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

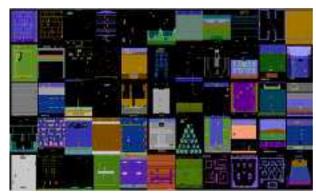


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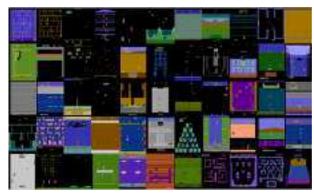


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Salient features

Model-free method

Use policy search



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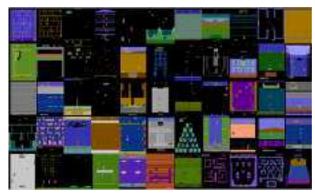


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Limitation

⊖ Learning is slow (takes ~ 10^{^9} to 10¹⁵ iterations to converge)



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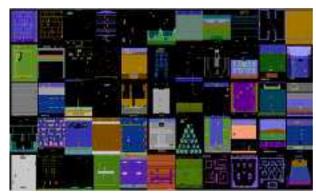


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Salient features

Model-free method

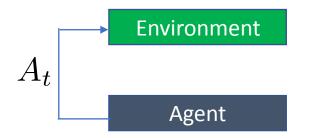
⊕ Use policy search

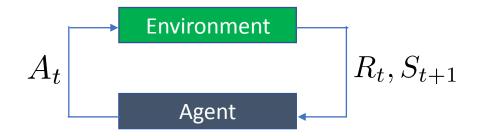
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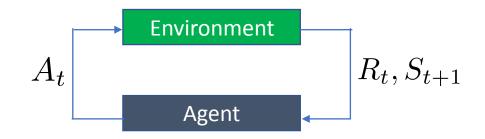
⊖ Learning is slow (takes ~ 10^{^9} to 10¹⁵ iterations to converge)

^BCan we exploit features of the model to make it learn faster? ...
^BWithout sacrificing generality?

Agent

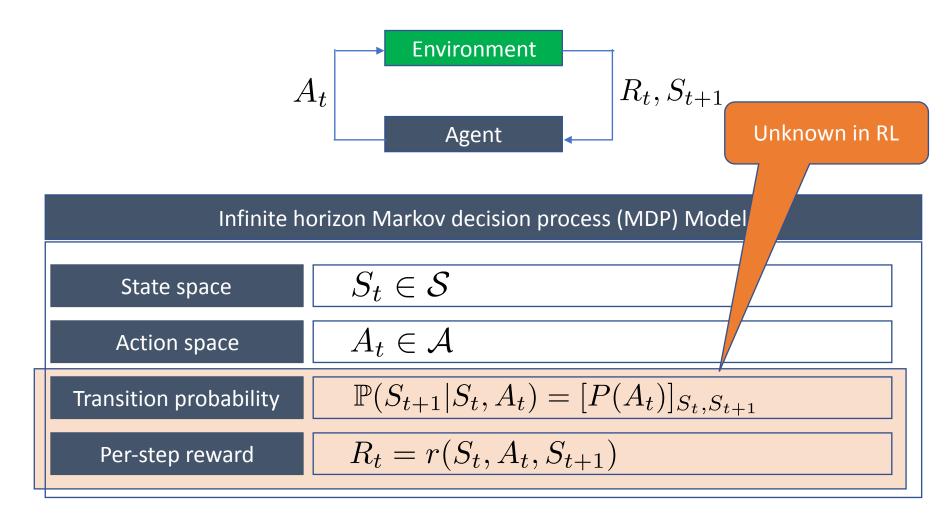






Infinite horizon Markov decision process (MDP) Model

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	$R_t = r(S_t, A_t, S_{t+1})$



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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

