



Reinforcement Learning: Policy gradient and TRPO

E0-270 Machine Learning

Dhiraj Shanbhag
Ashish Raghuvanshi
Waquar Azam

Motivation:

Evaluate performance of:

- Vanilla policy gradient
- Shortcomings of policy gradient.
- TRPO



- What is POLICY ?
- What is REWARD ?
- What is TRAJECTORY ?

A green rectangular directional sign with a white border. It contains three rows of information, each with a white arrow pointing in a specific direction, the name of a city in Hindi and English, and a distance value.

↑	मुम्बई Mumbai	800
←	पुणे Pune	720
→	औरंगाबाद Aurangabad	425

Policy Gradient

- Motivation for Policy Gradient.
- Variations of Policy Gradient
 - REINFORCE
 - Baseline technique.
 - Actor-Critic

Policy Gradient

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

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

How to get probability now ?

$$J(\theta) = E_{\tau \sim p_{\theta}(\tau)} \left[\sum_t r(\mathbf{s}_t, \mathbf{a}_t) \right] \approx \frac{1}{N} \sum_i \sum_t r(\mathbf{s}_{i,t}, \mathbf{a}_{i,t})$$

Updating Policy Parameters.

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

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

Cure for Variance : Baselines , Causality

- One among many baseline technique.

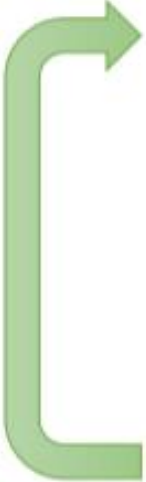
$$\nabla_{\theta} J(\theta) = E_{\tau \sim \pi_{\theta}(\tau)} [\nabla_{\theta} \log \pi_{\theta}(\tau) (r(\tau) - b)]$$

- Causality : Policy at a time t' can't affect reward at previous time t.
- Q-value : $Q(s,a) = \text{one step reward} + \text{discount} * \text{Value}(s')$

Actor-Critic

- Value Neural Network assists Policy neural network.
- Advantage function.

online actor-critic algorithm:

- 
1. take action $\mathbf{a} \sim \pi_{\theta}(\mathbf{a}|\mathbf{s})$, get $(\mathbf{s}, \mathbf{a}, \mathbf{s}', r)$
 2. update \hat{V}_{ϕ}^{π} using target $r + \gamma \hat{V}_{\phi}^{\pi}(\mathbf{s}')$
 3. evaluate $\hat{A}^{\pi}(\mathbf{s}, \mathbf{a}) = r(\mathbf{s}, \mathbf{a}) + \gamma \hat{V}_{\phi}^{\pi}(\mathbf{s}') - \hat{V}_{\phi}^{\pi}(\mathbf{s})$
 4. $\nabla_{\theta} J(\theta) \approx \nabla_{\theta} \log \pi_{\theta}(\mathbf{a}|\mathbf{s}) \hat{A}^{\pi}(\mathbf{s}, \mathbf{a})$
 5. $\theta \leftarrow \theta + \alpha \nabla_{\theta} J(\theta)$

TRPO

- Problems with policy gradient:
 - Sample efficiency is poor in case of policy gradient.
 - Distance in parameter space is not equal to distance in policy space
 - Step size is hard to get right as a result.

