#### Renewal theory based reinforcement learning

#### Jayakumar Subramanian and Aditya Mahajan

#### 57th IEEE Conference on Decision and Control, Miami Beach, FL, USA, December 17-19, 2018



Image credit: MIT Technology review

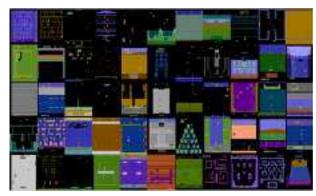


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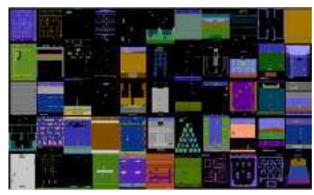


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#### **Salient features**

Model-free method

Use policy search



Image credit: MIT Technology review

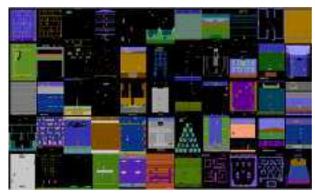


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Use policy search

#### Limitation

⊖ Learning is slow (takes ~ 10<sup>^9</sup> to 10<sup>15</sup> iterations to converge)



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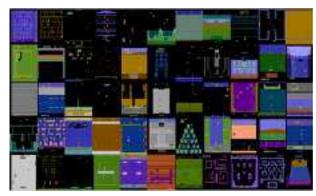


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#### **Salient features**

Model-free method

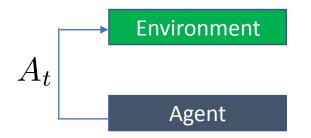
⊕ Use policy search

#### Limitation

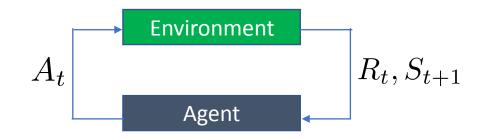
⊖ Learning is slow (takes ~ 10<sup>^9</sup> to 10<sup>15</sup> iterations to converge)

<sup>B</sup>Can we exploit features of the model to make it learn faster? ...
<sup>B</sup>Without sacrificing generality?

Agent

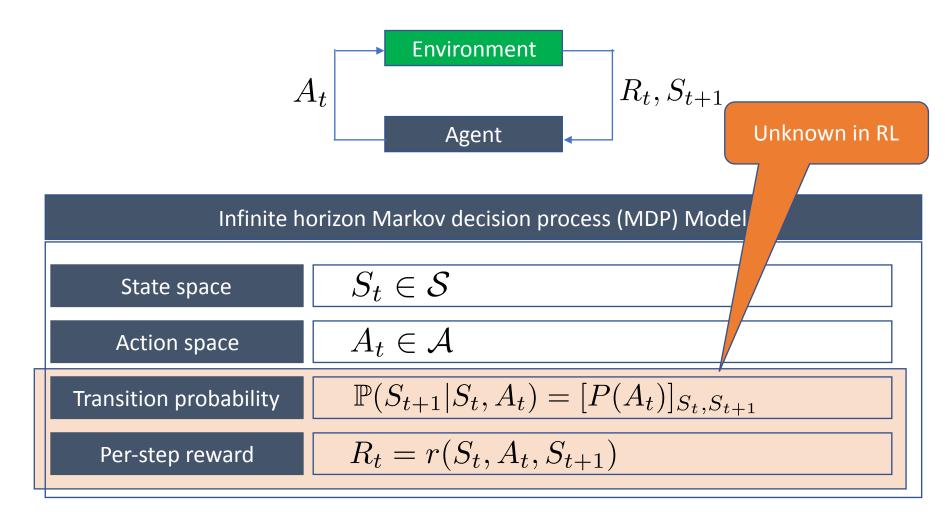






Infinite horizon Markov decision process (MDP) Model

State space	$S_t \in \mathcal{S}$
Action space	$A_t \in \mathcal{A}$
Transition probability	$\mathbb{P}(S_{t+1} S_t, A_t) = [P(A_t)]_{S_t, S_{t+1}}$
Per-step reward	$R_t = r(S_t, A_t, S_{t+1})$



 $\mu_{ heta}$  is a parametrized policy

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Gibbs (softmax) policy

$$\mu_{\theta}(a|s) = \frac{\exp(\tau\theta(s,a))}{\sum_{a'} \exp(\tau\theta(s,a))}$$

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#### Neural network (NN) policy

$$\mu_{ heta}(a|s) = extsf{ heta} e^{: extsf{weights of NN}}$$

Performance Gradient Estimate

Performance Gradient Estimate

$$J_{\theta} = \mathbb{E}\left[\sum_{t=0}^{\infty} \gamma^{t} R_{t} | S_{0} = s_{0}, A_{t} \sim \mu_{\theta}(S_{t})\right]$$

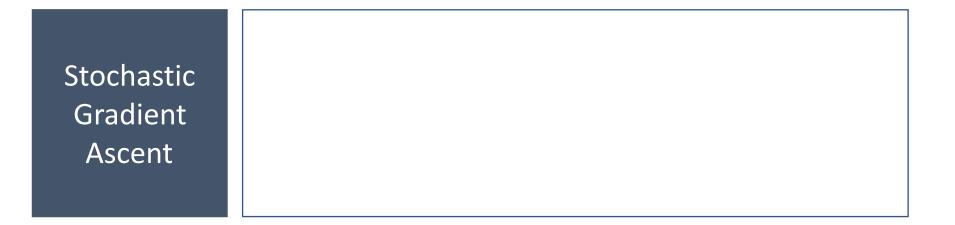
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$$G_{\theta} \text{ is an estimate of } \nabla_{\theta} J_{\theta}$$

- -

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Stochastic Gradient Ascent

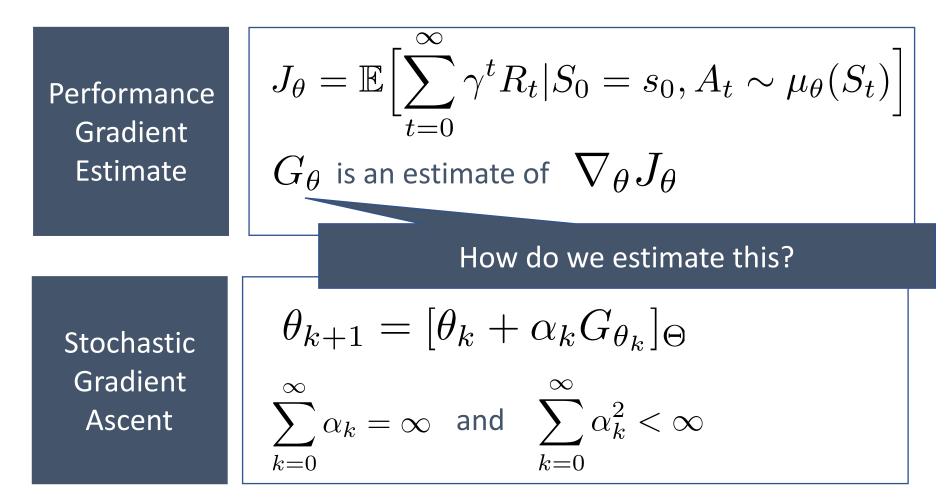
$$\theta_{k+1} = [\theta_k + \alpha_k G_{\theta_k}]_{\Theta}$$