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

Performance Gradient Estimate

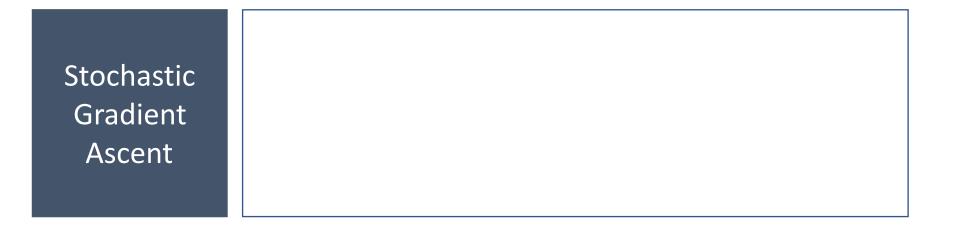
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$$G_{\theta} \text{ is an estimate of } \nabla_{\theta} J_{\theta}$$

- -

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Stochastic Gradient Ascent

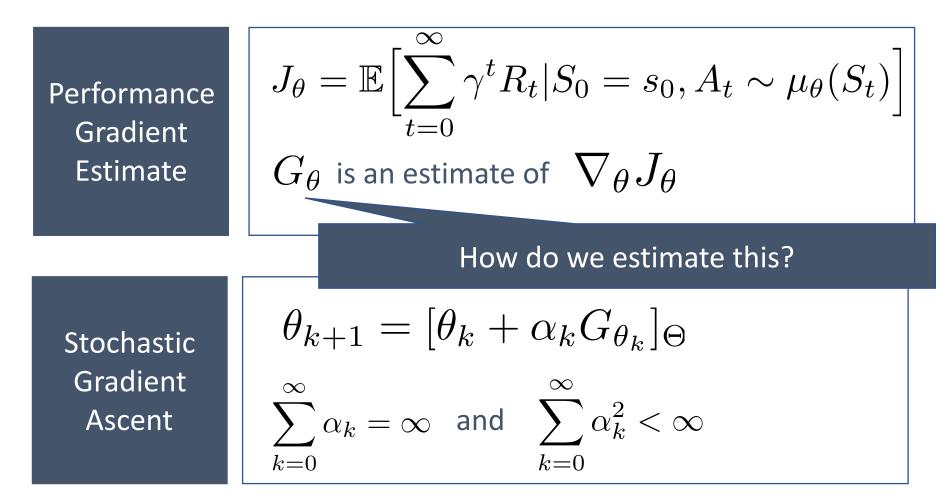
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$$\begin{aligned} \theta_{k+1} &= [\theta_k + \alpha_k G_{\theta_k}]_{\Theta} \\ \sum_{k=0}^{\infty} \alpha_k &= \infty \quad \text{and} \quad \sum_{k=0}^{\infty} \alpha_k^2 < \infty \end{aligned}$$



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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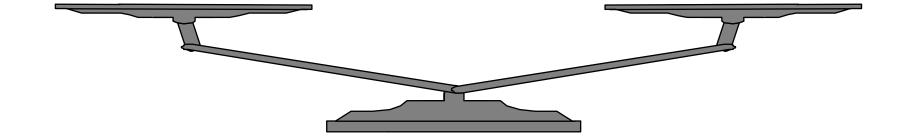
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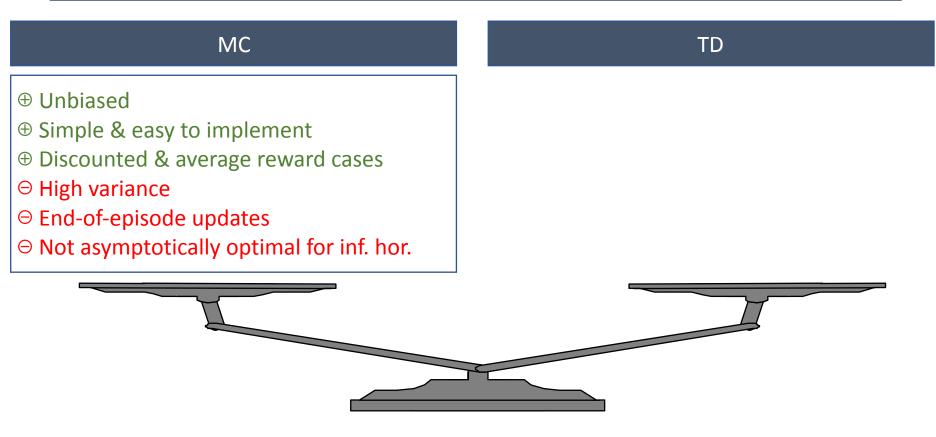
Actor Critic with eligibility traces estimate (SARSA- λ)

