Statistical Foundations of Reinforcement Learning: I

COLT 2021

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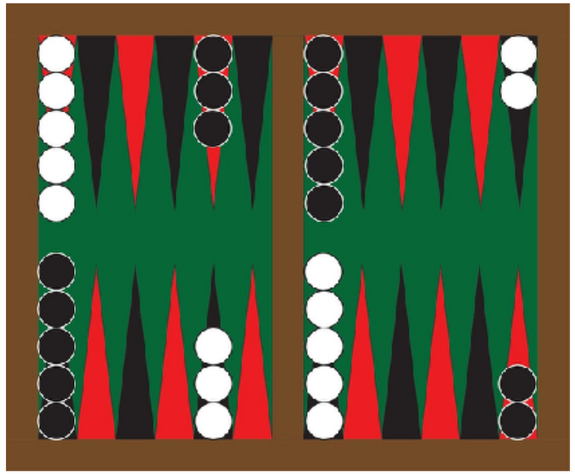
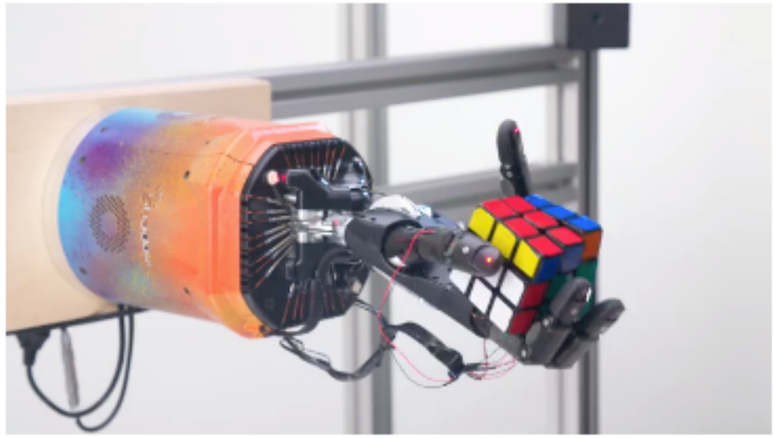
Reinforcement Learning: Motivation and empirical progress



TD Gammon [Tesauro]

DeepMind Starcraft [Vinyals et.al]

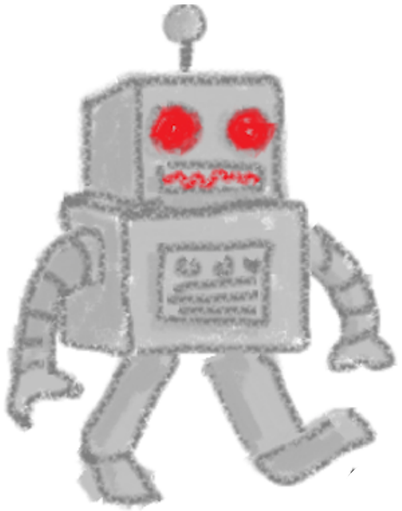
Stratospheric balloons [Bellemare et.al]



OpenAI Dexterous manipulation [Akkaya et.al]

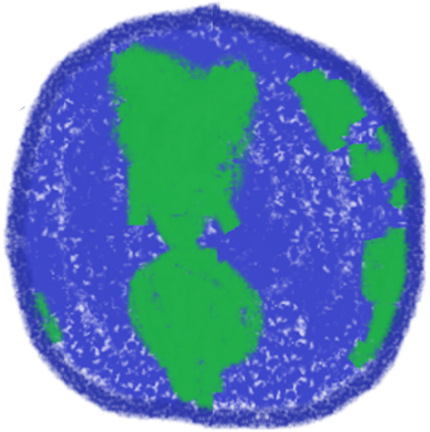
What is reinforcement learning?

Learning Agent



Determine **action** based on **state**

Environment



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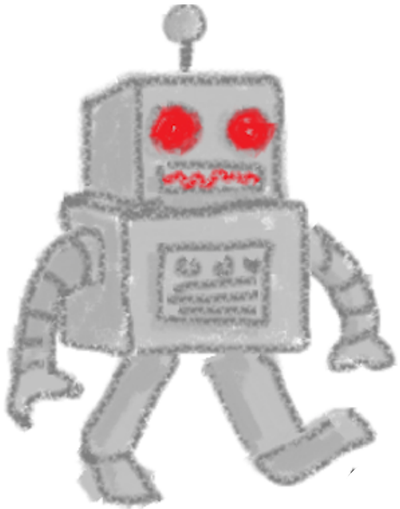

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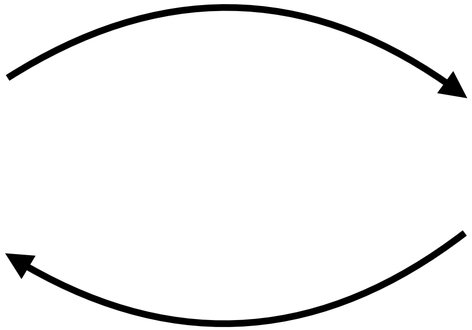

Send **reward** and **next state**

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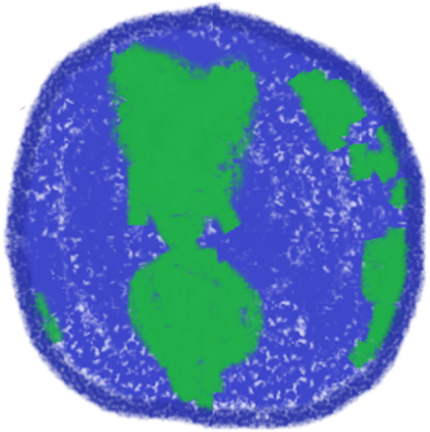