Problems with policy gradient

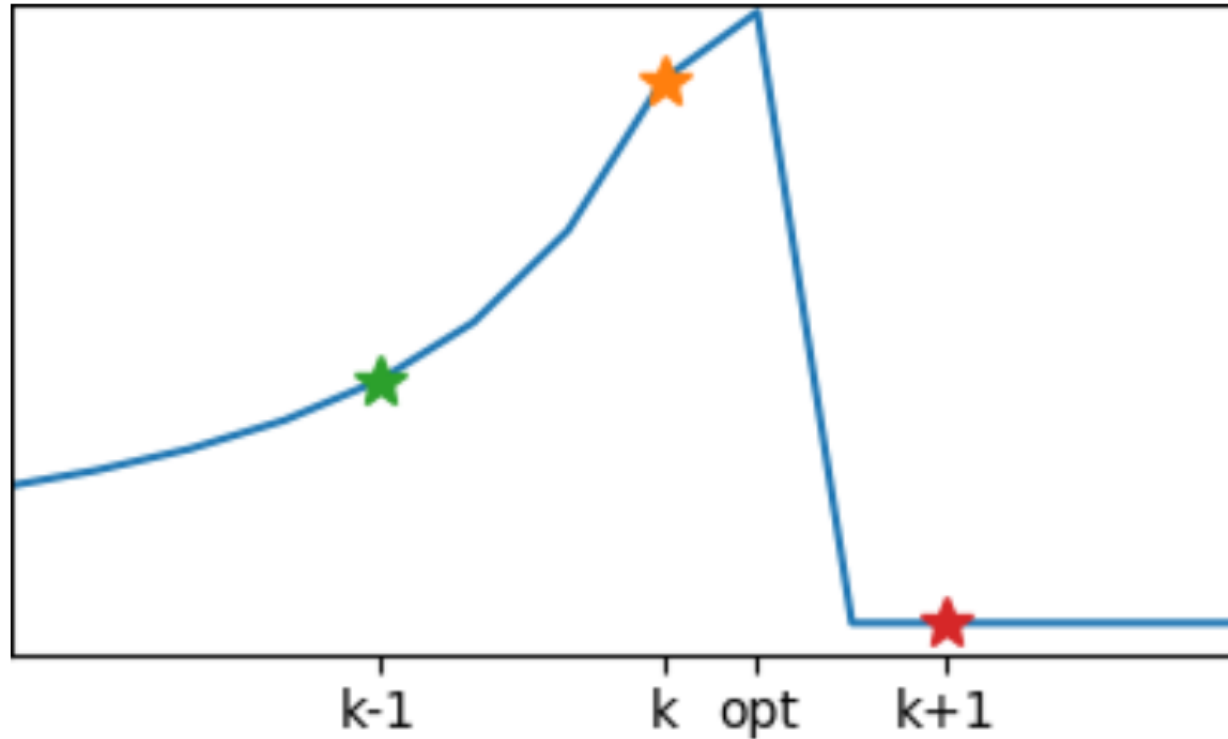


Figure: Policy parameters on x-axis and performance on y-axis. A bad step can lead to performance collapse, which may be hard to recover from.

Reference: Joshua Achiam (UC Berkeley, OpenAI)

Relative Performance of Two Policies

- In a policy optimization algorithm, we want an update step that
 - uses episodes collected from the most recent policy as efficiently as possible,
 - and takes steps that respect distance in policy space instead of distance in parameter space.
- Relative policy performance:

$$J(\pi') - J(\pi) = \mathbb{E}_{\tau \sim \pi'} \left[\sum_{t=0}^{\infty} \gamma^t A^{\pi}(s_t, a_t) \right]$$

Relative performance of Two Policies

$$|J(\pi') - (J(\pi) + \mathcal{L}_{\pi}(\pi'))| \leq C \sqrt{\mathbb{E}_{s \sim d^{\pi}} [D_{KL}(\pi' || \pi)[s]]}$$

- Gradient of this surrogate function is equal to the gradient of policy gradient.
- We are guaranteed to improve the policy using MM algorithm w.r.t the true objective.

$$\pi_{k+1} = \arg \max_{\pi'} \mathcal{L}_{\pi_k}(\pi') - C \sqrt{\mathbb{E}_{s \sim d^{\pi_k}} [D_{KL}(\pi' || \pi_k)[s]]}$$

TRPO Algorithm

- C provided by theory is quite high when discount factor is near 1, which makes step size very small.
- So we use KL constraint instead of KL penalty
- From the constraint, step respect distance in policy space!
Update is parameterization-invariant.