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

MC

TD





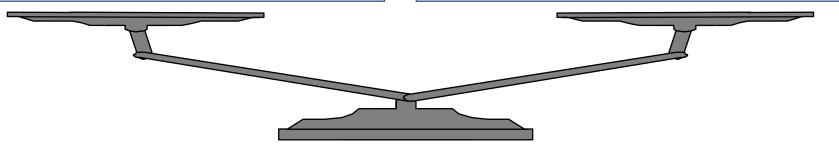
MC

- 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.
- Θ Biased
- ⊖ Often requires function approximation
- \odot Additional effort for average reward



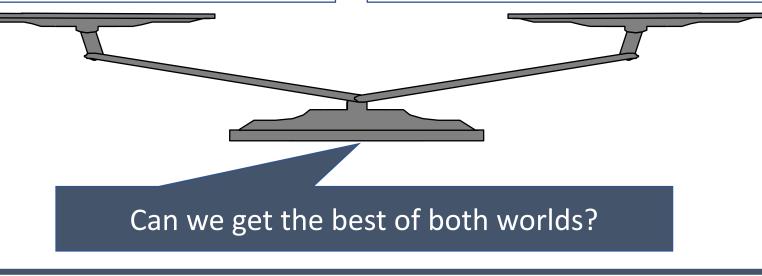
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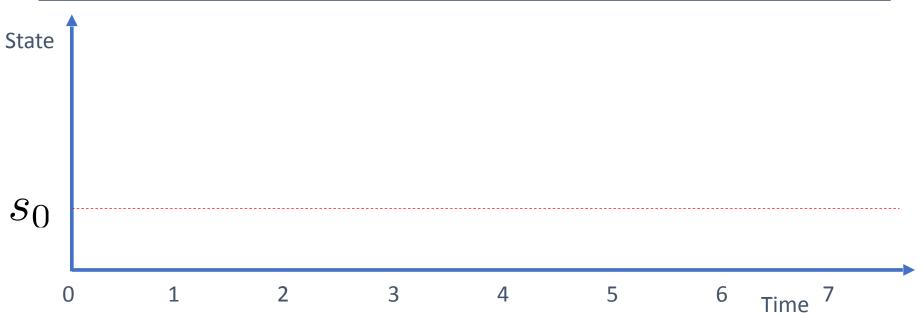