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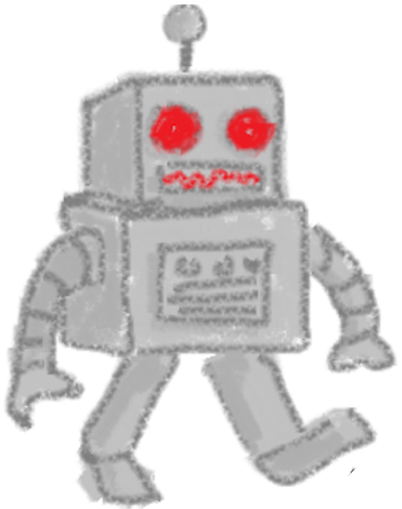
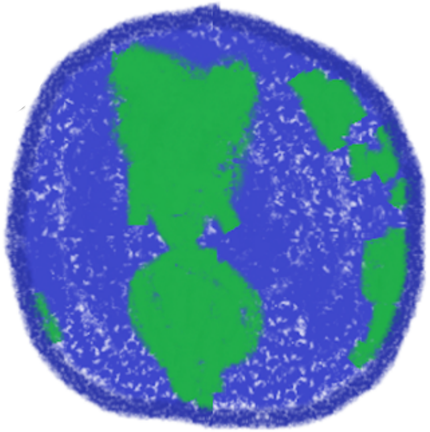


Determine **action** based on **state**

Multiple Steps

Send **reward** and **next state**

Environment



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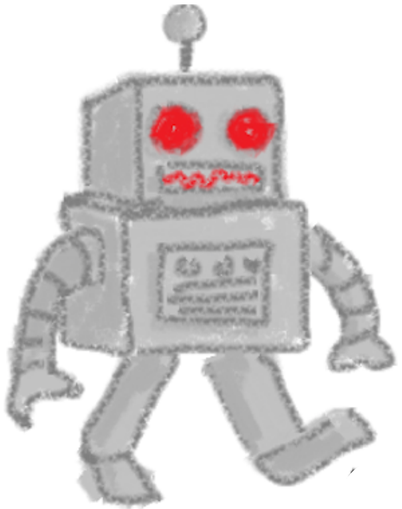

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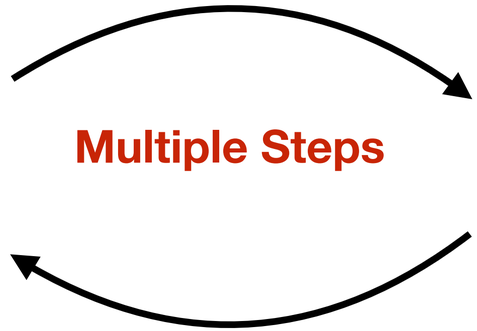

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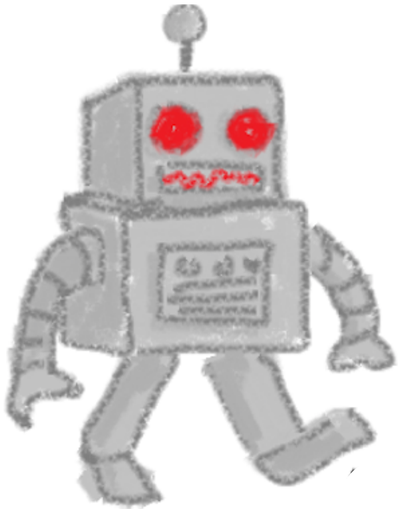

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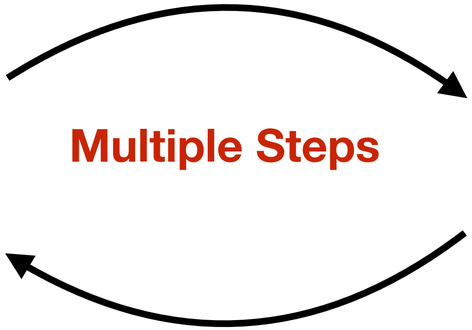

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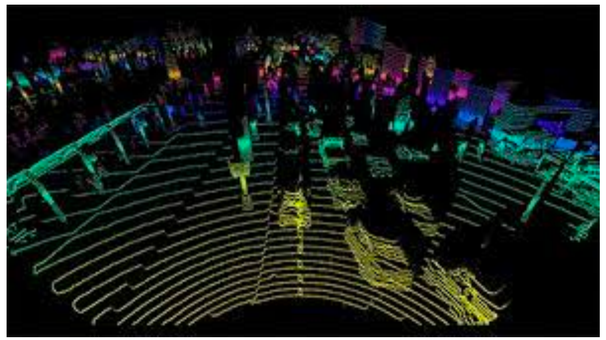

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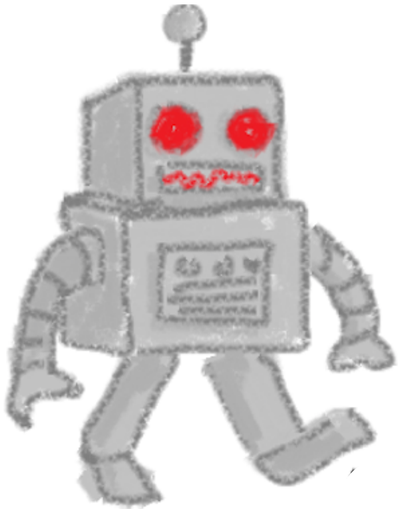

