Variational Policy Gradient Method for Reinforcement Learning with General Utilities

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- Consider Markov Decision Process: MDP(S, A, P, r).
- Problems beyond cumulative reward?



(a) Exploration

(b) Risk aversion

(c) Imitation

• More examples...

• Maximizing a policy's long term utility:

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- λ^{π} the unnormalized state-action occupancy measure.

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- F a concave function.
- For concave F, it is sufficient to explore over stationary policies.

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Imitation:

 $F(\lambda^{\pi_{ heta}}) = -D_{\mathcal{KL}}(ext{occupancy measure} \mid\mid ext{some distribution})$

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- Questions:
 - Is policy search still viable?
 - If so, can we do policy search in parameter space? to handle large state-action space.
- This is important for deriving scalable parameterized algorithms for large scale RL problems.

What are the existing results?

- RL utilities beyond cumulative rewards: Max entropy exploration (Hazan et al., 2019); Imitation (Schaa, 1997), (Argall et al., 2008)...; Constrained RL: (Eitan Altman, 1999), (Achiam et al., 2017) ...
 - Many of them does not allow function approximation.
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- Recently efforts on PG method for cumulative rewards, convergence to global optima: (Agarwal et al., 2019), (Mei et al., 2020)...
 - We guarantee global optimality for more general utilities, via novel perspective of hidden convexity.

• Policy gradient theorem (Sutton et al., 2000), cumulative reward:

$$abla_ heta oldsymbol{V}^{\pi_ heta} = \mathbb{E}^{\pi_ heta} \left[\sum_{t=0}^\infty \gamma^t oldsymbol{Q}^{\pi_ heta}(s_t, a_t) \cdot
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• For general utilities, by chain rule

$$\nabla_{\!\theta} R(\pi_{\!\theta}) = \sum_{s,a} \frac{\partial F(\lambda^{\pi_{\!\theta}})}{\partial \lambda_{sa}} \cdot \nabla_{\!\theta} \lambda^{\pi_{\!\theta}}_{sa}.$$

• Both
$$rac{\partial F(\lambda^{\pi_{ heta}})}{\partial \lambda_{sa}}$$
 and $abla_{ heta}\lambda_{sa}^{\pi_{ heta}}$ are hard to estimate.

Theorem (Variational Policy Gradient Theorem)

$$\nabla_{\theta} R(\pi_{\theta}) = \lim_{\delta \to \mathbf{0}_{+}} \operatorname*{argmax}_{x} \inf_{z} \left\{ V(\theta; z) + \delta \nabla_{\theta} V(\theta; z)^{\top} x - F^{*}(z) - \frac{\delta}{2} \|x\|^{2} \right\}.$$

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- *F*^{*}: convex conjugate of *F*.
- z: the shadow reward.
- $V(\theta; z)$: cumulative reward with reward function z, policy π_{θ} .

Landscape of the nonconvex utility

• $\max_{\theta} R(\pi_{\theta})$ is highly nonconvex: saddle points, bad local optimas.

Theorem Under proper assumptions, every first-order stationary solution of the (possibly nonsmooth) nonconvex problem

$$\max_{\theta} R(\pi_{\theta})$$

is a global optimal solution.

Theorem

Consider the policy gradient update

$$\theta_{t+1} = \theta_t + \eta \nabla_\theta R(\pi_{\theta_t}).$$

Under proper assumptions, the policy gradient update satisfies $R(\pi_{\theta^*}) - R(\pi_{\theta_t}) \le O(1/t).$

Additionally, if $F(\cdot)$ is strongly concave, we have

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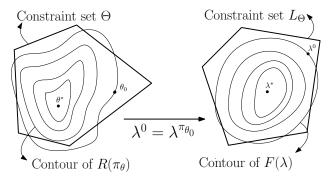
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- For tabular MDP, no parameterization: $\mathcal{O}(1/\epsilon)$ iteration complexity.
- Improving the $\mathcal{O}(1/\epsilon^2)$ state-of-the-art result.

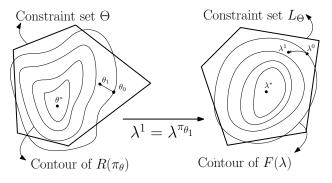
• Key intuition behind: hidden convexity:

$$\max_{ heta\in\Theta} R(\pi_{ heta}) \qquad \Longleftrightarrow \qquad \max_{\lambda\in\mathcal{L}} F(\lambda).$$



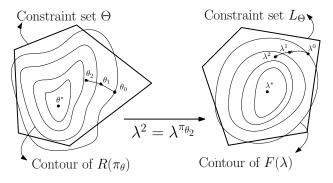
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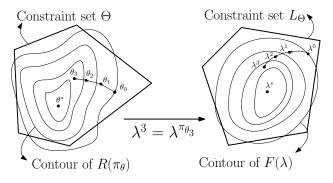
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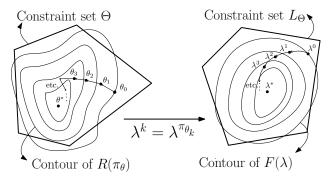
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Summary of contribution

- General RL utilities beyond cumulative reward.
- Variational Policy Gradient Theorem: estimate policy gradient for general utilities via minimax optimization.
- Global convergence of variational policy gradient updates: exploit the hidden convexity in the occupancy measure.
- State-of-the-art convergence rate.

Thank you!