



Convergence and Iteration Complexity of Policy Gradient Method for Infinite-Horizon Reinforcement Learning

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Reinforcement Learning

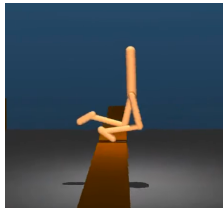
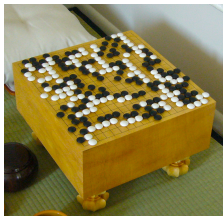
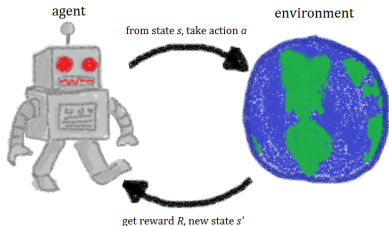


Reinforcement learning: data-driven control

- ⇒ **unknown** system model/cost function
- ⇒ parameterize policy/cost as stat. model for **high dimensional** spaces

Recent successes:

- ⇒ AlphaGo Zero [Silver et al. '17]
- ⇒ Bipedal walker on terrain [Heess et al. '17]
- ⇒ Personalized web services [Theocharous et al. '15]





Problem Formulation



Markov decision process (MDP) $(\mathcal{S}, \mathcal{A}, \mathbb{P}, R, \gamma)$

⇒ State space \mathcal{S} , action space \mathcal{A} (high-dim. or even continuous)

⇒ Markov transition kernel $\mathbb{P}(s' | s, a) : \mathcal{S} \times \mathcal{A} \rightarrow \mathcal{P}(\mathcal{S})$

⇒ Reward $R : \mathcal{S} \times \mathcal{A} \rightarrow \mathbb{R}$, discount factor $\gamma \in (0, 1)$

Stochastic policy $\pi : \mathcal{S} \rightarrow \mathcal{P}(\mathcal{A})$, i.e., $a_t \sim \pi(\cdot | s_t)$

Infinite-horizon setting value function:

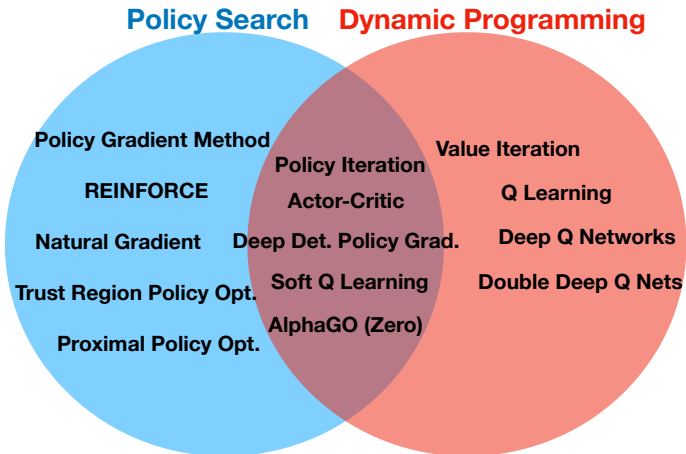
$$V(s) = \mathbb{E} \left(\sum_{t=0}^{\infty} \gamma^t \cdot R(s_t, a_t) \mid s_0 = s \right),$$

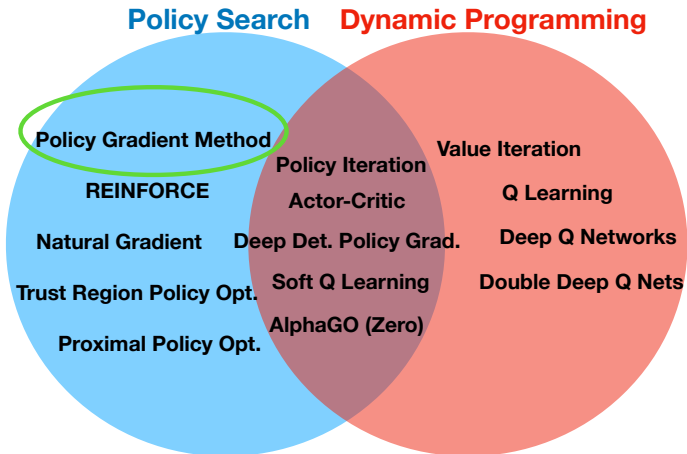
Goal: find $\{a_t = \pi(s_t)\}$ to maximize $V_\pi(s) := \mathbb{E}[V(s) | a \sim \pi(s)]$