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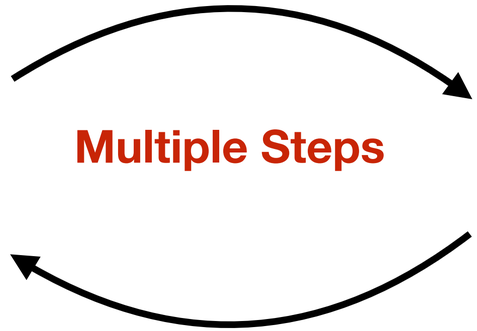

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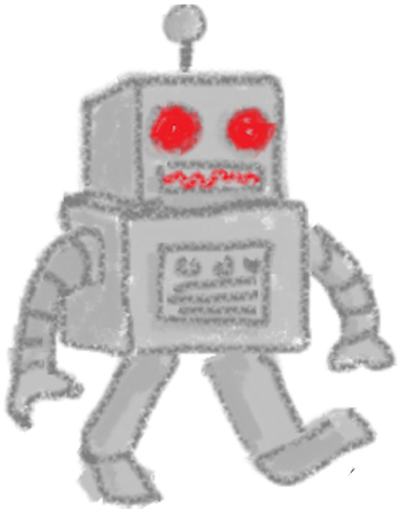

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Multiple Steps

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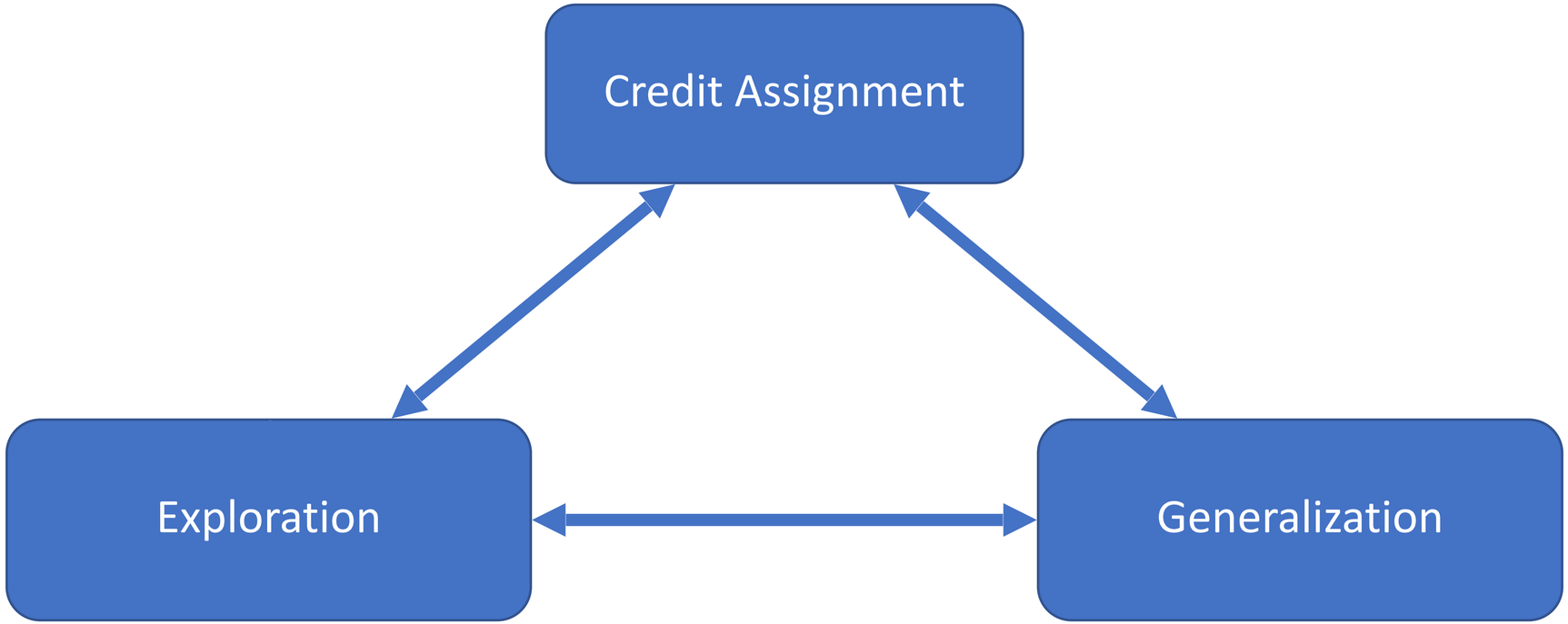
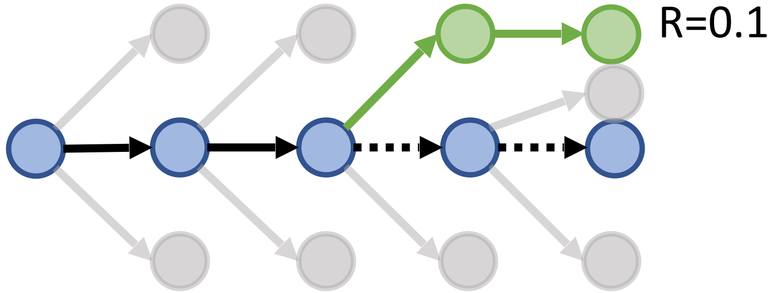
Why is RL hard?



Why is RL hard?