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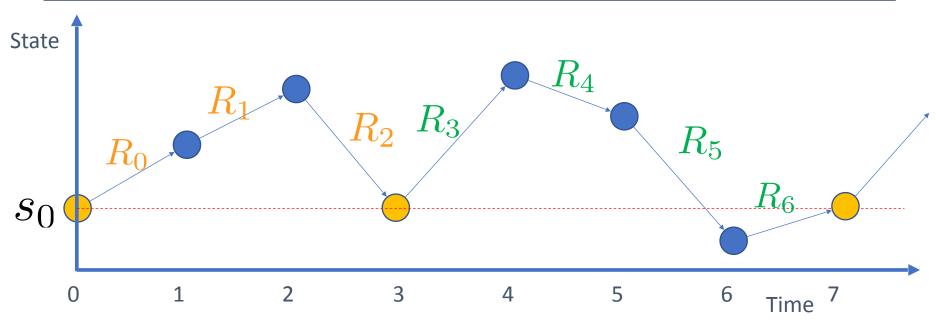
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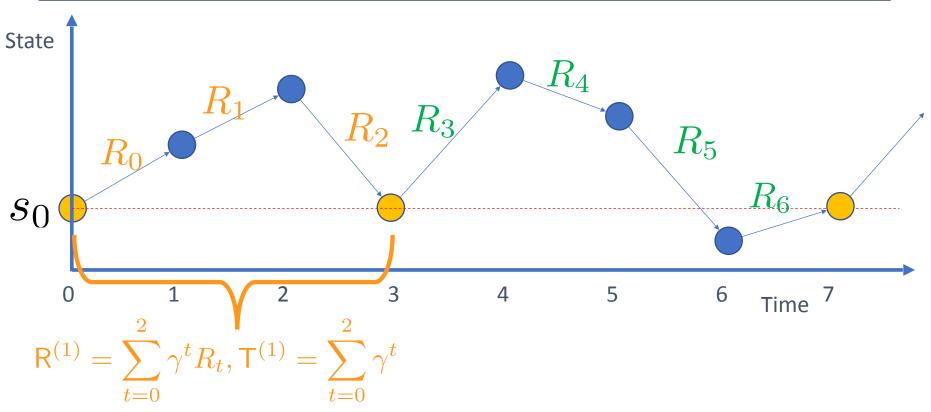
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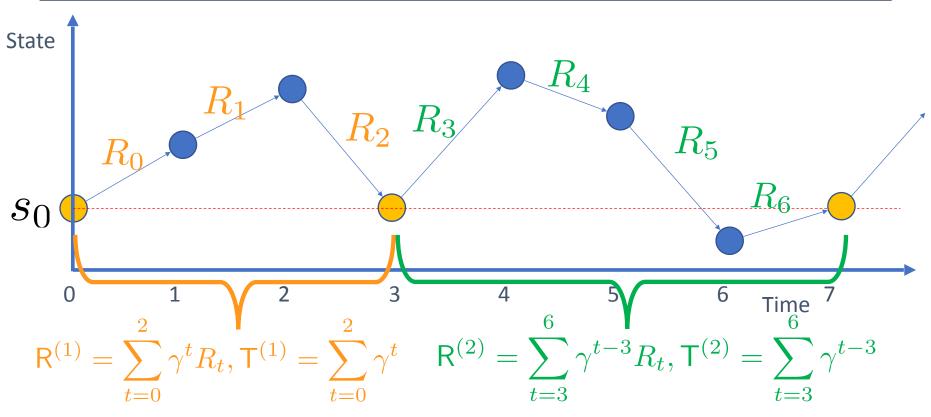
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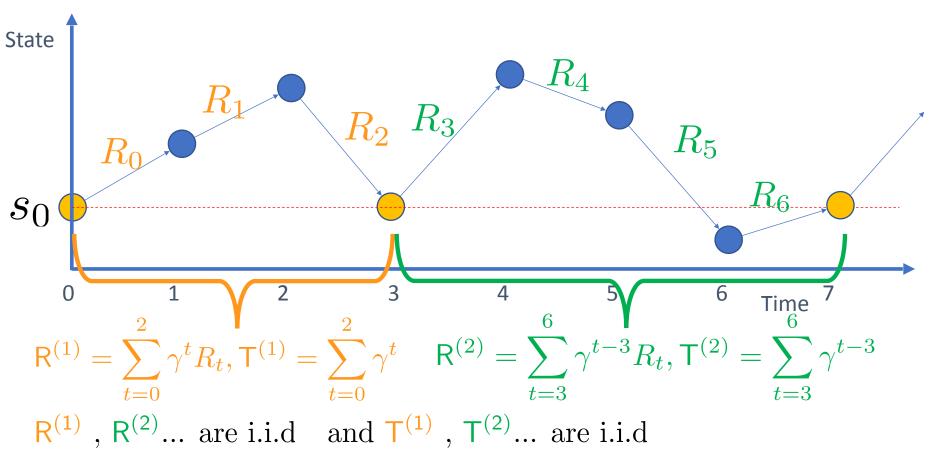




