

From Policy Gradient to Actor-Critic methods

The policy gradient derivation (2/3)

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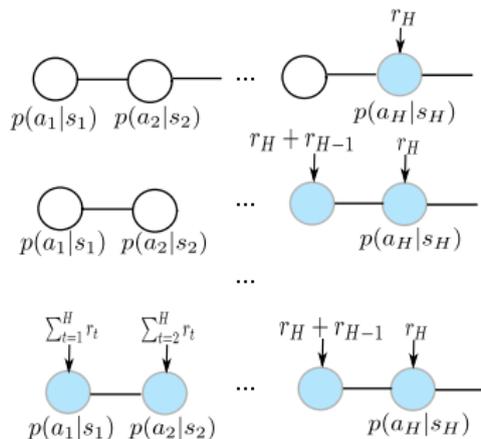
Limits of Algorithm 1

- ▶ Needs a large batch of trajectories or suffers from large variance
- ▶ The sum of rewards is not much informative
- ▶ Computing R from complete trajectories is not the best we can do

$$\begin{aligned}\nabla_{\theta} J(\theta) &\sim \frac{1}{m} \sum_{i=1}^m \sum_{t=1}^H \nabla_{\theta} \log \pi_{\theta}(\mathbf{a}_t^{(i)} | \mathbf{s}_t^{(i)}) R(\tau^{(i)}) \\ &\sim \frac{1}{m} \sum_{i=1}^m \sum_{t=1}^H \nabla_{\theta} \log \pi_{\theta}(\mathbf{a}_t^{(i)} | \mathbf{s}_t^{(i)}) \left[\sum_{k=1}^H r(\mathbf{s}_k^{(i)}, \mathbf{a}_k^{(i)}) \right] \\ &\quad * \text{ split into two parts} \\ &\sim \frac{1}{m} \sum_{i=1}^m \sum_{t=1}^H \nabla_{\theta} \log \pi_{\theta}(\mathbf{a}_t^{(i)} | \mathbf{s}_t^{(i)}) \left[\sum_{k=1}^{t-1} r(\mathbf{s}_k^{(i)}, \mathbf{a}_k^{(i)}) + \sum_{k=t}^H r(\mathbf{s}_k^{(i)}, \mathbf{a}_k^{(i)}) \right] \\ &\quad * \text{ past rewards do not depend on the current action} \\ &\sim \frac{1}{m} \sum_{i=1}^m \sum_{t=1}^H \nabla_{\theta} \log \pi_{\theta}(\mathbf{a}_t^{(i)} | \mathbf{s}_t^{(i)}) \left[\sum_{k=t}^H r(\mathbf{s}_k^{(i)}, \mathbf{a}_k^{(i)}) \right]\end{aligned}$$

https://www.youtube.com/watch?v=S_gwYj1Q-44 (28')

Algorithm 2



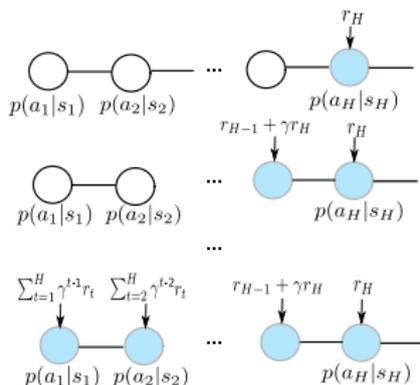
- ▶ Same as Algorithm 1
- ▶ But the sum is incomplete, and computed backwards
- ▶ Slightly less variance, because it ignores irrelevant rewards

Discounting rewards

$$\nabla_{\theta} J(\theta) \sim \frac{1}{m} \sum_{i=1}^m \sum_{t=1}^H \nabla_{\theta} \log \pi_{\theta}(\mathbf{a}_t^{(i)} | \mathbf{s}_t^{(i)}) \left[\sum_{k=t}^H r(\mathbf{s}_k^{(i)}, \mathbf{a}_k^{(i)}) \right]$$

* reduce the variance by discounting the rewards along the trajectory

$$\sim \frac{1}{m} \sum_{i=1}^m \sum_{t=1}^H \nabla_{\theta} \log \pi_{\theta}(\mathbf{a}_t^{(i)} | \mathbf{s}_t^{(i)}) \left[\sum_{k=t}^H \gamma^{k-t} r(\mathbf{s}_k^{(i)}, \mathbf{a}_k^{(i)}) \right]$$



https://www.youtube.com/watch?v=S_gwYjj1Q-44 (39')

Introducing the action-value function

- ▶ $\sum_{k=t}^H \gamma^{k-t} r(\mathbf{s}_k^{(i)}, \mathbf{a}_k^{(i)})$ can be rewritten $Q_{(i)}^{\pi_{\theta}}(\mathbf{s}_t^{(i)}, \mathbf{a}_t^{(i)})$



$$\nabla_{\theta} J(\theta) \sim \frac{1}{m} \sum_{i=1}^m \sum_{t=1}^H \nabla_{\theta} \log \pi_{\theta}(\mathbf{a}_t^{(i)} | \mathbf{s}_t^{(i)}) Q_{(i)}^{\pi_{\theta}}(\mathbf{s}_t^{(i)}, \mathbf{a}_t^{(i)})$$