TRPO Algorithm

Input: initial policy parameters θ_0

for $k = 0, 1, 2, \dots$ **do**

Collect set of trajectories \mathcal{D}_k on policy $\pi_k = \pi(\theta_k)$

Estimate advantages $\hat{A}_t^{\pi_k}$ using any advantage estimation algorithm

Form sample estimates for

- policy gradient \hat{g}_k (using advantage estimates)
- and KL-divergence Hessian-vector product function $f(v) = \hat{H}_k v$

Use CG with n_{cg} iterations to obtain $x_k \approx \hat{H}_k^{-1} \hat{g}_k$

Estimate proposed step $\Delta_k \approx \sqrt{\frac{2\delta}{x_k^T \hat{H}_k x_k}} x_k$

Perform backtracking line search with exponential decay to obtain final update

$$\theta_{k+1} = \theta_k + \alpha^j \Delta_k$$

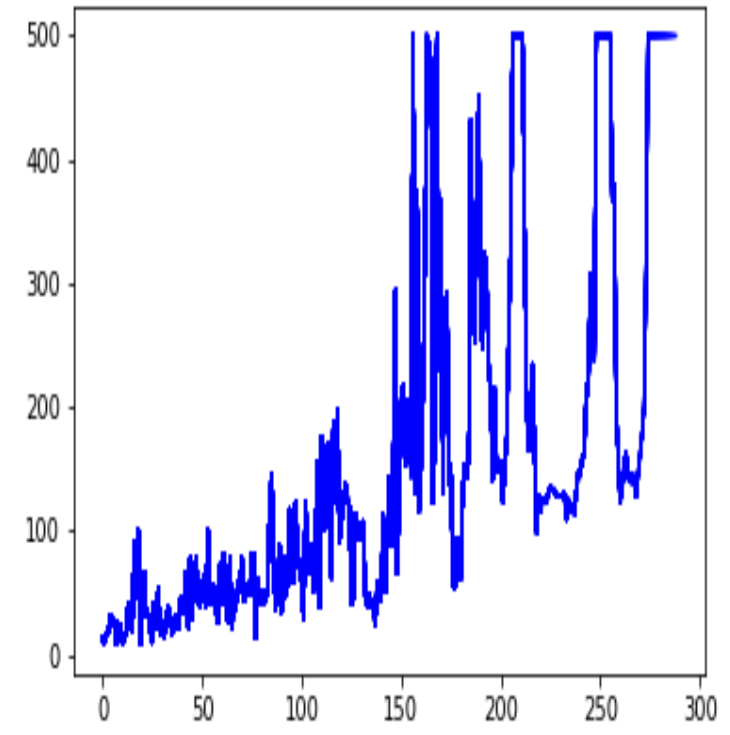
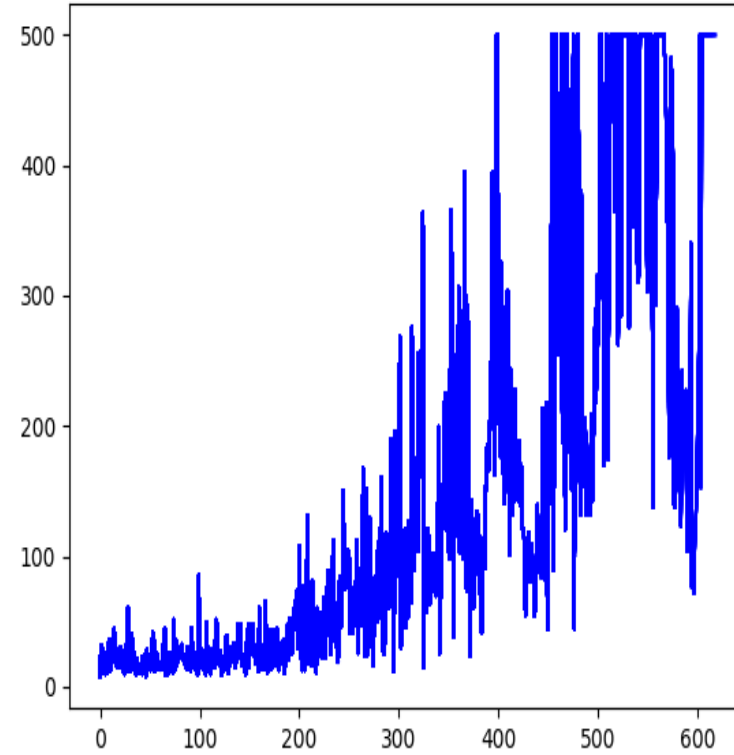
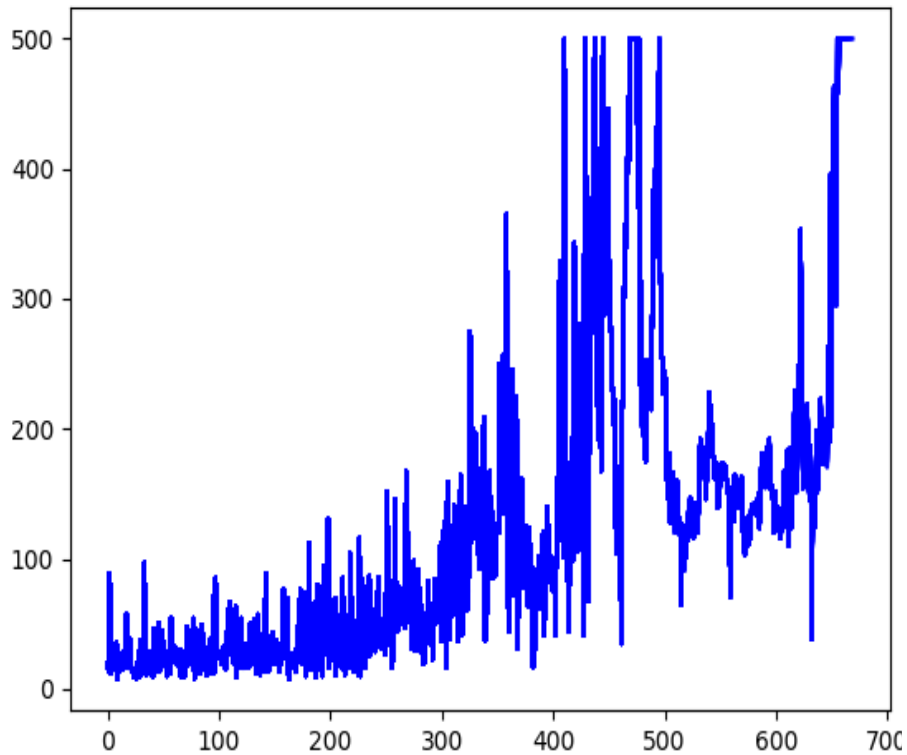
end for