Policy search methods;
Structured prediction;
Imitation learning.



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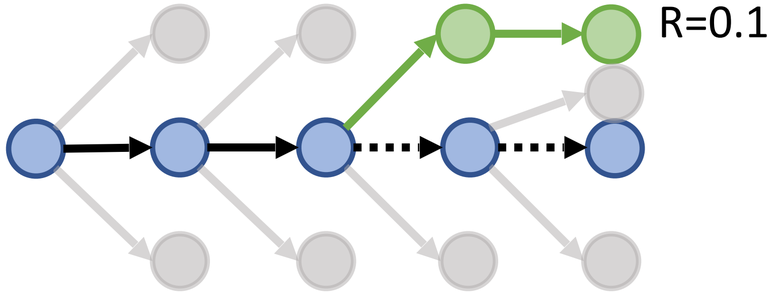

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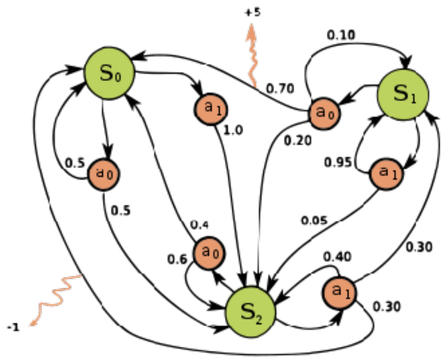
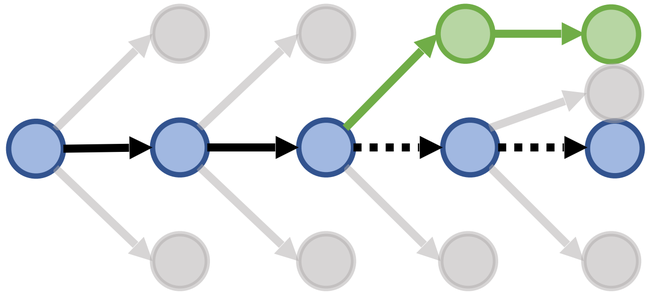




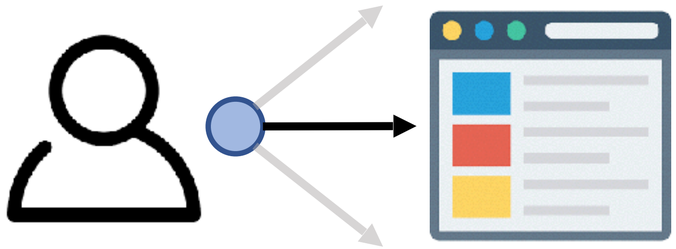
Credit Assignment

Tabular RL

Exploration

Generalization

Contextual Bandits



Plan for the tutorial

Part 1: Tabular setting

1. Basics and key concepts
2. Policy optimization and Natural Policy Gradient
3. UCB-Value Iteration

Part 2: Problem set

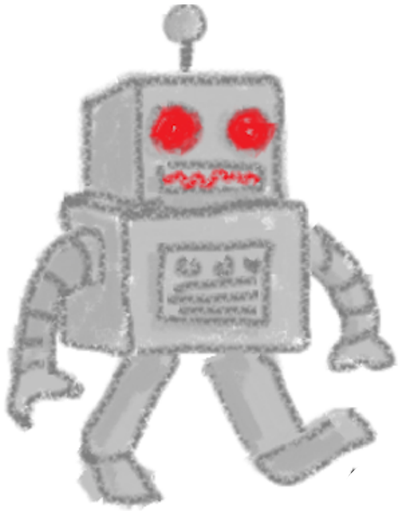
Part 3: Function approximation + Exploration

1. Linear methods and complexity
2. Nonlinear methods, bellman rank, bilinear classes, representation learning

Part 1A: MDP Basics

Markov Decision Processes (Discounted version)

Learning Agent



policy $\pi(a \mid s)$

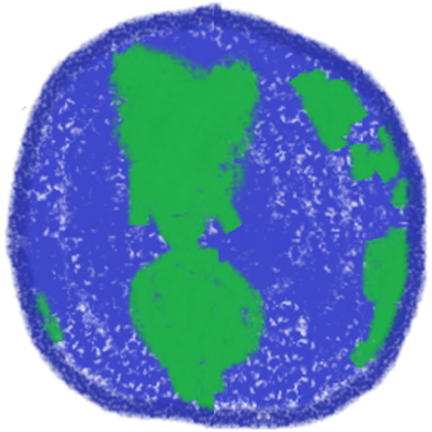
Determine **action** based on **state**

Infinitely many steps

Send **reward** and **next state**

$r(s,a),\ s' \sim P(\cdot \mid s,a)$

Environment



$\mathscr{M} = \{S, A, P, r, \gamma, \mu\}$

$\mu \in \Delta(S)$

$P : S \times A \mapsto \Delta(S)$

$r : S \times A \to [0,1]$

$\gamma \in [0,1)$

Markov Decision Processes (Discounted version)

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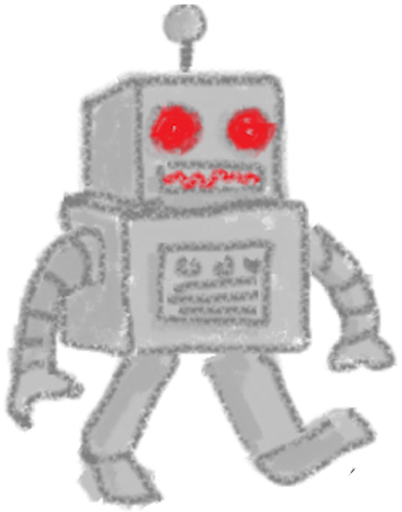