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$$\begin{aligned} \theta_{k+1} &= [\theta_k + \alpha_k G_{\theta_k}]_{\Theta} \\ \sum_{k=0}^{\infty} \alpha_k &= \infty \quad \text{and} \quad \sum_{k=0}^{\infty} \alpha_k^2 < \infty \end{aligned}$$



Monte Carlo estimate (REINFORCE)

$$G_{\theta} = \sum_{t=0}^{\infty} \left[ \nabla_{\theta} \log(\mu_{\theta}(A_t|S_t)) \gamma^t \left( \sum_{n=0}^{\infty} \gamma^n R_n \right) \right]$$

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Actor Critic estimate (Temporal difference / SARSA)

$$G_{\theta} = \sum_{t=0}^{\infty} \left[ \nabla_{\theta} \log(\mu_{\theta}(A_t | S_t)) \gamma^t Q(S_t, A_t) \right]$$

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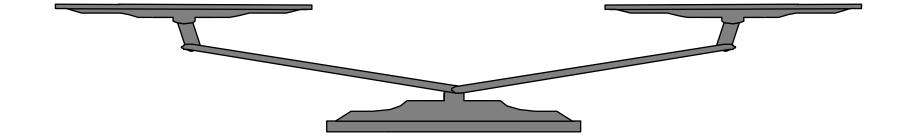
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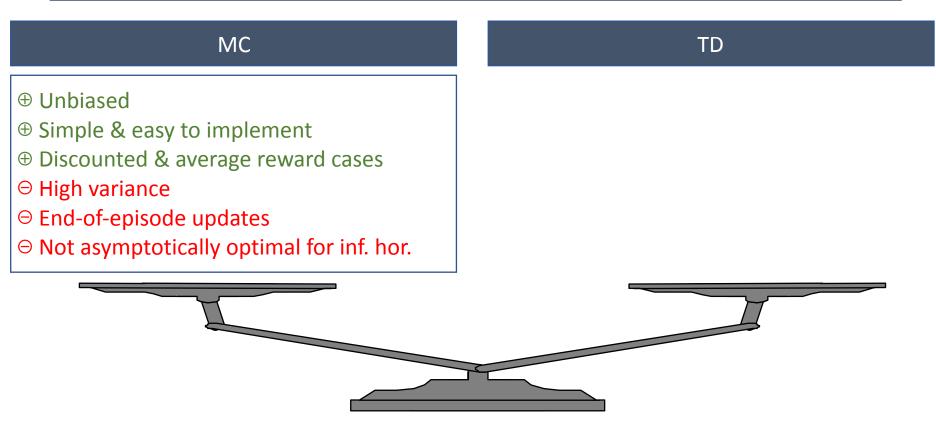
Actor Critic with eligibility traces estimate (SARSA- $\lambda$ )

$$G_{\theta} = \sum_{t=0}^{\infty} \left[ \nabla_{\theta} \log(\mu_{\theta}(A_t | S_t)) \gamma^t Q^{\lambda}(S_t, A_t) \right]$$

MC

TD





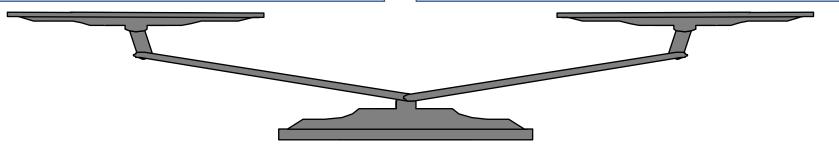
#### MC

- Unbiased
- Simple & easy to implement
- Discounted & average reward cases
- ⊖ High variance
- ⊖ End-of-episode updates
- $\odot$  Not asymptotically optimal for inf. hor.

#### TD

#### ⊕ Low variance

- Per-step updates
- ① Asymptotically optimal for inf. hor.
- $\Theta$  Biased
- ⊖ Often requires function approximation
- $\odot$  Additional effort for average reward



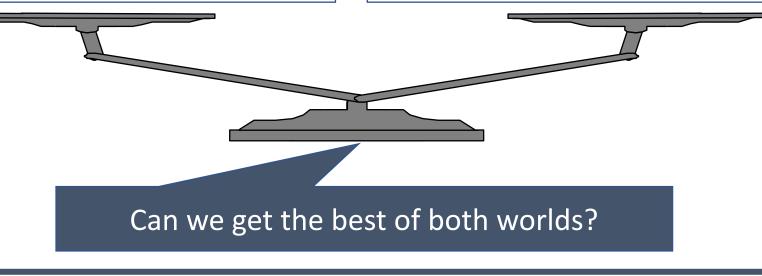
#### MC

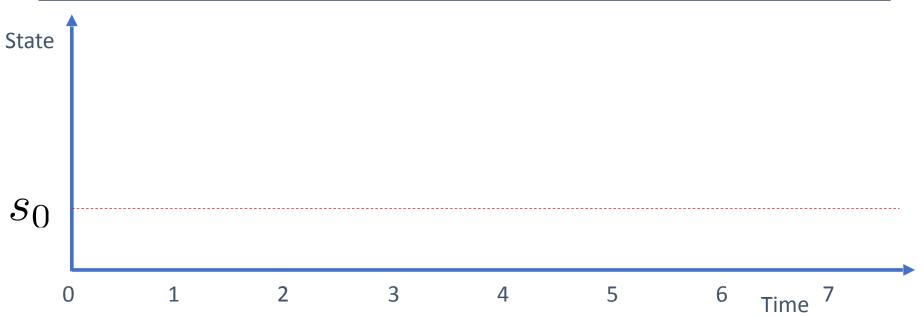
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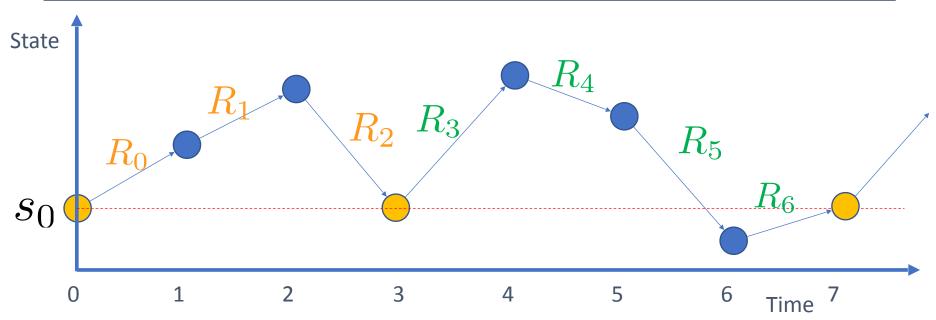
#### TD