$\max_{\pi \in \Pi} V_\pi(s)$ where Π is some family of distributions

⇒ E.g., Gaussian $\pi = \pi_\theta$ w/ $\theta \in \mathbb{R}^d$ ⇒ $\pi_\theta(\cdot | s) = \mathcal{N}(\phi(s)^\top \theta, \sigma^2)$

⇒ Define action-state value (Q) function $Q_\pi(s, a) = \mathbb{E}[V_\pi(s) | a_0 = a]$







Context



Pros of policy gradient [Silver '14]:

- Better** convergence properties

- Effective in high-dimensional or continuous action spaces

- Can learn **stochastic** policies

Cons of policy gradient [Silver '14]:

- Typically converge to a **local** rather than global optimum



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(How much better?)

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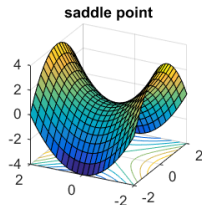
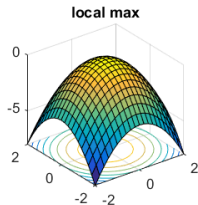
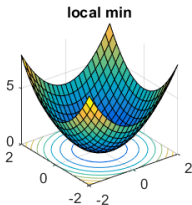
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Cons of policy gradient [Silver '14]:

Typically converge to a **local** rather than global optimum

(Really?)

⇒ First-order algorithms are not guaranteed to find **local optima**





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- Better convergence properties (How much better?)
- Effective in high-dimensional or continuous action spaces
- Can learn **stochastic** policies

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- Typically converge to a **local** rather than global optimum (Really?)

Contribution: global convergence of policy gradient methods

- ⇒ for **discounted infinite-horizon** setting w/ **iteration complexity**
- ⇒ conditions for converging to **approximate local extrema**

Contrast w/ asymptotics via ODEs [Kushner & Yin '76; Borkar '08]

- ⇒ Correct claims of attaining local extrema via **nonconvex opt.**



Policy Gradient Theorem



Policy gradient formula [Sutton '00]

$$\nabla J(\theta) = \frac{1}{1 - \gamma} \cdot \mathbb{E}_{(s,a) \sim \rho_{\theta}(\cdot, \cdot)} [\nabla \log \pi_{\theta}(a | s) \cdot Q_{\pi_{\theta}}(s, a)].$$

$\Rightarrow \rho_{\theta}(s, a) \Rightarrow$ ergodic dist. of Markov chain for fixed policy:

$$\rho_{\theta}(s, a) = (1 - \gamma) \sum_{t=0}^{\infty} \gamma^t p(s_t = s | s_0, \pi_{\theta}) \cdot \pi_{\theta}(a | s).$$



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Stochastic gradient ascent (SGA): $\theta_{k+1} = \theta_k + \alpha_k \hat{\nabla} J(\theta_k)$.



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Stochastic gradient ascent (SGA): $\theta_{k+1} = \theta_k + \alpha_k \hat{\nabla} J(\theta_k)$.

Unbiasedly sampling $\hat{\nabla} J(\theta)$ is challenging, since this requires

$\Rightarrow \hat{Q}_{\pi_{\theta}}(s, a)$ unbiasedly estimate $Q_{\pi_{\theta}}(s, a)$

$\Rightarrow (s, a)$ drawn from $\rho_{\theta}(\cdot, \cdot)$



Random-horizon Policy Gradient (RPG)



Unbiasedly estimate $Q_{\pi_{\theta}}(s, a)$ [Paternain 2018]:

⇒ Draw $T' \sim \text{Geom}(1 - \gamma^{1/2})$, i.e., $P(T' = t) = (1 - \gamma^{1/2})\gamma^{t/2}$

⇒ Rollout a trajectory $(s_0, a_0, s_1, \dots, s_{T'}, a_{T'})$

$$\hat{Q}_{\pi_{\theta}}(s, a) = \sum_{t=0}^{T'} \gamma^{t/2} \cdot R(s_t, a_t) \mid s_0 = s, a_0 = a$$



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Draw (s, a) from $\rho_\theta(\cdot, \cdot)$:

⇒ Draw $T \sim \text{Geom}(1 - \gamma)$

⇒ Rollout a trajectory $(s_0, a_0, s_1, \dots, s_T, a_T)$

⇒ Evaluate the gradient at (s_T, a_T)

$$\hat{\nabla} J(\theta) = \frac{1}{1 - \gamma} \cdot \hat{Q}_{\pi_\theta}(s_T, a_T) \cdot \nabla \log[\pi_\theta(a_T \mid s_T)]$$