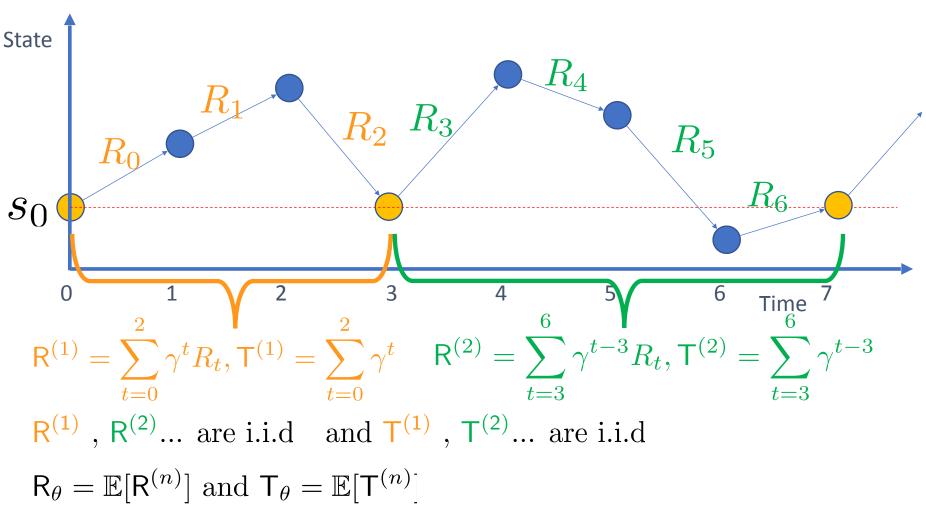




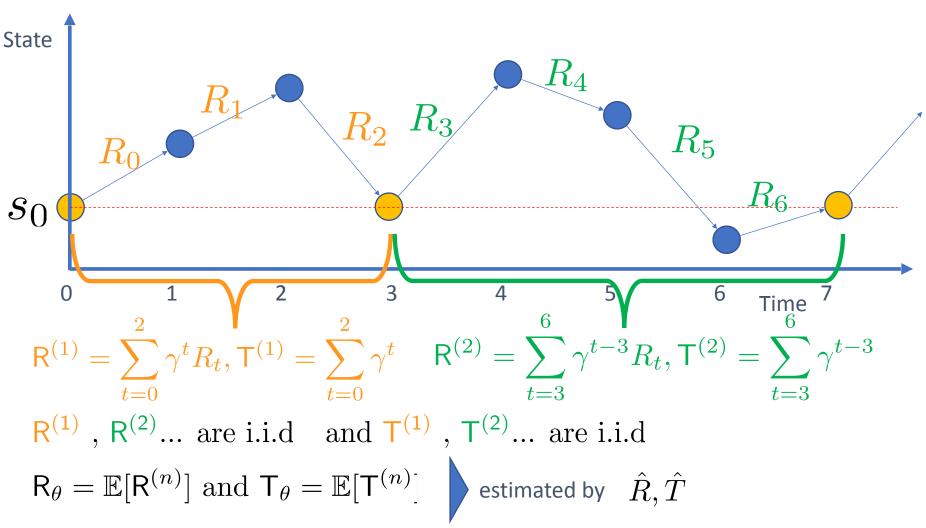


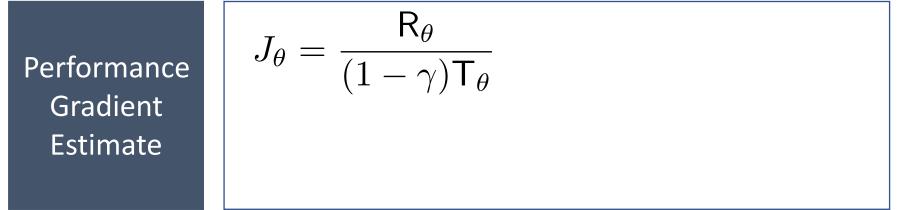


Renewal Monte Carlo



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

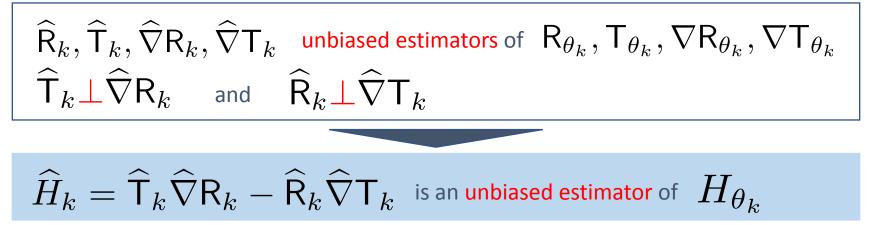
$$\widehat{R}_{\theta}, \widehat{T}_{\theta} \text{ estimated using