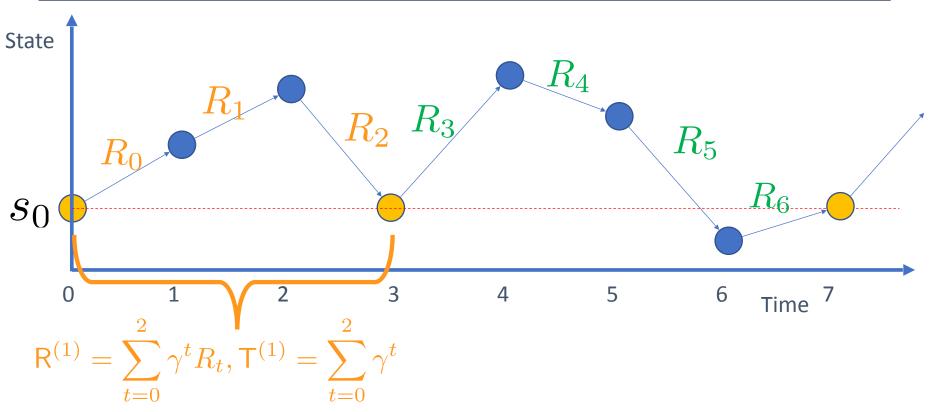
#### ⊕ Low variance

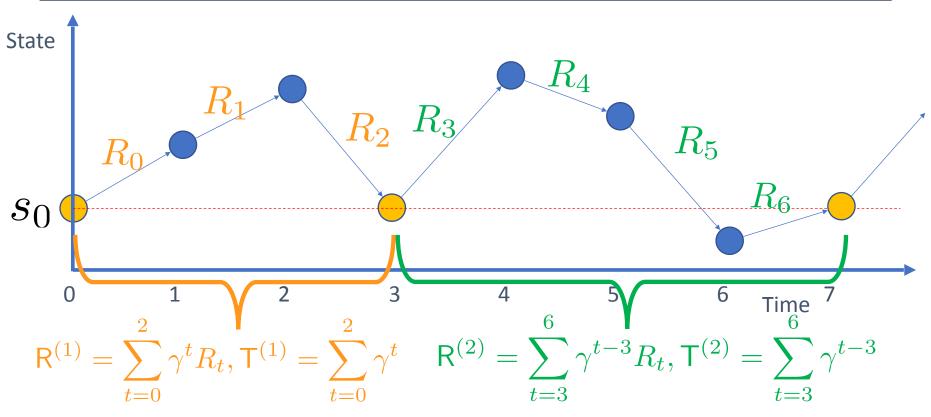
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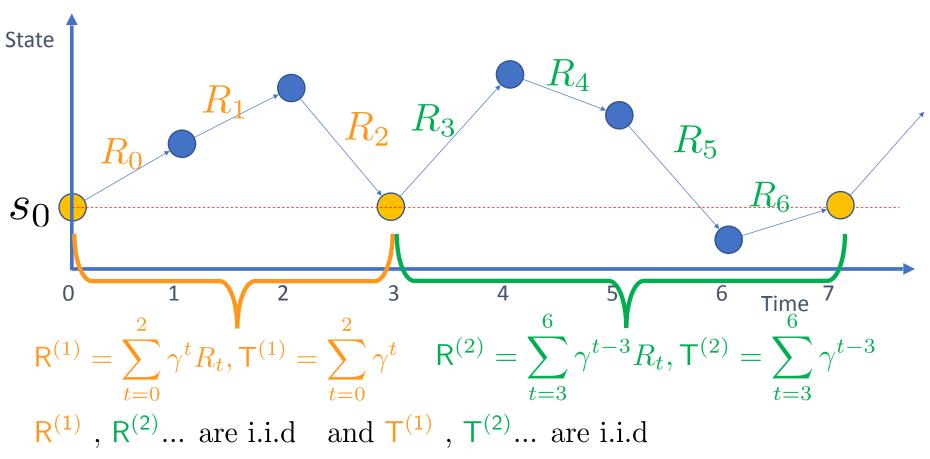