Experiments: cartpole-v1

PG

Baseline

AC

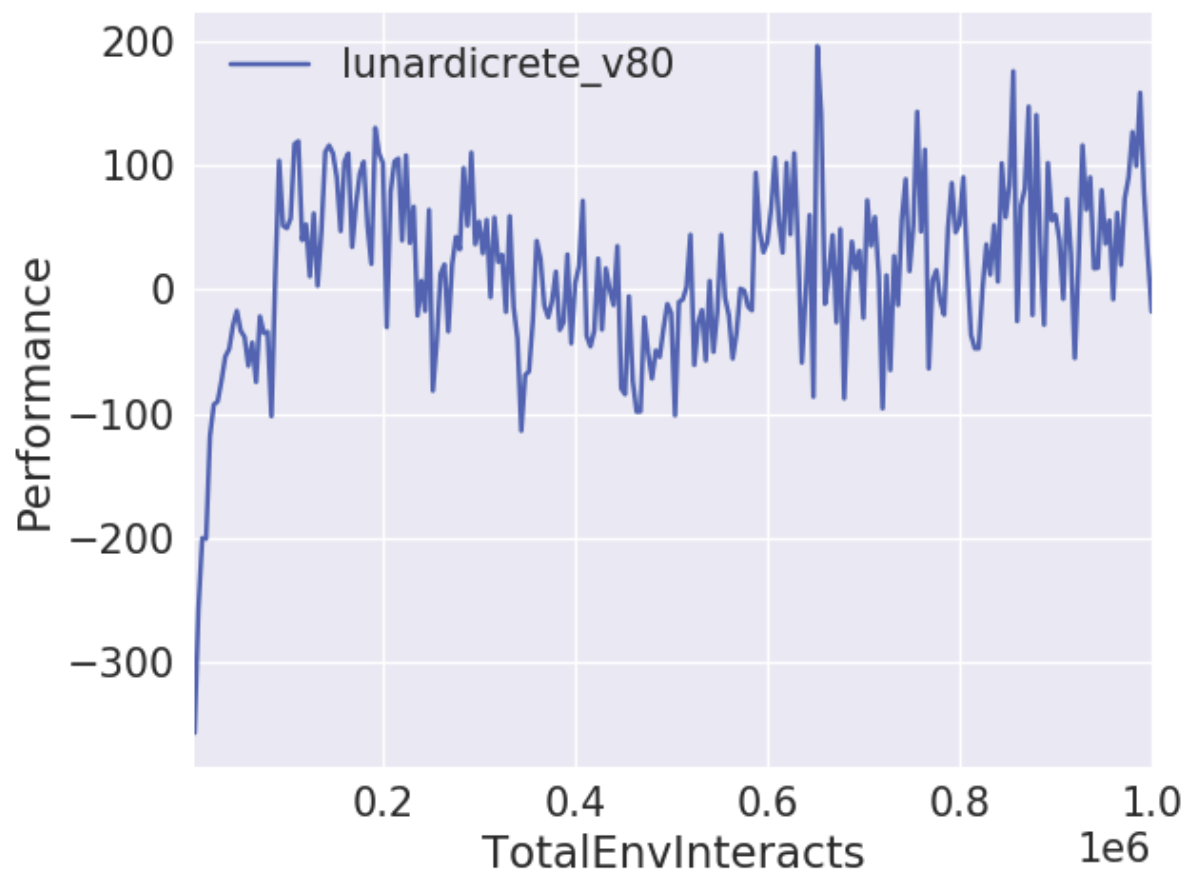


X-axis : number of episodes