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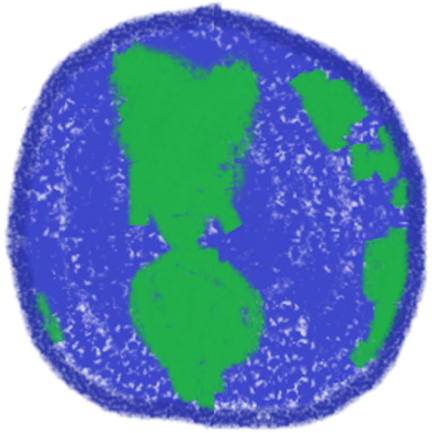

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Objective:

$$\max_{\pi} \mathbb{E}\left[\sum_{h=0}^{\infty} \gamma^h r(s_h, a_h) \mid s_0 \sim \mu, a_h \sim \pi(\,.\mid s_h), s_{h+1} \sim P(\,.\mid s_h, a_h)\right]$$

Average State-action Distributions

Given a policy $\pi : S \mapsto \Delta(A)$

Denote $d^{\pi}_{\mu,h}(s,a) := \mathrm{P}^{\pi}\left((s_h, a_h) = (s,a)\right)$, i.e., probability of π hitting (s,a) at time step h

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Denote $d^{\pi}_{\mu}(s,a) := (1-\gamma)\sum_{h=0}^{\infty}\gamma^h d^{\pi}_h(s,a)$ as the average state-action distribution

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Denote $d^{\pi}_{\mu}(s,a) := (1-\gamma)\sum_{h=0}^{\infty}\gamma^h d^{\pi}_h(s,a)$ as the average state-action distribution

We will abuse notation a bit and denote $d^{\pi}_{\mu}(s) := \sum_a d^{\pi}_{\mu}(s,a)$ as the average state-distribution

Value functions and Bellman equations

Value function $V^{\pi}(s)$: total reward when starting in state s and following π afterwards

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There exists a deterministic stationary policy $\pi^\star : S \mapsto A$, s.t.,

$$V^{\pi^\star}(s) \geq V^{\pi}(s), \forall s, \pi$$

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Theorem 1: Bellman Optimality

$$\forall s, a: \; Q^\star(s,a) = r(s,a) + \gamma \mathbb{E}_{s' \sim P(\cdot|s,a)} \max_{a'} Q^\star(s', a')$$

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Theorem 2: Bellman Optimality

For any $Q : S \times A \to \mathbb{R}$, if $Q(s,a) = r(s,a) + \gamma \mathbb{E}_{s' \sim P(\cdot|s,a)} \max_{a'} Q(s', a')$

for all s, a, then $Q(s,a) = Q^\star(s,a), \forall s, a$

Planning in MDP with known transition P and reward r

i.e., how to compute $\pi^\star$ (and $V^\star$ / $Q^\star$) given the MDP (P, r)

MDP Planning: Value iteration

Idea: fixed point iteration

Define: Bellman operator $\mathscr{T} : (S \times A \to \mathbb{R}) \to (S \times A \to \mathbb{R})$

$$(\mathscr{T} f)_{s,a} := r(s,a) + \gamma \mathbb{E}_{s' \sim P(\cdot|s,a)}[\max_{a'} f(s', a')]$$

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VI Algorithm: Initialize $Q^{(0)}$ s . t . , $Q^{(0)}(s,a) \in [0, 1/(1-\gamma))$

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Contraction lemma

$$\|\mathcal{T}Q - \mathcal{T}Q'\|_\infty \leq \gamma \|Q - Q'\|_\infty$$

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MDP Planning: Policy iteration

Idea: Alternate between policy evaluation and policy improvement

Initialize $\pi^{(0)} : S \rightarrow A$

Repeat:

- Compute $Q^{\pi^{(t)}}$ (evaluation)
- Update $\pi^{(t+1)} : \pi^{(t+1)}(s) = \arg\max_a Q^{\pi^{(t)}}(s, a)$ (improvement)

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Linear system solve

Theorem: Geometric convergence:

$$\|V^{\pi^{(t+1)}} - V^\star\|_\infty \leq \gamma \|V^{\pi^{(t)}} - V^\star\|_\infty$$

Finite Horizon MDPs

$$\mathscr{M} = \{S, A, P, r, \mu, H\}$$

$$P : S \times A \mapsto \Delta(S), \quad r : S \times A \to [0,1], \quad H \in \mathbb{N}^+, \quad \mu \in \Delta(S)$$

time-dependent policies: $\pi^\star := \{\pi_0^\star, \ldots, \pi_{H-1}^\star\}$

time-dependent V/Q functions: $\{V_h^\star\}_{h=0}^{H-1}, \{Q_h^\star\}_{h=0}^{H-1}$

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Episode:

$s_0 \sim \mu$

For $h = 0, \ldots, H-1$:

- Take action a_h
- Collect reward $r(s_h, a_h)$
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time-dependent policies: $\pi^\star := \{\pi_0^\star, \ldots, \pi_{H-1}^\star\}$

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Finite Horizon MDPs

$$\mathscr{M} = \{S, A, P, r, \mu, H\}$$

$$P : S \times A \mapsto \Delta(S), \quad r : S \times A \to [0,1], \quad H \in \mathbb{N}^+, \quad \mu \in \Delta(S)$$

