infty \gamma}{\epsilon} \right)$$

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Global linear convergence of GPMD at a **dimension-free** rate!

Comparison with PMD (Lan, 2021)

Policy mirror descent (PMD) method (Lan, 2021)

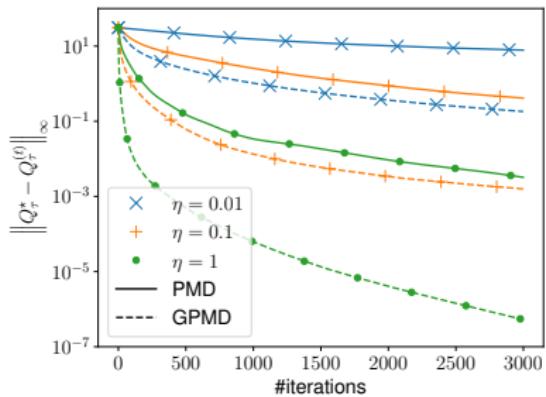
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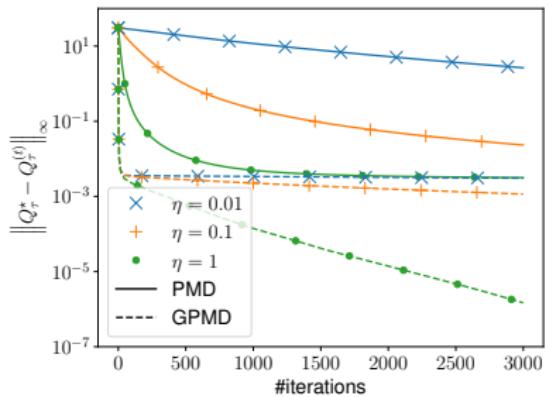
- Linear convergence is established only when h_s is stronger than entropy regularization ($h_s + \mathcal{H}$ is convex).
- In contrast, GPMD converges linearly for general convex and nonsmooth h_s !

Numerical examples

$h_s = \text{Tsallis Entropy}$

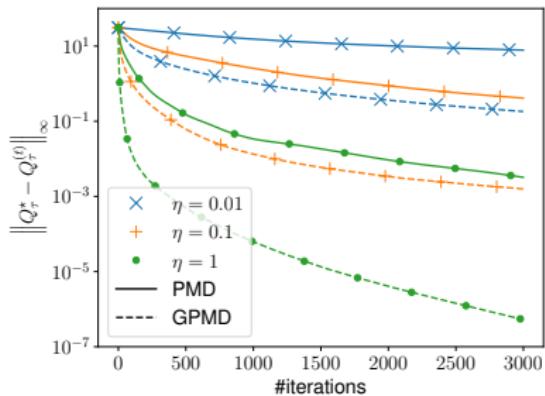


$h_s = \text{Log Barrier}$

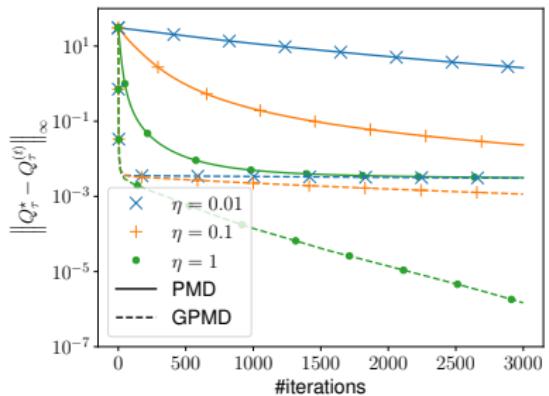


Numerical examples

$h_s = \text{Tsallis Entropy}$



$h_s = \text{Log Barrier}$



GPMD achieves faster convergence than PMD!

Bonus track: entropy-regularized games

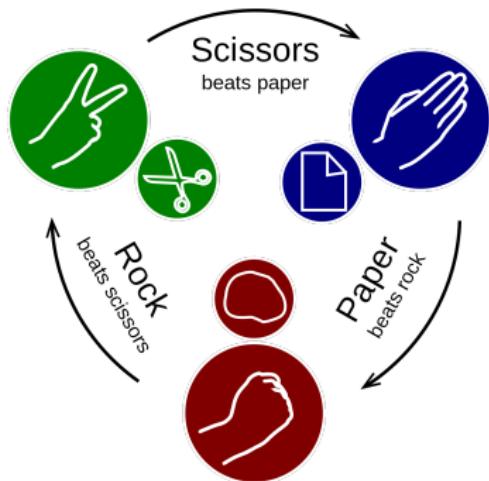


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Zero-sum entropy-regularized two-player matrix game



	Scissors	Paper	Rock
Scissors	0	-1	1
Paper	1	0	-1
Rock	-1	1	0

Quantal response equilibrium (McKelvey and Palfrey, 1995)

$$\max_{\mu \in \Delta(\mathcal{A})} \min_{\nu \in \Delta(\mathcal{B})} \mu^\top A \nu + \tau \mathcal{H}(\mu) - \tau \mathcal{H}(\nu)$$

- Basic building block for solving value iteration in zero-sum two-player Markov games.