discount_factor = 0.99

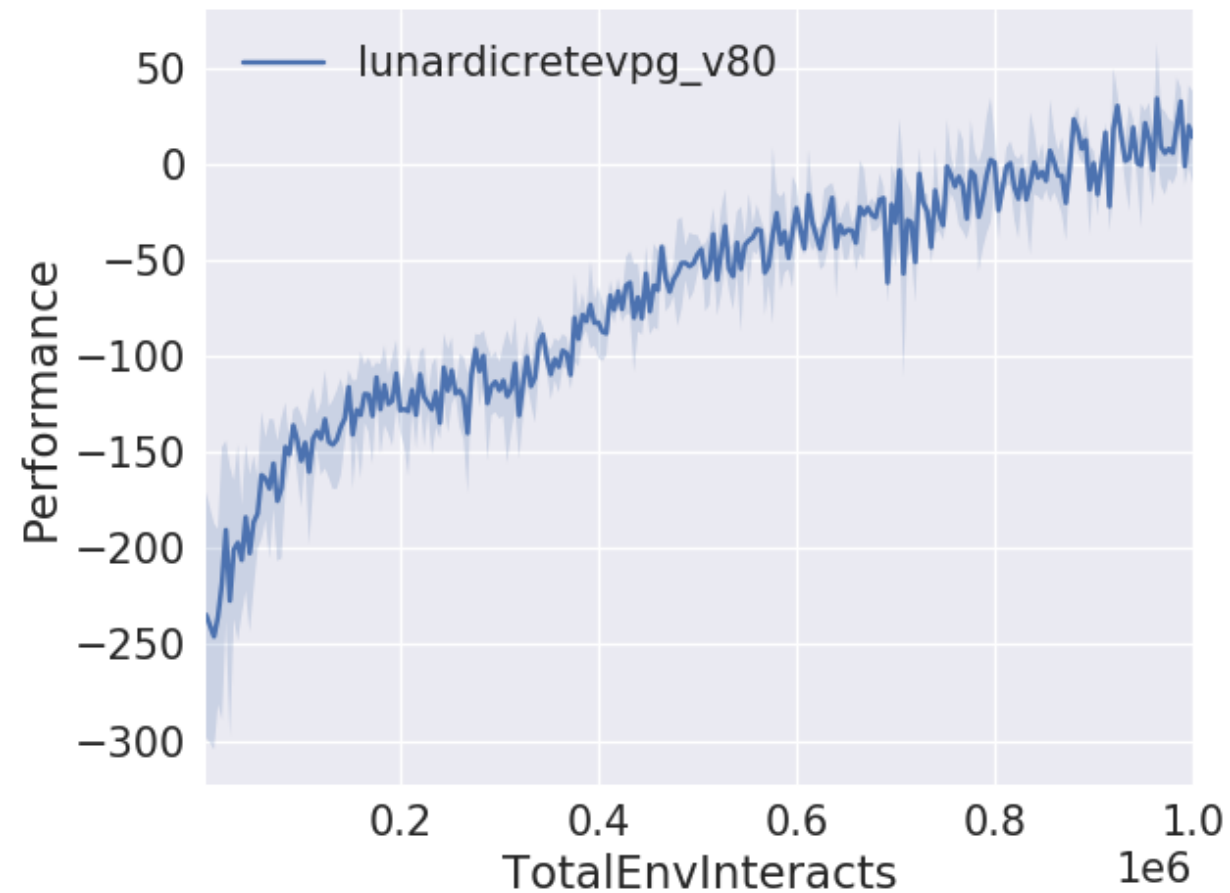
y: Reward gained. Max-reward: 500
learning_rate = 0.001