Episode:

$s_0 \sim \mu$

For $h = 0, \ldots, H-1$:

- Take action a_h
- Collect reward $r(s_h, a_h)$
- Transition $s_{h+1} \sim P(\cdot \mid s_h, a_h)$

Objective function: $V(\pi) = \mathbb{E}\left[\sum_{h=0}^{H-1} r(s_h, a_h)\right]$

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Summary so far:

MDP definitions (discounted infinite horizon & finite horizon);

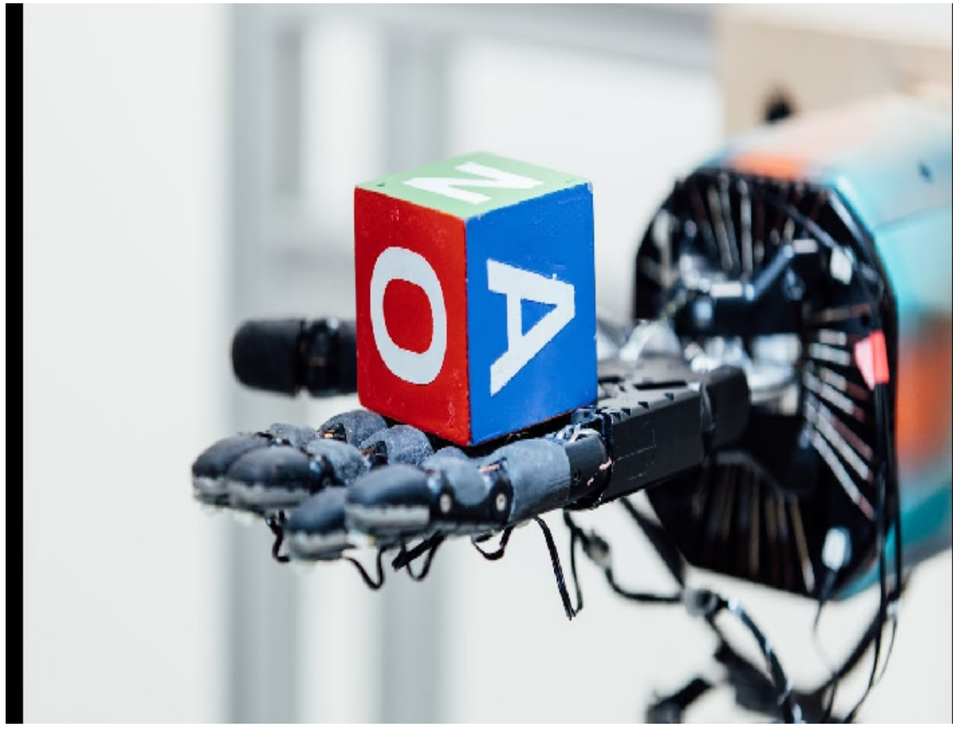
State-action distributions, value and Q functions, and two planning algorithms

Part 1B: Policy Gradient & Natural Policy Gradient

Policy Optimization Motivation: Practical

[AlphaZero, Silver et.al, 17]

[OpenAI Five, 18]



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Policy Optimization Motivation: Simple

$$\pi_\theta(a \mid s) := \pi(a \mid s; \theta) \qquad V^{\pi_\theta} = \mathbb{E}_{\pi_\theta}\left[\sum_{h=0}^{\infty} \gamma^h r_h\right]$$

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We can have a closed-form expression for PG:

Policy Gradient Theorem [Sutton, McAllester, Singh, Mansour]:

Define advantage function $A^{\pi_\theta}(s,a) := Q^{\pi_\theta}(s,a) - V^{\pi_\theta}(s)$, we have:

$$\nabla_\theta V^{\pi_\theta} = \frac{1}{1-\gamma}\mathbb{E}_{s,a\sim d_\mu^{\pi_\theta}}\left[\nabla_\theta \ln \pi_\theta(a \mid s) A^{\pi_\theta}(s,a)\right]$$

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Adjust the probability $\pi_\theta(a \mid s)$ proportional to $A^{\pi_\theta}(s,a) := Q^{\pi_\theta}(s,a) - V^{\pi_\theta}(s)$

Global optimality of Policy Gradient methods

Consider tabular MDPs, with $\pi_\theta(a \mid s) = \dfrac{\exp(\theta_{s,a})}{\sum_{a'} \exp(\theta_{s,a'})}$, $\theta_{s,a} \in \mathbb{R}$

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PG formulation:

$$\frac{\partial V(\theta)}{\partial \theta_{s,a}} = \frac{1}{1-\gamma} d_\mu^\pi(s) \pi_\theta(a \mid s) A^{\pi_\theta}(s,a), \text{ where } A^{\pi_\theta}(s,a) = Q^{\pi_\theta}(s,a) - V^{\pi_\theta}(s)$$

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Theorem (Informal) [Agarwal, Kakade, Lee, Mahajan 20; Mei, Xiao, Szepesvari, Schuurmans 20]:

Assume $\mu(s) > 0, \forall s,$ the PG algorithm $\theta^{t+1} := \theta^t + \eta \nabla_\theta V(\theta)|_{\theta=\theta^t}$ converges to global optimality

Policy optimization: Natural Policy Gradient

[Kakade 03]

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Define Fisher information matrix

$$F_\theta = \mathbb{E}_{s,a\sim d^{\pi_\theta}}\left[\nabla_\theta \ln \pi_\theta(a\,|\,s)\left(\nabla_\theta \ln \pi_\theta(a\,|\,s)\right)^\top\right] \in \mathbb{R}^{d_\theta \times d_\theta}$$