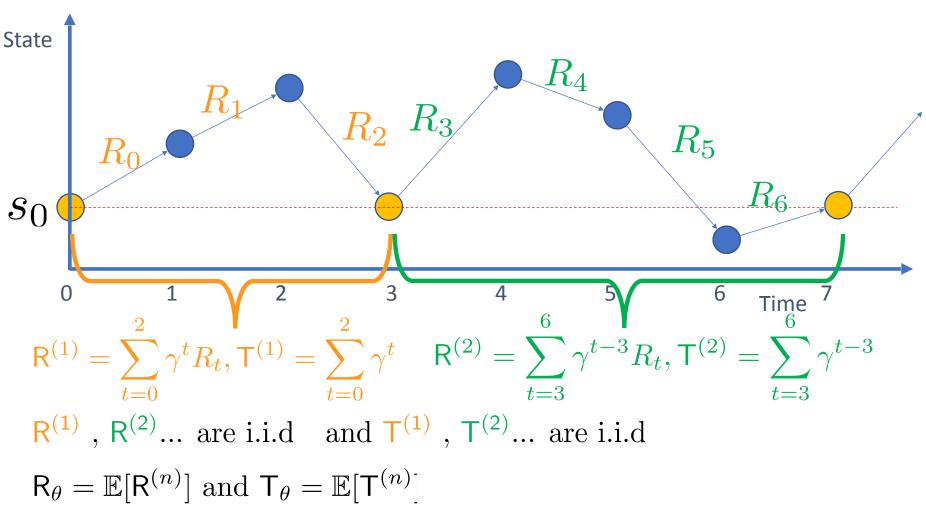




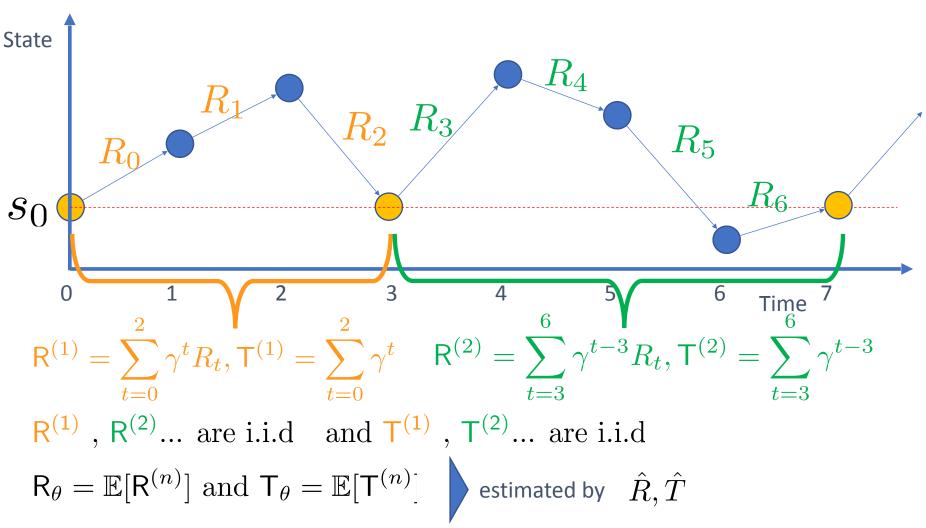


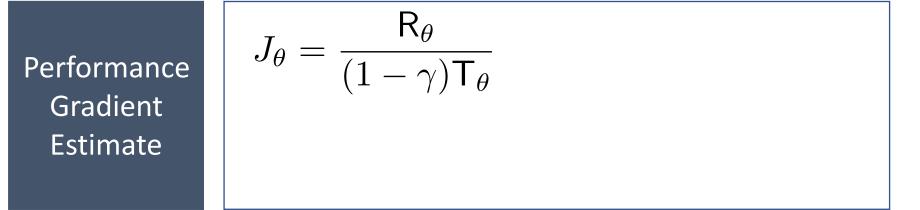


# Renewal Monte Carlo



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Performance Gradient Estimate

$$J_{\theta} = \frac{\mathsf{R}_{\theta}}{(1-\gamma)\mathsf{T}_{\theta}} \quad ; \quad \nabla_{\theta}J_{\theta} = \frac{H_{\theta}}{(1-\gamma)\mathsf{T}_{\theta}^{2}}$$

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Stochastic Gradient Ascent

$$\begin{aligned} \theta_{k+1} &= [\theta_k + \alpha_k \widehat{H}_{\theta_k}]_{\Theta} \\ \sum_{k=0}^{\infty} \alpha_k &= \infty \quad \text{and} \quad \sum_{k=0}^{\infty} \alpha_k^2 < \infty \end{aligned}$$

Performance  
Gradient  
Estimate
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$$H_{\theta} = T_{\theta}\nabla_{\theta}R_{\theta} - R_{\theta}\nabla_{\theta}T_{\theta} \text{ with estimate: } \widehat{H}_{\theta}$$

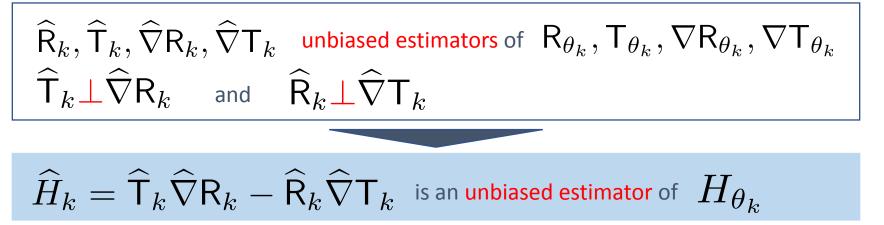
$$\widehat{R}_{\theta}, \widehat{T}_{\theta} \text{ estimated using MC / TD }; \nabla_{\theta}\widehat{R}_{\theta}, \nabla_{\theta}\widehat{T}_{\theta} \text{ using RL policy gradient}$$
Stochastic  
Gradient  
Ascent
$$\theta_{k+1} = [\theta_{k} + \alpha_{k}\widehat{H}_{\theta_{k}}]_{\Theta}$$

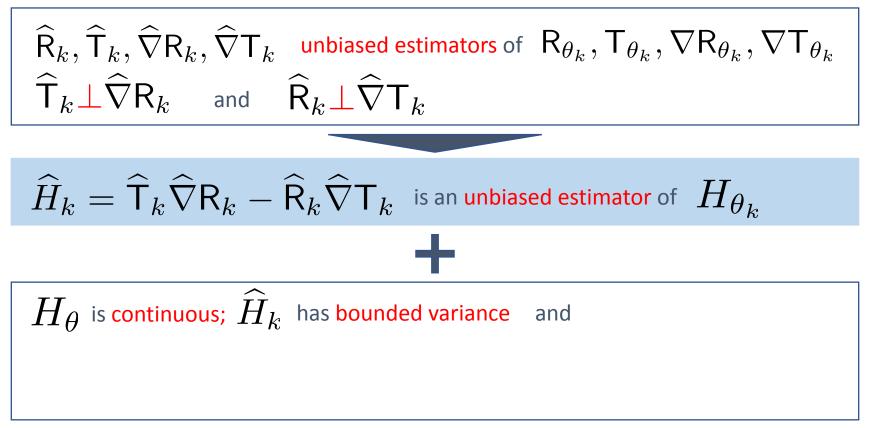
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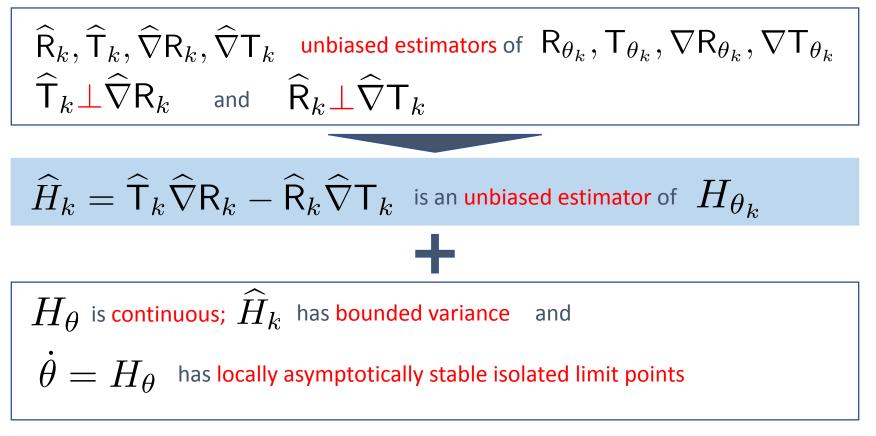