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⇒ Evaluate the gradient at (s_T, a_T)

$$\hat{\nabla} J(\theta) = \frac{1}{1 - \gamma} \cdot \hat{Q}_{\pi_{\theta}}(s_T, a_T) \cdot \nabla \log[\pi_{\theta}(a_T \mid s_T)]$$

Random-horizon Policy Gradient (RPG) update:

$$\theta_{k+1} = \theta_k + \alpha_k \hat{\nabla} J(\theta_k)$$



Convergence Guarantee



Asymptotic convergence to stationary points:

Theorem (Convergence with Diminishing Stepsize)

Let $\{\theta_k\}_{k \geq 0}$ be the sequence of parameters of the policy π_{θ_k} given by RPG.
If the stepsize $\{\alpha_k\}$ satisfies

$$\sum_{k=0}^{\infty} \alpha_k = \infty, \quad \sum_{k=0}^{\infty} \alpha_k^2 < \infty,$$

then we have

$$\lim_{k \rightarrow \infty} \|\nabla J(\theta_k)\| = 0, \quad a.s.$$

⇒ Recover the result obtained by ODE method (Borkar & Meyn)



Convergence Guarantee



Convergence rate with diminishing stepsize

Theorem (Rate with Diminishing Stepsize)

Let $\{\theta_k\}_{k \geq 0}$ be the sequence of parameters of the policy π_{θ_k} given by RPG.
Let the stepsize be $\alpha_k = k^{-a}$ where $a \in (0, 1)$. Let

$$K_\epsilon = \min \left\{ k : \inf_{0 \leq m \leq k} \mathbb{E}[\|\nabla J(\theta_m)\|^2] \leq \epsilon \right\} \leq \mathcal{O}(\epsilon^{-\frac{1}{2}})$$

\Rightarrow Recover the $O(1/\sqrt{k})$ optimal rate of SGA for nonconvex opt.



Convergence Guarantee



Convergence with **constant stepsize**

Corollary (Convergence with Constant Stepsize)

Let $\{\theta_k\}_{k \geq 0}$ be the sequence of parameters of the policy π_{θ_k} given by RPG. Let the stepsize be $\alpha_k = \alpha > 0$. Then, there exists some constant $C > 0$ such that

$$\frac{1}{k} \sum_{m=1}^k \mathbb{E}[\|\nabla J(\theta_m)\|^2] \leq O\left(\frac{1}{k\alpha} + C \cdot \alpha\right).$$

⇒ Recover the conv. of SGA to the **neighborhood of stationary points**

⇒ Trade-off between the conv. speed and the accuracy by choosing α



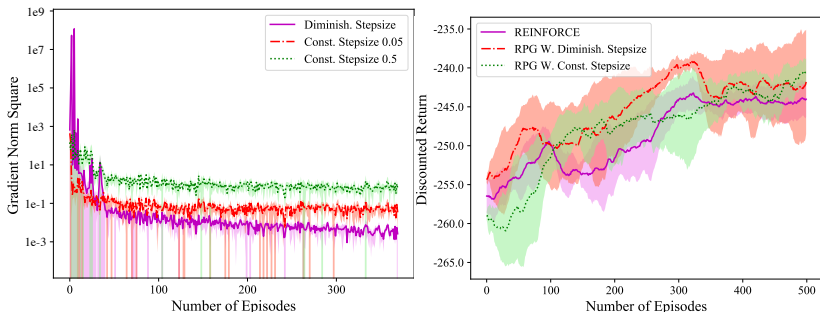
Pendulum Experiments



Compare with REINFORCE [Williams '92]

⇒ fixed Q function horizon estimate

Each curve 30 times with mean and ± 1.0 standard deviation





Additional Assumptions



Can we do better? Link R & π_θ to 2nd-order structure of value func.

Assumption

Positive/negative reward: $|R(s, a)| \in [L_R, U_R]$ uniformly with $L_R > 0$.
Fisher information matrix induced by $\pi_\theta(\cdot | s)$ is positive-definite

$$G(\theta) := \int_{\mathcal{S} \times \mathcal{A}} \rho_\theta(s, a) \cdot \nabla \log \pi_\theta(a | s) \cdot [\nabla \log \pi_\theta(a | s)]^\top da ds \succeq L_I \cdot \mathbf{I}.$$

Smoothness: there exist $\rho_\Theta > 0$ and $C_\Theta < \infty$ s.t. for any $(s, a) \in \mathcal{S} \times \mathcal{A}$

$$\begin{aligned} \|\nabla^2 \log \pi_{\theta^1}(a | s) - \nabla^2 \log \pi_{\theta^2}(a | s)\| &\leq \rho_\Theta \cdot \|\theta^1 - \theta^2\|, \text{ for all } \theta^1, \theta^2, \\ \|\nabla^2 \log \pi_\theta(a | s)\| &\leq C_\Theta, \text{ for all } \theta. \end{aligned}$$

Can be easily satisfied in practice.