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(For simplicity, assume F_θ is full rank —- otherwise use pseudo inverse)

The trust region optimization interpretation of NPG

[Bagnell & Schneider 03]

NPG as a Trust-region optimization procedure:

$$\max_{\theta} \langle \theta, \nabla_\theta V(\theta)|_{\theta=\theta^t} \rangle, \text{ s.t., } KL\left(\rho_{\theta^t} || \rho_\theta\right) \leq \delta$$

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NPG then is revealed by solving the convex program:

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Natural policy gradient in Tabular MDPs

Recall the softmax Policy for Tabular MDPs:

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Interpretation: for each state s, NPG runs online mirror ascent with $A^{\pi^t}(s, \cdot) \in \mathbb{R}^{|A|}$ as the reward vector at iter t

Global Convergence of the exact Natural policy gradient

$$\pi^{t+1}(a \mid s) \propto \pi^{t}(a \mid s) \cdot \exp\left(\eta A^{\pi^{t}}(s, a)\right)$$

(Note here we are studying the **idealized case where we have exact** $A^{\pi^t}(\cdot, \cdot)$.
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- Global optimality despite non-concavity in the objective
- No $|S|$ dependence at all; log-dependence on $|A|$
- No coverage requirement on the initial distribution μ

Proof Sketch for NPG's global optimality (a $1/\sqrt{T}$ rate)

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(see the exercise in recitation for a detailed proof with approximation on Q^{π^t},
and see chapter 10 in AJKS monograph for the proof for $1/T$ rate)

Summary so far:

Policy Gradient and NPG:

Global Convergence vanilla PG and NPG in tabular MDPs with softmax parameterization

NPG w/ approximation in Recitation

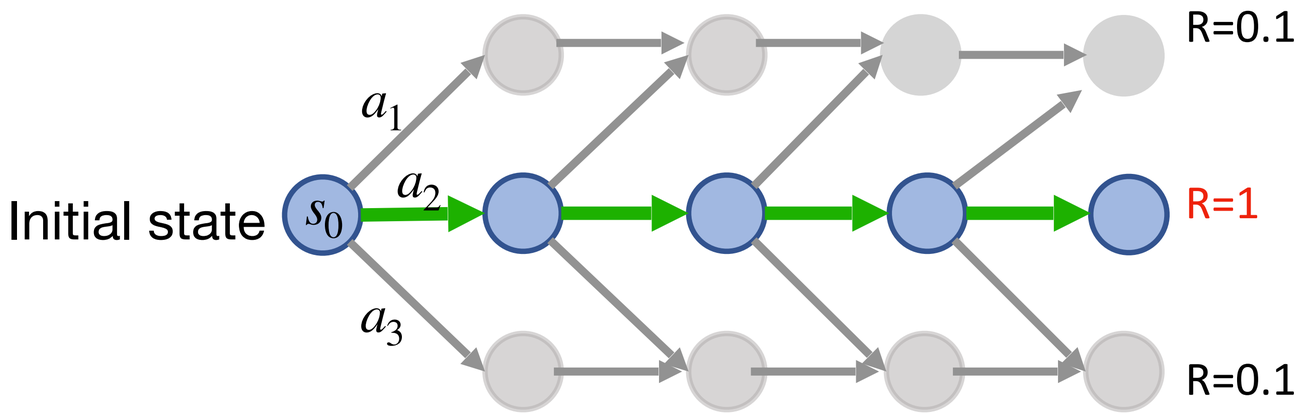
Part 1C: Exploration in tabular MDP w/ UCB-Value Iteration

In this part:

Question: how to explore efficient if we do not know (P, r)

We need to perform efficient exploration when learning:

The combination lock problem:



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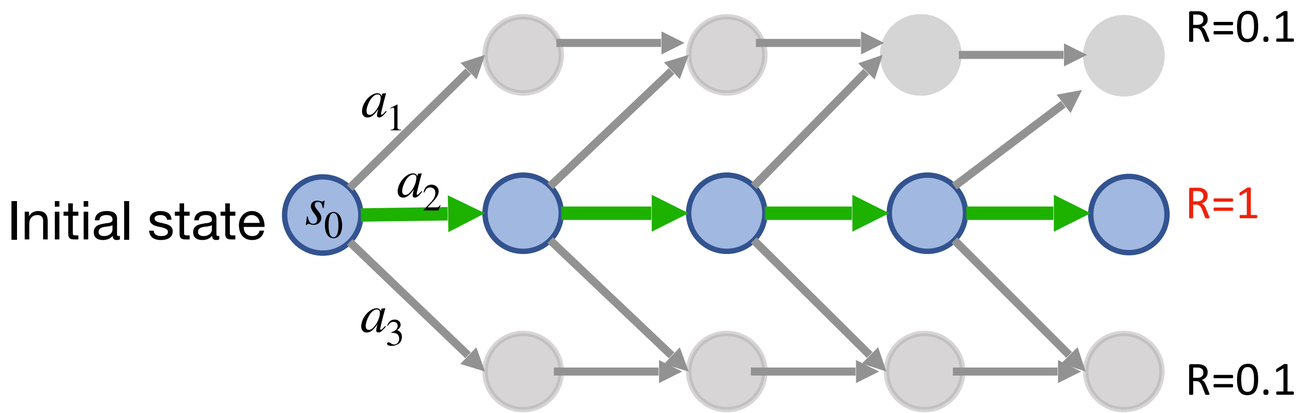