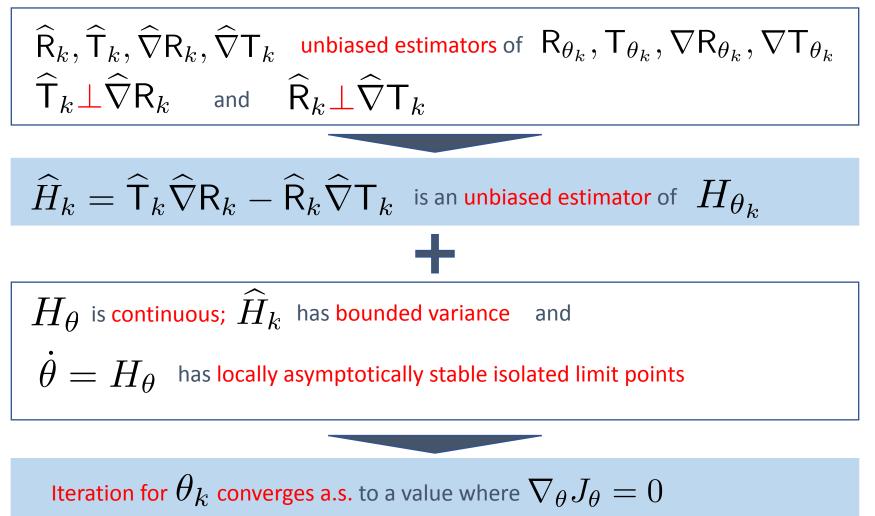
#### $\widehat{\mathsf{R}}_k, \widehat{\mathsf{T}}_k, \widehat{\nabla}\mathsf{R}_k, \widehat{\nabla}\mathsf{T}_k \quad \text{unbiased estimators of} \ \ \mathsf{R}_{\theta_k}, \mathsf{T}_{\theta_k}, \nabla\mathsf{R}_{\theta_k}, \nabla\mathsf{T}_{\theta_k}$

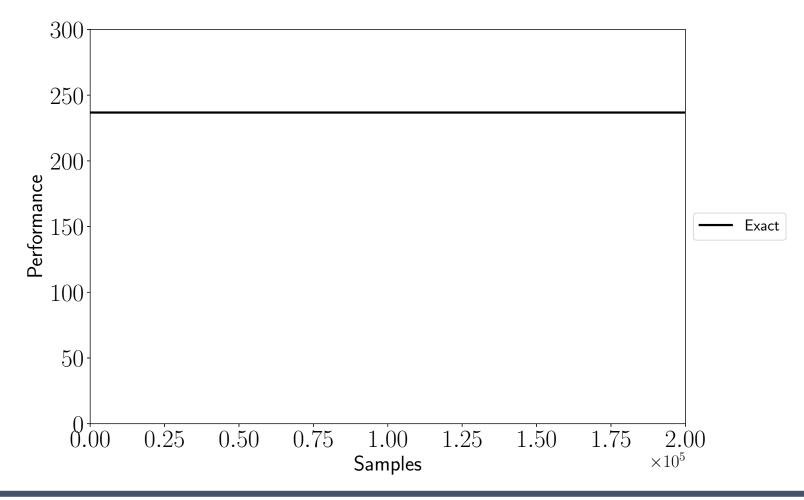
# $\widehat{\mathsf{R}}_{k}, \widehat{\mathsf{T}}_{k}, \widehat{\nabla}\mathsf{R}_{k}, \widehat{\nabla}\mathsf{T}_{k} \quad \text{unbiased estimators of} \quad \mathsf{R}_{\theta_{k}}, \mathsf{T}_{\theta_{k}}, \nabla\mathsf{R}_{\theta_{k}}, \nabla\mathsf{T}_{\theta_{k}} \\ \widehat{\mathsf{T}}_{k} \bot \widehat{\nabla}\mathsf{R}_{k} \quad \text{and} \quad \widehat{\mathsf{R}}_{k} \bot \widehat{\nabla}\mathsf{T}_{k}$

