

Policy Gradient

Policy Gradient (PG)

- Given a class of parameterized policies π_θ , optimize $J(\pi_\theta) := \mathbb{E}_{s \sim d_0}[V^{\pi_\theta}(s)]$
 - We will often make the dependence of π_θ on θ implicit, i.e., when we write π we mean π_θ in this part of the course
- Simple idea: can run (stochastic) gradient descent if we can obtain (an unbiased estimate of) $\nabla_\theta J(\pi_\theta)$
 - will abbreviate as $J(\pi)$
- Beautiful result: an unbiased estimate can be obtained from a single on-policy trajectory, without using knowledge of P and R of the MDP!
- Has a strong connection to IS
- “Vanilla” PG (e.g., REINFORCE) is considered a Monte-Carlo method—it does not leverage Bellman equation

Why PG?

- RL methods can be categorized according to what we try to approximate: [model-based RL](#), [value-based RL](#), [policy search](#)
- Eventually we only care about a good policy!
- value-based RL is indirect (model-based even more)
- If a value function induces a good greedy policy, but the function itself severely violates Bellman equation, you won't be able to find such a policy via value-based methods
- In other words, policy search is agnostic against misspecification of function approximation
 - Apart from difficulties in optimization, there is nothing that prevents policy search from finding the best policy in class
- Value- (and model-) based methods have their advantages—will come back later

Example of policy parametrization

- Linear + softmax:
 - Featurize state-action: $\phi : S \times A \rightarrow \mathbb{R}^d$
 - Policy: $\pi(a | s) \propto e^{\theta^\top \phi(s, a)}$
- Recall that in SARSA we've also seen the softmax policy
- There we include a temperature parameter, $\pi(a | s) \propto e^{\theta^\top \phi(s, a) / T}$
- Why the difference?
 - In TD, we want $\theta^\top \phi(s, a) \approx Q^\pi(s, a)$. We don't have the freedom to rescale it; i.e., if $\theta^\top \phi(s, a) \approx Q^\pi(s, a)$, then $(2\theta)^\top \phi(s, a) \neq Q^\pi(s, a)$.
 - We need an additional knob (T) to control the stochasticity of π
 - In PG, $\theta^\top \phi(s, a)$ does not carry any meaning—it's totally possible that eventually we find a θ but $\theta^\top \phi(s, a) \neq Q^{\pi_\theta}(s, a)$!
 - That's why we can absorb the temperature parameter in θ
 - Reflection of the agnosticity of PG

Derivation of PG

- Use $\tau := (s_1, a_1, r_1, \dots, s_H, a_H, r_H)$ to denote a trajectory (episodic)
- Use $\tau \sim \pi$ as a shorthand for distribution induced by π
- Let $R(\tau) := \sum_{t=1}^H \gamma^{t-1} r_t$
- Ver 1: $\nabla J(\pi) = \mathbb{E}_{\tau \sim \pi} [R(\tau) \sum_{t=1}^H \nabla \log \pi(a_t | s_t)]$
 - Will derive using a “MC”-style proof
- Ver 2: $\nabla J(\pi) = \frac{1}{1-\gamma} \mathbb{E}_{s \sim d^\pi, a \sim \pi(s)} [Q^\pi(s, a) \nabla \log \pi(a | s)]$
 - d^π is the normalized occupancy (from d_0 as init distribution)
 - Possible implementation: (1) roll out $\tau \sim \pi$, (2) pick a random time step t w.p. $\propto \gamma^{t-1}$, (3) $(\sum_{t'=t}^H \gamma^{t'-1} r_{t'}) \nabla \log \pi(a_t | s_t)$
 - Note that $\mathbb{E}[\sum_{t'=t}^H \gamma^{t'-1} r_{t'} | s_t, a_t] = Q^\pi(s_t, a_t)$
 - Take expectation over step (2) gives an alternative form:
$$\nabla J(\pi) = \mathbb{E}_{\tau \sim \pi} [\sum_{t=1}^H (\sum_{t'=t}^H \gamma^{t'-1} r_{t'}) \nabla \log \pi(a_t | s_t)]$$
- Will derive using a “DP”-style proof; can also be derived using the MC-style proof for ver 1

Pros & Cons of PG, and beyond

- Standard PG is fully on-policy, and it's hard to reuse data
 - after each update step, the policy changes and we need to generate MC trajectories from the new policy
- in practice, it suffers from noisy gradient estimate
- Blend PG with value-based method:
 - $\nabla J(\pi) = \frac{1}{1-\gamma} \mathbb{E}_{s \sim d^\pi, a \sim \pi(s)} [Q^\pi(s, a) \nabla \log \pi(a | s)]$
 - Instead of using MC estimate $\sum_{t'=t}^H \gamma^{t'-1} r_{t'}$ for $Q^\pi(s_t, a_t)$, use an approximate value-function $\hat{Q}^\pi(s_t, a_t)$, often trained by TD
 - e.g., using expected Sarsa—can leverage previous (off-policy) data to learn $\hat{Q}^\pi(s_t, a_t)$
 - “Actor-critic”: the parametrized policy is called the actor, and the value-function estimate is called the critic