Experiments

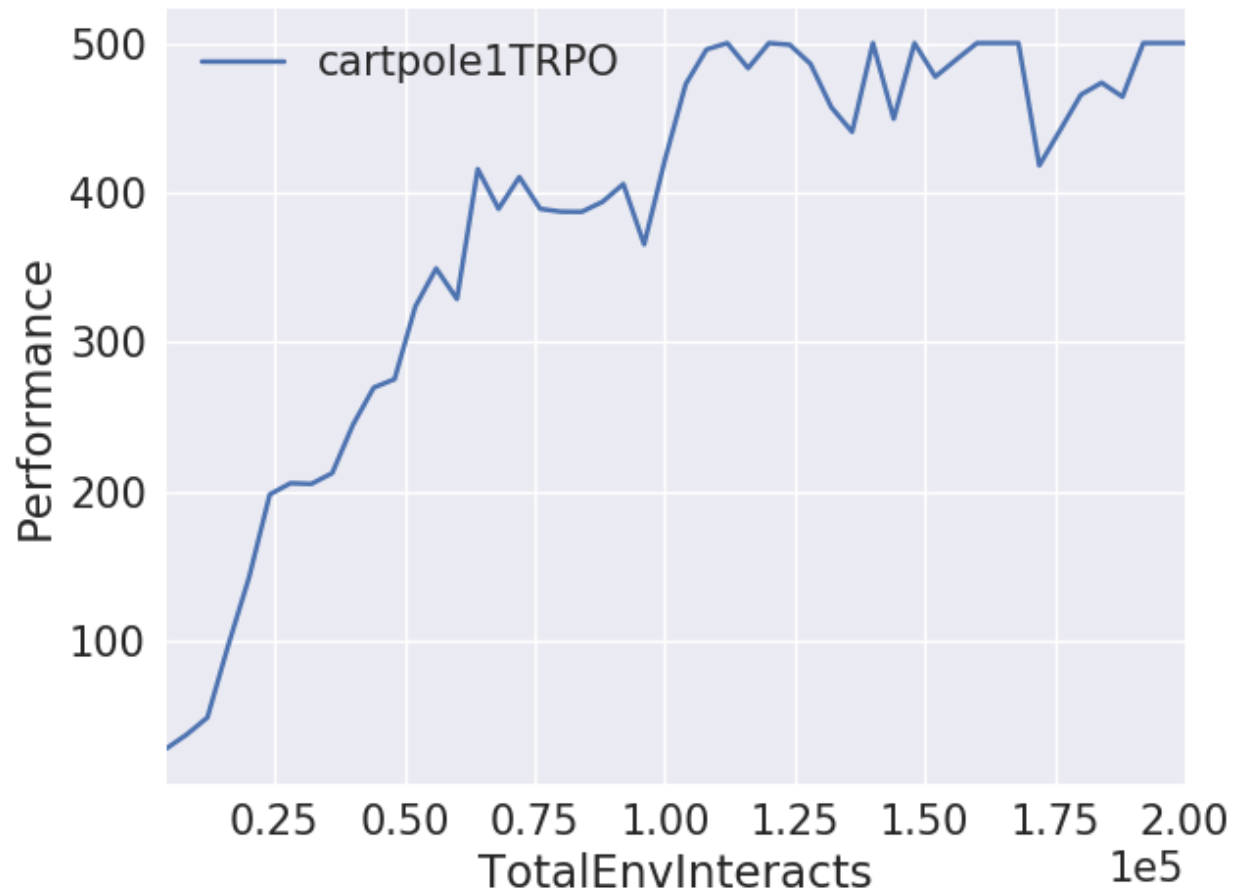
TRPO lunar lander



VPg lunar lander



Experiments

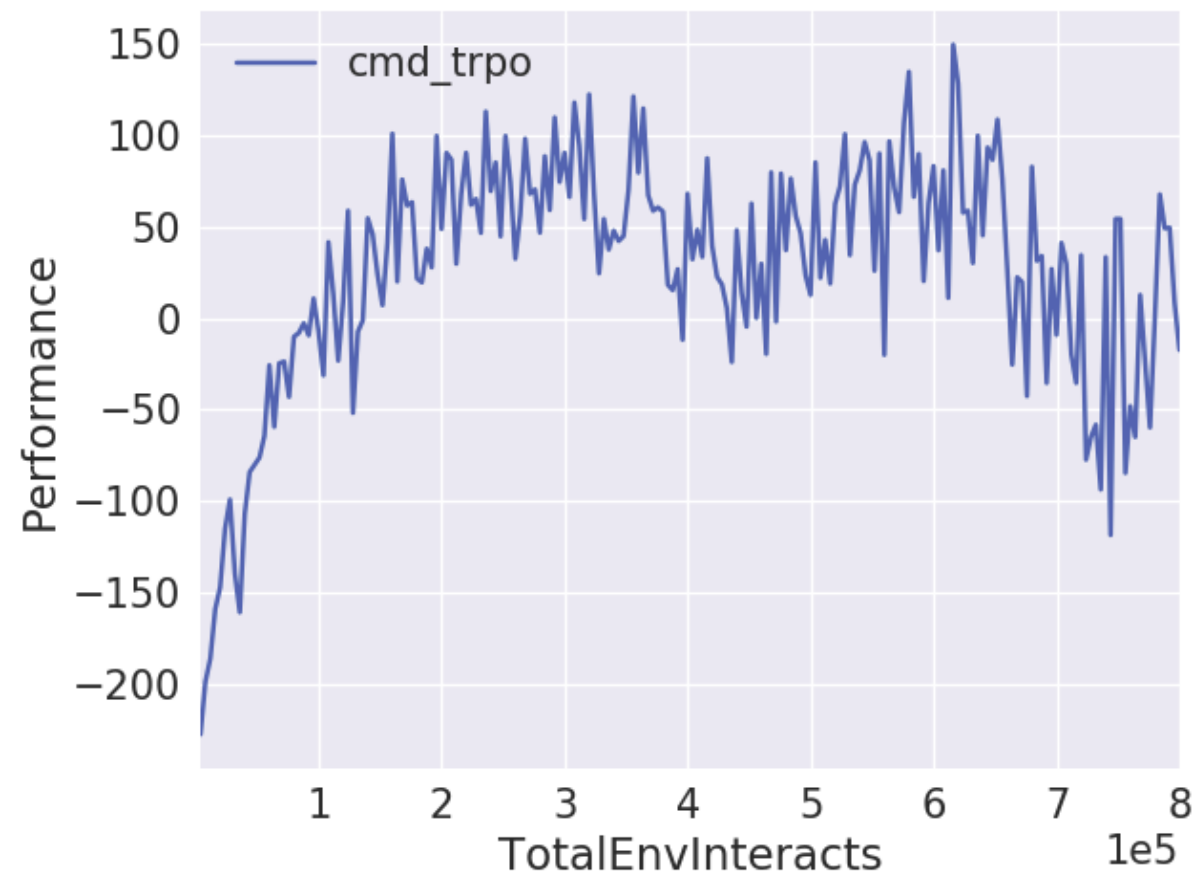