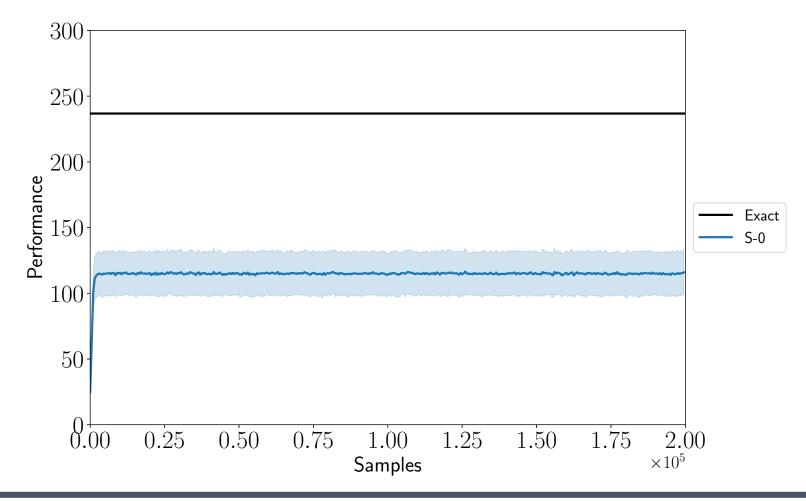


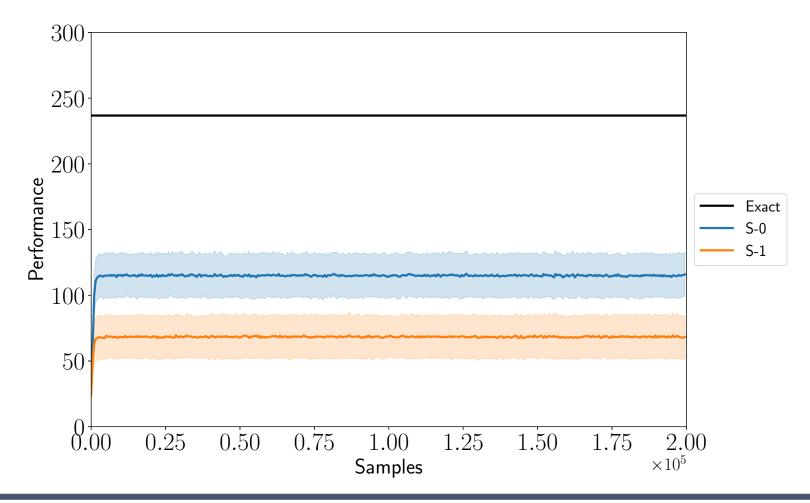


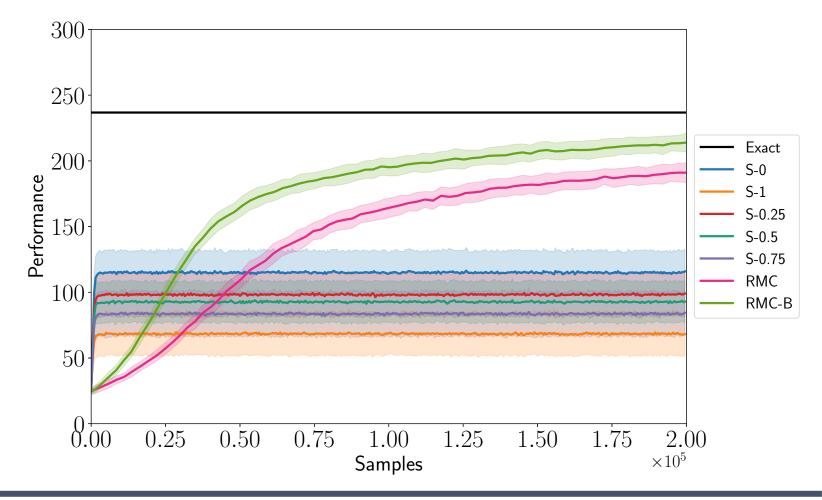












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  - Assume known probability law of the primitive random variables and its weak derivate

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  - Average reward criterion
  - Known and unknown system models

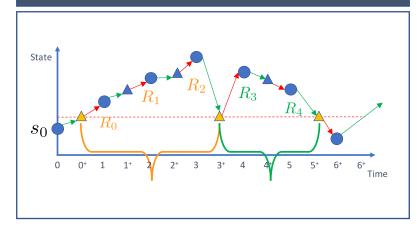
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- Renewal theory for RL: [Marbach & Tsitsiklis 2001, 2003]
  - Average reward criterion
  - Relative value function for average reward

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- $\Theta$  Renewal could take a long time
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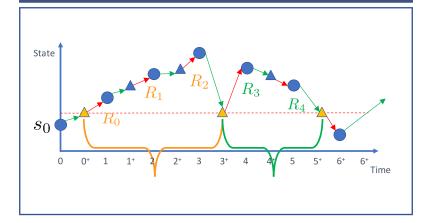
Post-decision state model



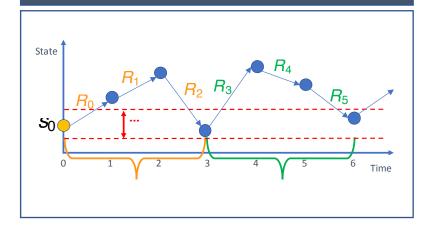
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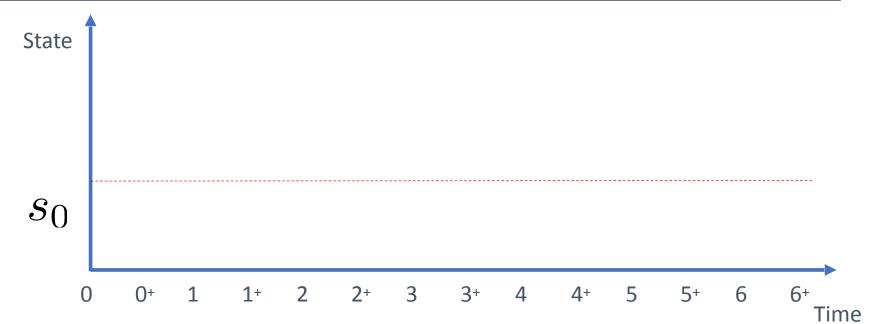


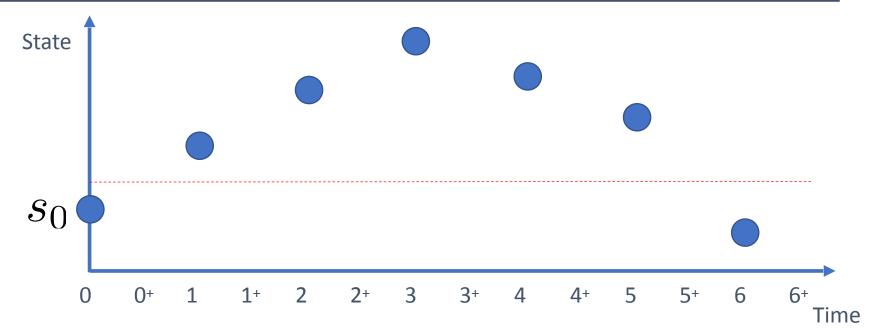
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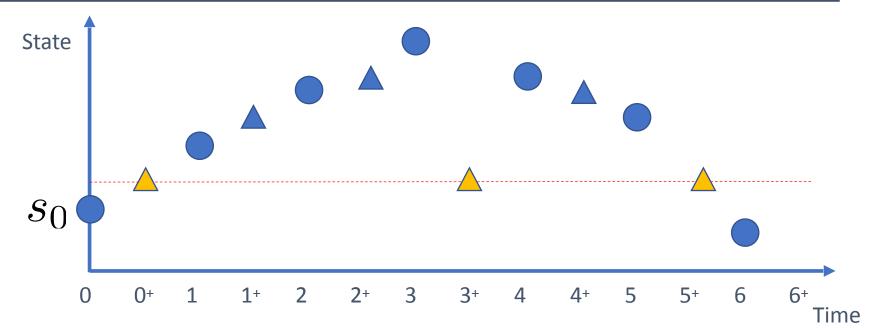