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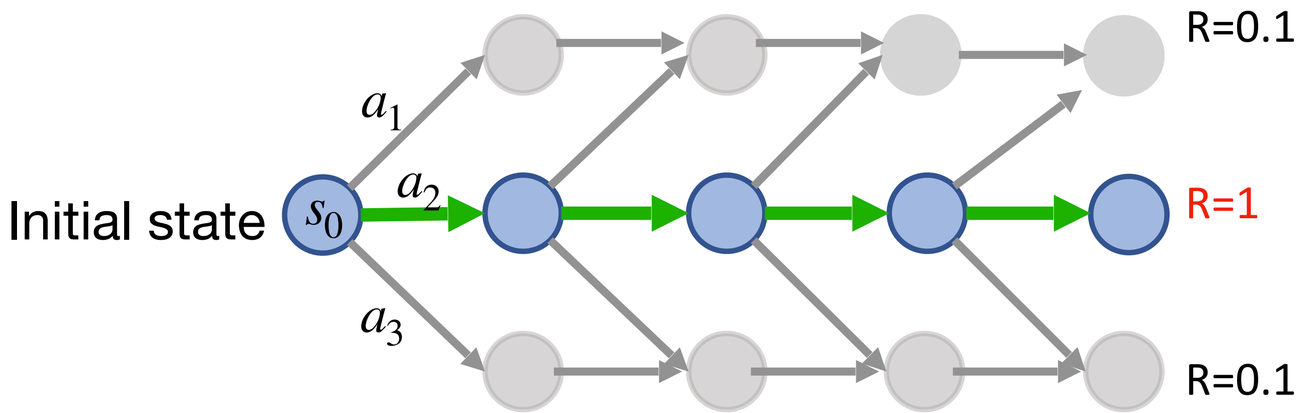

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The principle behind UCB-VI: Optimism in the face of uncertainty

Problem setup, learning protocol, and goal

Setting: episodic finite horizon tabular MDP (horizon = H), fixed initial state s_0

transitions $\{P_h\}_{h=0}^{H-1}$ unknown, but reward $r(s, a)$ known

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Sub-linear regret:

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Collect a new trajectory by executing π^n in the real world $\{P_h\}_{h=0}^{H-1}$ starting from s_0

UCBVI—Part 1: Model Estimation

Let us consider the **very beginning** of episode n:

$$\mathscr{D}_h^n = \{s_h^i, a_h^i, s_{h+1}^i\}_{i=1}^{n-1}, \forall h$$

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UCBVI—Part 1: Model Estimation

Let us consider the **very beginning** of episode n:

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Estimate model $\widehat{P}_h^n(s' \mid s,a), \forall s, a, s', h$ (i.e., MLE):

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UCBVI—Part 2: Reward Bonus Design and Value Iteration

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UCBVI: Put All Together

For $n = 1 \to N$:

1. Set $N_h^n(s,a) = \sum_{i=1}^{n-1} \mathbf{1}\{(s_h^i, a_h^i) = (s,a)\}, \forall s, a, h$
2. Set $N_h^n(s,a,s') = \sum_{i=1}^{n-1} \mathbf{1}\{(s_h^i, a_h^i, s_{h+1}^i) = (s,a,s')\}, \forall s, a, a', h$
3. Estimate $\widehat{P}^n$: $\widehat{P}_h^n(s' \mid s,a) = \frac{N_h^n(s,a,s')}{N_h^n(s,a)}, \forall s, a, s', h$
4. Plan: $\pi^n = VI\left(\{\widehat{P}_h^n, r_h + b_h^n\}_h\right)$, with $b_h^n(s,a) = cH\sqrt{\frac{\ln(SAHN/\delta)}{N_h^n(s,a)}}$
5. Execute π^n : $\{s_0^n, a_0^n, r_0^n, \ldots, s_{H-1}^n, a_{H-1}^n, r_{H-1}^n, s_H^n\}$

Theorem: UCBVI Regret Bound

We will prove the following in the recitation:

$$\mathbb{E}\left[\text{Regret}_N\right] := \mathbb{E}\left[\sum_{n=1}^{N}\left(V^\star - V^{\pi^n}\right)\right] \leq \widetilde{O}\left(H^2\sqrt{S^2AN}\right)$$

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Dependency on H and S are suboptimal; but the **same** algorithm can achieve $H^2\sqrt{SAN}$ in the leading term [Azar et.al 17 ICML]

Key Intuition behind the theorem:

VI at episode n under $\{\widehat{P}_h^n\}_h$ and $\{r_h + b_h^n\}_h$

$$\widehat{V}_H^n(s) = 0, \forall s \quad \widehat{Q}_h^n(s,a) = \min\left\{ r_h(s,a) + b_h^n(s,a) + \widehat{P}_h^n(\cdot \mid s,a) \cdot \widehat{V}_{h+1}^n, \quad H \right\}, \forall s, a$$

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If π^n is suboptimal, i.e., $V^\star(s_0) - V^{\pi^n}(s_0)$ is large, then π^n must visit some (s,a) pairs with large bonus $b(s,a)$ or wrong $\widehat{P}(\cdot \mid s,a)$

Summary

1. Basics of MDPs:

Bellman Equation / Optimality; two planning algs: Value Iteration and Policy Iteration

2. Policy Gradient:

Vanilla PG formulation & Natural Policy Gradient with their global convergence

3. Efficient exploration in tabular MDPs:

The UCB-VI algorithm via the principle of optimism in the face of uncertainty