- ▶ It is just rewriting, not a new algorithm
- ▶ But suggests that the gradient could be just a function of the local step if we could estimate $Q_{(i)}^{\pi_{\theta}}(\mathbf{s}_t, \mathbf{a}_t)$ in one step

Estimating $Q^{\pi_{\theta}}(s, a)$

- ▶ Instead of estimating $Q^{\pi_{\theta}}(s, a) = \mathbb{E}_{(i)}[Q_{(i)}^{\pi_{\theta}}(s, a)]$ from Monte Carlo,
- ▶ Build a model $\hat{Q}_{\phi}^{\pi_{\theta}}$ of $Q^{\pi_{\theta}}$ through function approximation
- ▶ Two approaches:
 - ▶ **Monte Carlo estimate:** Regression against empirical return

$$\phi_{j+1} \rightarrow \arg \min_{\phi_j} \frac{1}{m} \sum_{i=1}^m \sum_{t=1}^H \left(\sum_{k=t}^H \gamma^{k-t} r(\mathbf{s}_k^{(i)}, \mathbf{a}_k^{(i)}) - \hat{Q}_{\phi_j}^{\pi_{\theta}}(\mathbf{s}_t^{(i)}, \mathbf{a}_t^{(i)}) \right)^2$$

- ▶ **Temporal Difference estimate:** init $\hat{Q}_{\phi_0}^{\pi_{\theta}}$ and fit using $(\mathbf{s}, \mathbf{a}, r, \mathbf{s}')$ data

$$\phi_{j+1} \rightarrow \min_{\phi_j} \sum_{(\mathbf{s}, \mathbf{a}, r, \mathbf{s}')} \|r + \gamma f(\hat{Q}_{\phi_j}^{\pi_{\theta}}(\mathbf{s}', \cdot)) - \hat{Q}_{\phi_j}^{\pi_{\theta}}(\mathbf{s}, \mathbf{a})\|^2$$

- ▶ $f(\hat{Q}_{\phi_j}^{\pi_{\theta}}(\mathbf{s}', \cdot)) = \max_{\mathbf{a}} \hat{Q}_{\phi_j}^{\pi_{\theta}}(\mathbf{s}', \mathbf{a})$ (Q-learning), = $\hat{Q}_{\phi_j}^{\pi_{\theta}}(\mathbf{s}', \pi_{\theta}(\mathbf{s}'))$ (AC)...
- ▶ May need some regularization to prevent large steps in ϕ

https://www.youtube.com/watch?v=S_gwYj1Q-44 (36')

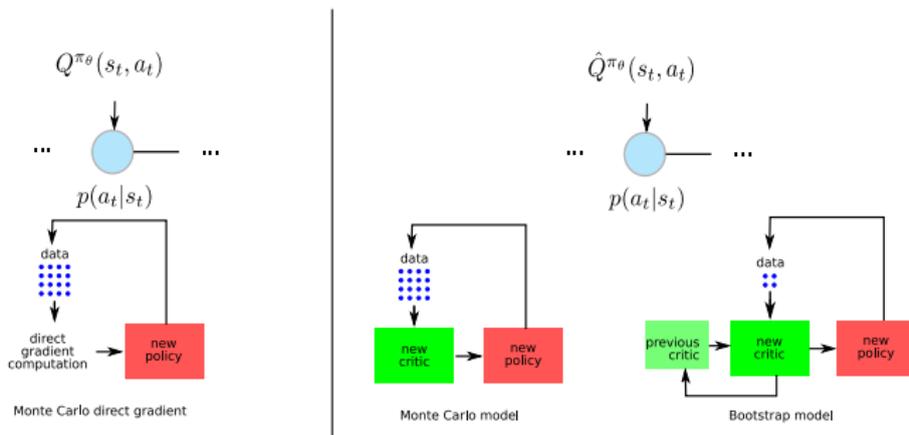


Martin Riedmiller. Neural fitted Q iteration—first experiences with a data efficient neural reinforcement learning method. In *European Conference on Machine Learning*, pp. 317–328. Springer, 2005



Andr as Antos, Csaba Szepesv ari, and R emi Munos. Fitted Q-iteration in continuous action-space MDPs. In *Advances in neural information processing systems*, pp.9–16, 2008.

Monte Carlo versus Bootstrap approaches



- ▶ Three options:
 - ▶ MC direct gradient: Compute the true Q^{π_θ} over each trajectory
 - ▶ MC model: Compute a model $\hat{Q}_\phi^{\pi_\theta}$ over rollouts using MC regression, **throw it away after each policy gradient step**
 - ▶ Bootstrap: Update a model $\hat{Q}_\phi^{\pi_\theta}$ over samples using TD methods, **keep it over policy gradient steps**
- ▶ With bootstrap, update everything from the current state, see next lessons
- ▶ Next lesson: adding a baseline

Any question?



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[András Antos, Csaba Szepesvári, and Rémi Munos.](#)

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Neural fitted Q iteration—first experiences with a data efficient neural reinforcement learning method.

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