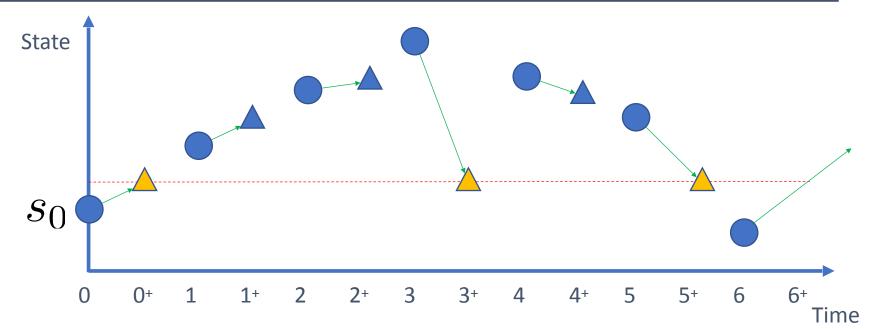
Approximate renewal model

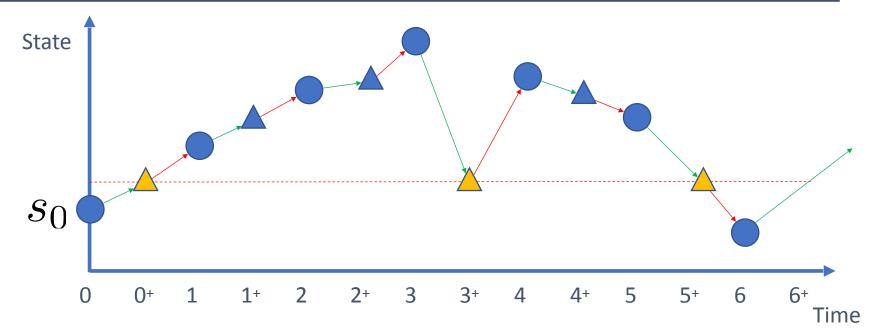


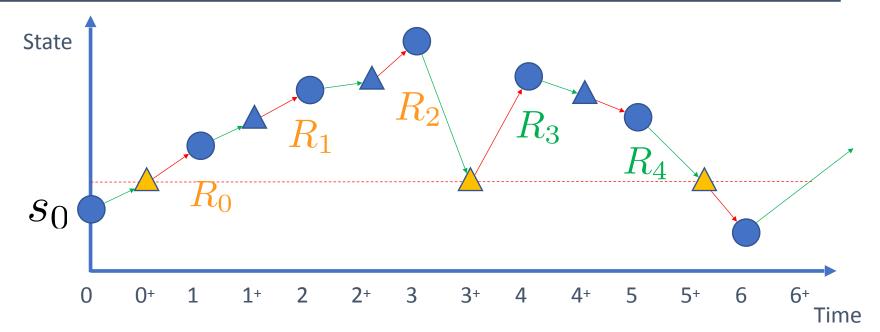


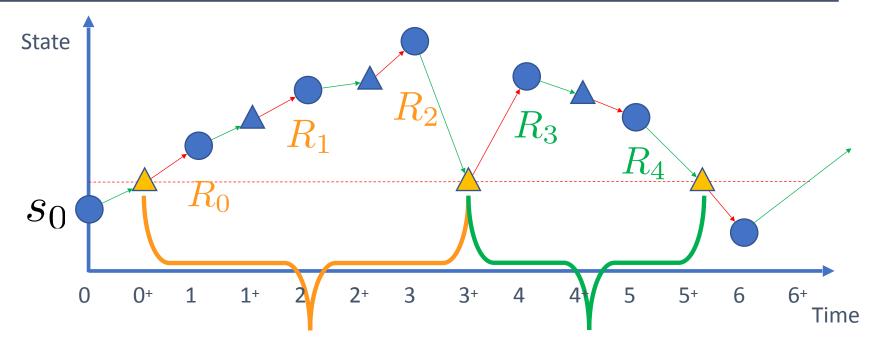




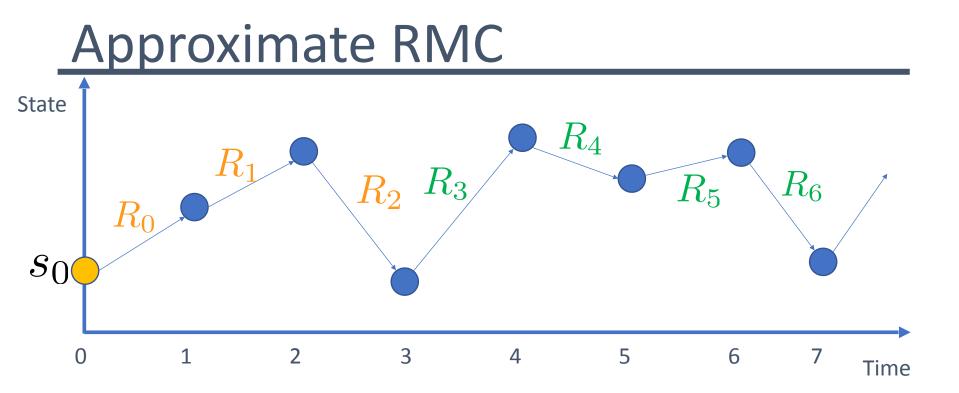


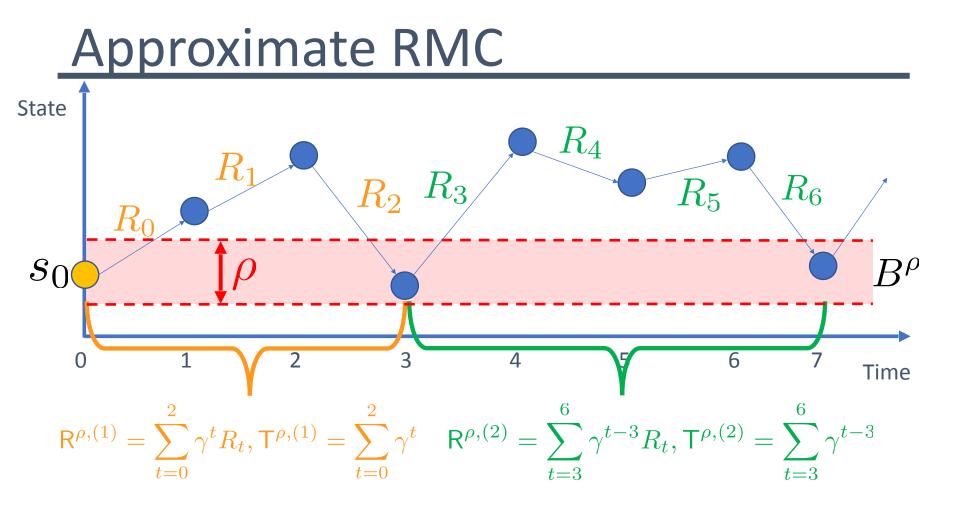


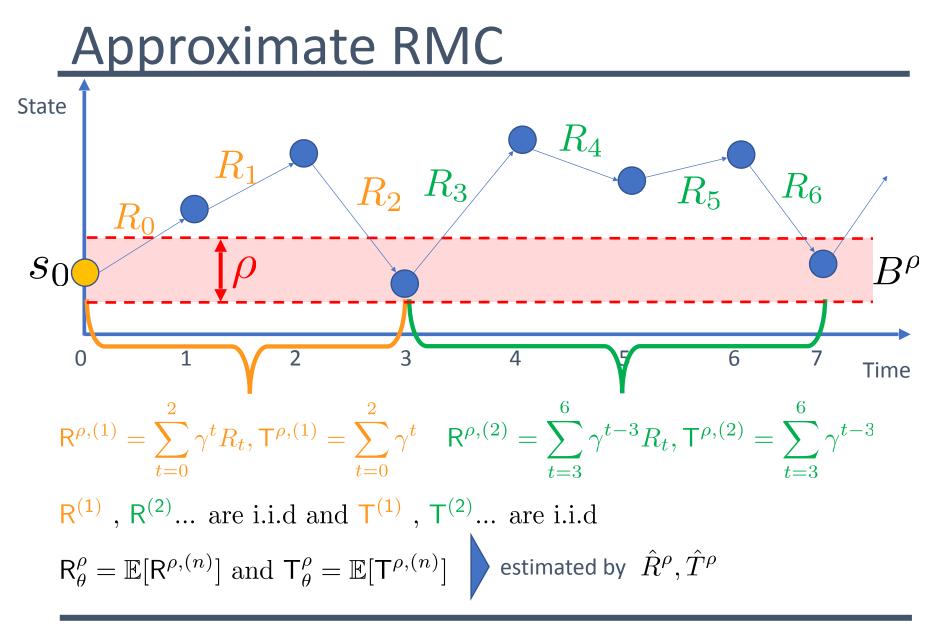




#### Renewals defined in terms of post-decision states







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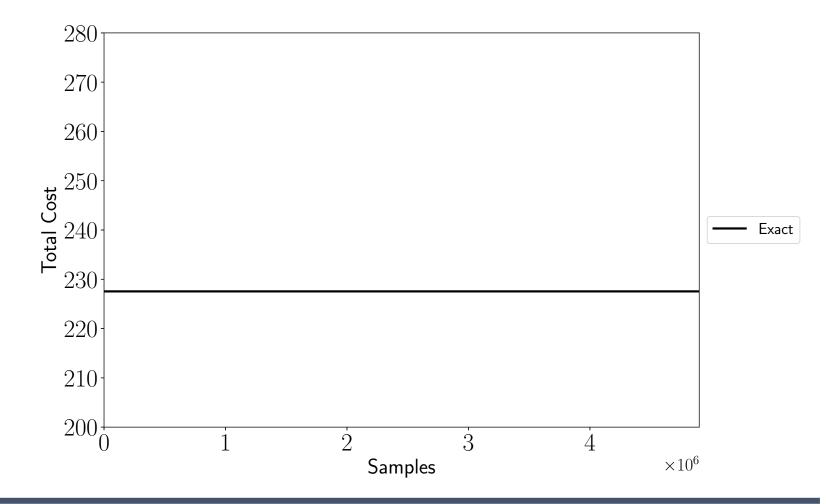