⇒ motivates reward offset via nonconvex opt ⇒ common in practice



Modified RPG Algorithm



Algorithm 1 MRPG: Modified Random-horizon Policy Gradient Algorithm

Input: s_0, θ_0 , and the **gradient type** \diamond , initialize $k \leftarrow 0$, return set $\hat{\Theta}^* \leftarrow \emptyset$.

Repeat:

Draw T_{k+1} from $\text{Geom}(1 - \gamma)$, and draw $a_0 \sim \pi_{\theta_k}(\cdot | s_0)$.

for all $t = 0, \dots, T_{k+1} - 1$ **do**

 Simulate $s_{t+1} \sim \mathbb{P}(\cdot | s_t, a_t)$ and $a_{t+1} \sim \pi_{\theta_k}(\cdot | s_{t+1})$.

end for

Calculate the stochastic gradient $g_k \leftarrow \text{EvalPG}(s_{T_{k+1}}, a_{T_{k+1}}, \theta_k, \diamond)$.

if $(k \bmod k_{\text{thre}}) = 0$ **then**

$$\hat{\Theta}^* \leftarrow \hat{\Theta}^* \cup \{\theta_k\}, \quad \theta_{k+1} \leftarrow \theta_k + \beta \cdot g_k$$

else

$$\theta_{k+1} \leftarrow \theta_k + \alpha \cdot g_k$$

end if

Update the iteration counter $k = k + 1$.

Until Convergence

return θ uniformly at random from the set $\hat{\Theta}^*$.



Improved Convergence Guarantee



Definition (Second-order Stationary Point)

A point θ is an ϵ_g, ϵ_h -second order stationary point with $\epsilon_g, \epsilon_h > 0$, if

$$\|\nabla J(\theta)\| \leq \epsilon_g, \quad \nabla^2 J(\theta) \preceq \epsilon_h \cdot \mathbf{I}.$$

Approximate **local optima** if no degenerate saddle exists



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Theorem (Improved Convergence)

Let $\{\theta_k\}_{k \geq 0}$ be the sequence of parameters of the policy π_{θ_k} given by the **MRPG** updates, with certain parameters chosen, then θ_k converges to an $(\epsilon, \sqrt{\epsilon})$ -second order stationary point w/ prob. $(1 - \delta)$ after

$$\mathcal{O}\left(\left(\frac{\rho^{3/2} L \epsilon^{-9}}{\delta \eta}\right) \log\left(\frac{\ell_g L}{\epsilon \eta \rho}\right)\right),$$

steps. If no degenerate saddle exists, attain **locally optimal policy**.

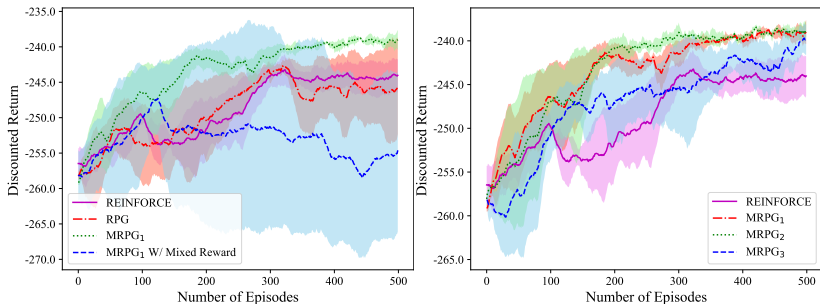


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Each curve 30 times with mean and ± 1.0 standard deviation



Mixed reward setting: adding a constant 10.0



Conclusion



Policy gradient method \Rightarrow foundation of many RL methods
 \Rightarrow global convergence and limiting properties not well-understood
 \Rightarrow in infinite horizon settings

We derive iteration complexity from nonconvex opt perspective
 \Rightarrow of a new version that uses random rollout horizons for Q function
 \Rightarrow establish conditions for attaining approximate local extrema

Experimentally observe these properties of policy search on pendulum
 \Rightarrow solid foundation to derive accelerated & variance-reduced methods