Baseline in PG

- $\nabla J(\pi) = \frac{1}{1-\gamma} \mathbb{E}_{s \sim d^\pi, a \sim \pi(s)} [Q^\pi(s, a) \nabla \log \pi(a | s)]$
- For any $f: S \rightarrow \mathbb{R}$, $\nabla J(\pi) = \frac{1}{1-\gamma} \mathbb{E}_{s \sim d^\pi, a \sim \pi(s)} [(Q^\pi(s, a) - f(s)) \nabla \log \pi(a | s)]$
 - for any s , $\mathbb{E}_{a \sim \pi(s)} [f(s) \nabla \log \pi(a | s)] = f(s) \cdot \mathbb{E}_{a \sim \pi(s)} [\nabla \log \pi(a | s)] = \mathbf{0}$
 - proof: $\mathbb{E}_{a \sim \pi(s)} [\nabla \log \pi(a | s)] = \sum_a \pi(a | s) \nabla \log \pi(a | s)$
 $= \sum_a \nabla \pi(a | s) = \nabla \sum_a \pi(a | s) = \nabla 1 = \mathbf{0}$
- One choice: $f = V^\pi(s)$
 - $\nabla J(\pi) = \frac{1}{1-\gamma} \mathbb{E}_{s \sim d^\pi, a \sim \pi(s)} [A^\pi(s, a) \nabla \log \pi(a | s)]$
 - recall that A is the advantage function

Comparing AC with Policy Iteration

- $\nabla J(\pi) \approx \frac{1}{1-\gamma} \mathbb{E}_{s \sim d^\pi, a \sim \pi(s)} [\hat{Q}^\pi(s, a) \nabla \log \pi(a | s)]$
- A different but related procedure: freeze π , update the parameter of another policy π' (whose parameters are θ') by
$$\theta' \leftarrow \theta' + \alpha \cdot \frac{1}{1-\gamma} \mathbb{E}_{s \sim d^\pi, a \sim \pi(s)} [\hat{Q}^\pi(s, a) \nabla \log \pi'(a | s)]$$
 - gradient = $\mathbf{0}$ at $\pi' = \pi_{Q^\pi} \Rightarrow$ policy iteration
- This can run into serious issues
 - Tabular PI theory assumes that we get \hat{Q}^π that is accurate for every single state-action pair
 - Simply unrealistic if problem is complex and we can only roll-out trajectories (instead of sweeping the entire state space)
 - in the middle of learning, part of the state space may be under-explored
 - at best we can hope \hat{Q}^π to be accurate under distribution of state space we have data for

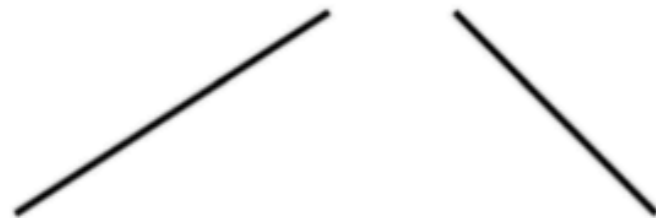
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- This can run into serious issues
 - (cont.) if π' visits new states, \hat{Q}^π may be highly inaccurate in those states, and policy improvement no longer holds
- Perhaps better idea: move π' a little more but not too far from π , so that their state occupancies are still similar.
- Theory: CPI [Kakade & Langford'02]
- Modern implementations & variants: TRPO, PPO, etc

RL Algorithms Landscape

policy search

Policy Optimization



DFO / Evolution

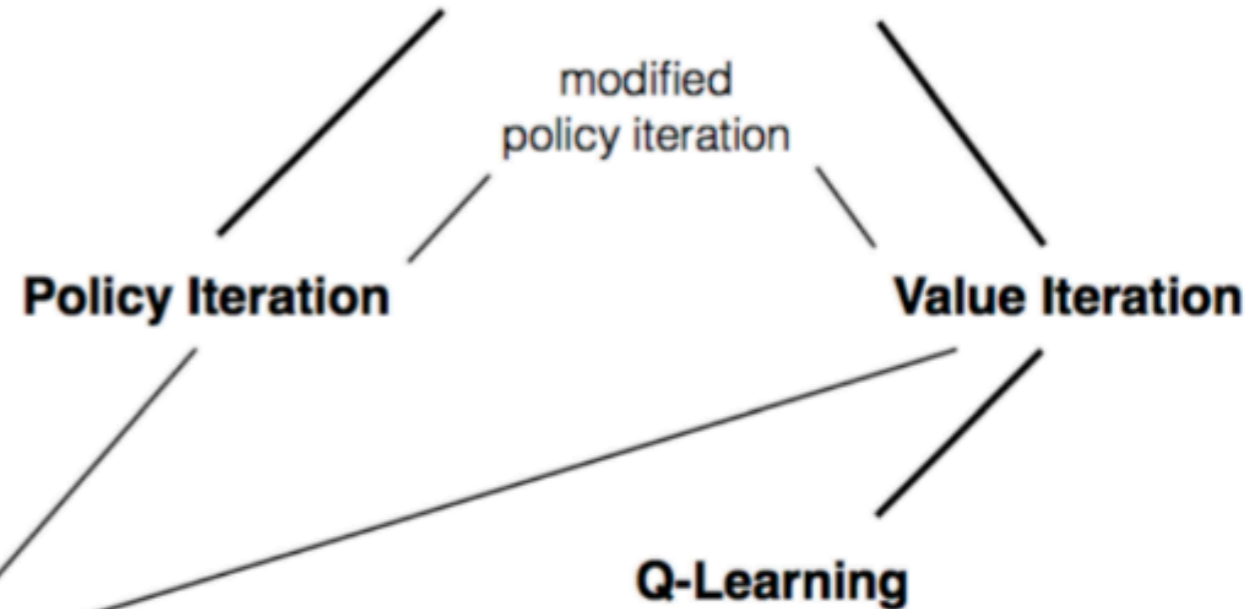
Policy Gradients

0-th order opt.

**Actor-Critic
Methods**

value-based RL

Dynamic Programming



Policy Iteration

modified
policy iteration

Value Iteration

Q-Learning