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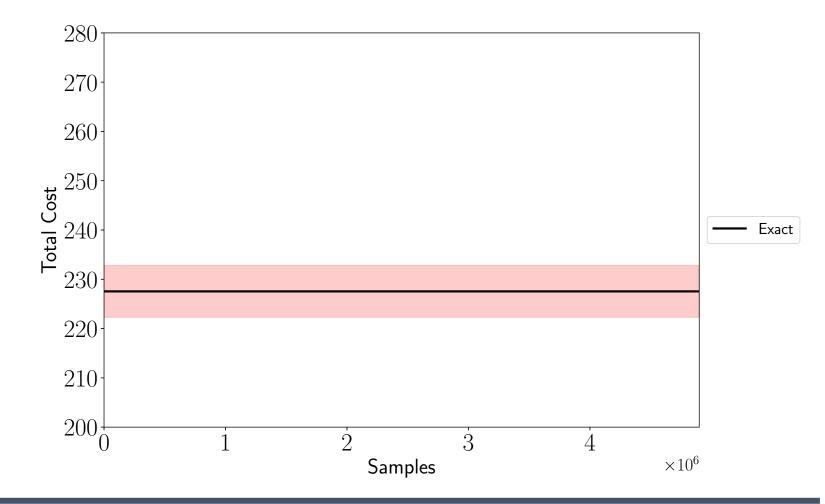
$$J_{\theta} - J_{\theta}^{\rho} \leq \cdots \leq \frac{\gamma}{(1-\gamma)} L_{\theta} \rho$$

#### Approximation error bounded by radius of approximation

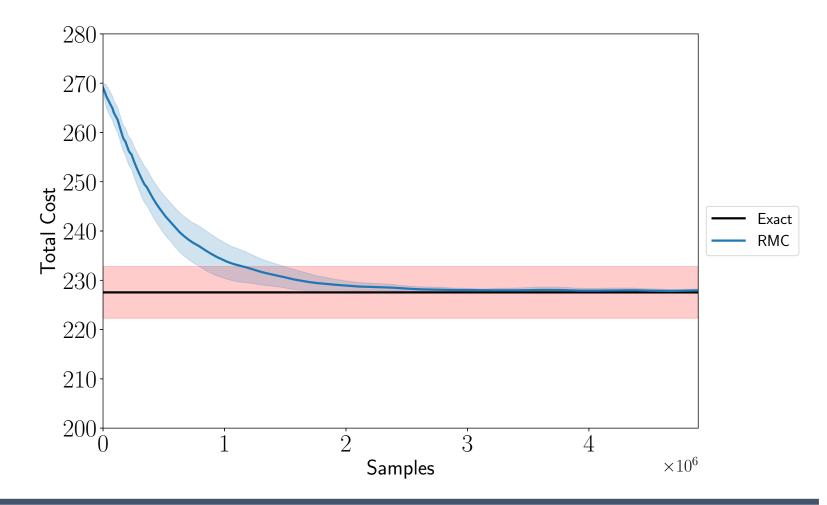
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- Not so useful in arbitrary high dimensional problems
- In high dimensional problems:
  - RMC can be used as a sub-component of main scheme
  - in the presence of hierarchies, can be used in a level with short renewals

# Thank you