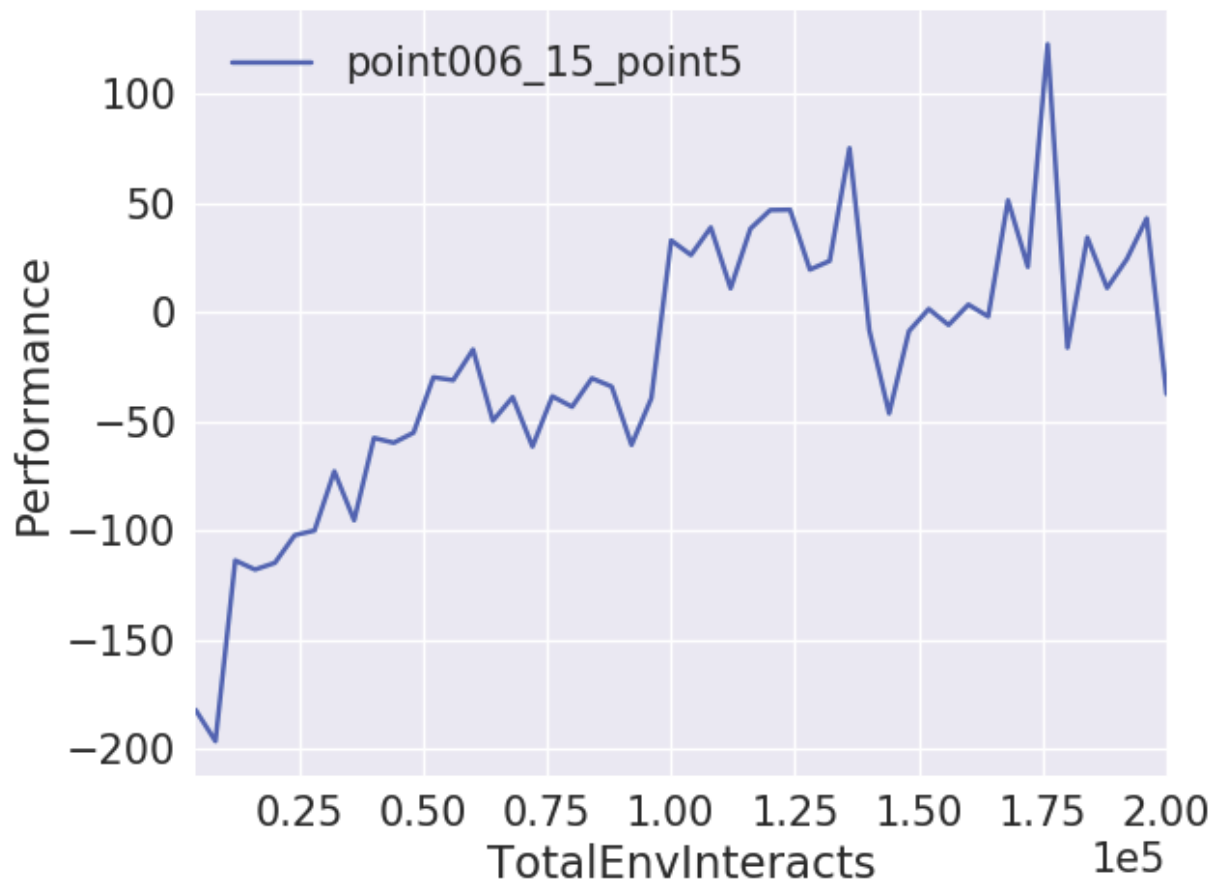


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THANK YOU

Experiments



Experiments