Motivation: an implicit update method

Implicit update (IU) method

For $t = 0, 1, \dots,$

$$\begin{cases} \mu^{(t+1)} \propto [\mu^{(t)}]^{1-\eta\tau} \exp([A\nu^{(t+1)}]/\tau)^{\eta\tau} \\ \nu^{(t+1)} \propto [\nu^{(t)}]^{1-\eta\tau} \exp(-[A^\top \mu^{(t+1)}]/\tau)^{\eta\tau} \end{cases}$$

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Theorem (Cen, Wei, Chi, 2021)

Suppose that $0 < \eta \leq 1/\tau$, then for all $t \geq 0$,

$$\text{KL}(\zeta_\tau^* \parallel \zeta^{(t)}) \leq (1 - \eta\tau)^t \text{KL}(\zeta_\tau^* \parallel \zeta^{(0)}),$$

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Can we make this practical?

From implicit updates to policy extragradient methods

Predictive update (PU) method

For $t = 0, 1, \dots,$

2. update:

$$\begin{cases} \mu^{(t+1)} \propto [\mu^{(t)}]^{1-\eta\tau} \exp([A\bar{\nu}^{(t+1)}]/\tau)^{\eta\tau} \\ \nu^{(t+1)} \propto [\nu^{(t)}]^{1-\eta\tau} \exp(-[A^\top \bar{\mu}^{(t+1)}]/\tau)^{\eta\tau} \end{cases}$$

From implicit updates to policy extragradient methods

Predictive update (PU) method

For $t = 0, 1, \dots,$

1. extrapolate/predict:

$$\begin{cases} \bar{\mu}^{(t+1)} \propto [\mu^{(t)}]^{1-\eta\tau} \exp([A\nu^{(t)}]/\tau)^{\eta\tau} \\ \bar{\nu}^{(t+1)} \propto [\nu^{(t)}]^{1-\eta\tau} \exp(-[A^\top \mu^{(t)}]/\tau)^{\eta\tau} \end{cases}$$

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From implicit updates to policy extragradient methods

Optimistic multiplicative weights update (OMWU) method

For $t = 0, 1, \dots$,

1. extrapolate/predict:

$$\begin{cases} \bar{\mu}^{(t+1)} \propto [\mu^{(t)}]^{1-\eta\tau} \exp([A\bar{\nu}^{(t)}]/\tau)^{\eta\tau} \\ \bar{\nu}^{(t+1)} \propto [\nu^{(t)}]^{1-\eta\tau} \exp(-[A^\top \bar{\mu}^{(t)}]/\tau)^{\eta\tau} \end{cases}$$

2. update:

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Last-iterate convergence

- **Entropy-regularized matrix game:** To get an ϵ -optimal solution to the regularized problem (ϵ -**QRE**), the iteration complexity is at most

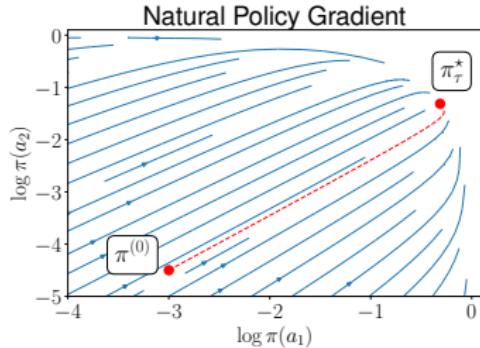
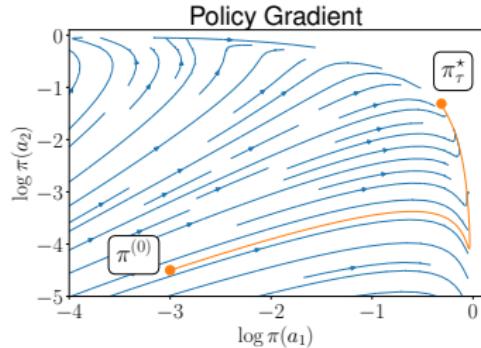
$$\tilde{O} \left(\left(1 + \frac{\|A\|_\infty}{\tau} \right) \log \frac{1}{\epsilon} \right).$$

- **Unregularized matrix game:** To get an ϵ -optimal solution to the unregularized problem (ϵ -**NE**), the iteration complexity is at most

$$\tilde{O} \left(\frac{\|A\|_\infty}{\epsilon} \right).$$

No need to assume unique Nash equilibrium!

Concluding remarks



fast global linear convergence of RL enabled by
regularization + preconditioning

Future directions:

- function approximation
- sample complexities
- Markov games
- multi-agent RL

Thanks!

- Fast Global Convergence of Natural Policy Gradient Methods with Entropy Regularization, *Operations Research*; arXiv: 2007.06558.
- Softmax Policy Gradient Methods Can Take Exponential Time to Converge, COLT 2021; arXiv: 2102.11270.
- Policy Mirror Descent for Regularized Reinforcement Learning: A Generalized Framework with Linear Convergence, arXiv: 2105.11066.
- Fast Policy Extrageradient Methods for Competitive Games with Entropy Regularization, arXiv: 2105.15186.



<https://users.ece.cmu.edu/~yuejiec/>