MC / TD }; \nabla_{\theta}\widehat{R}_{\theta}, \nabla_{\theta}\widehat{T}_{\theta} \text{ using RL policy gradient}$$
Stochastic
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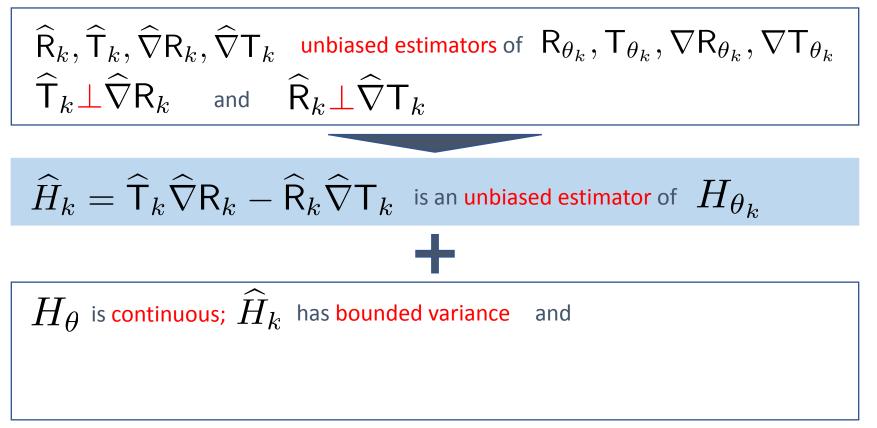
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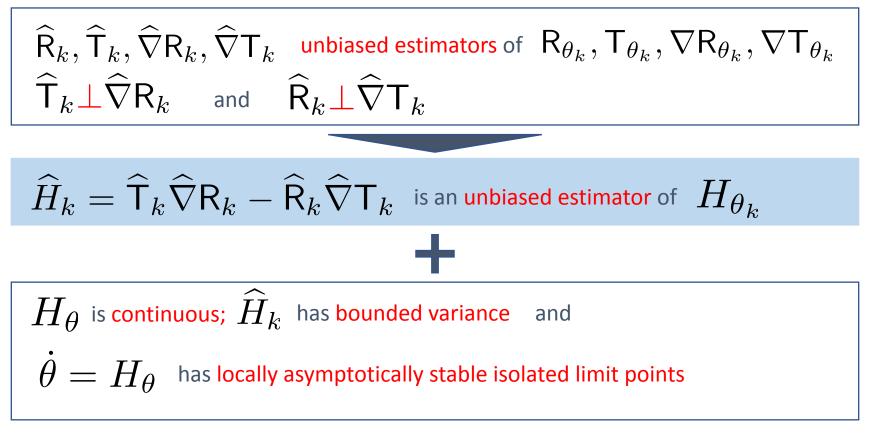


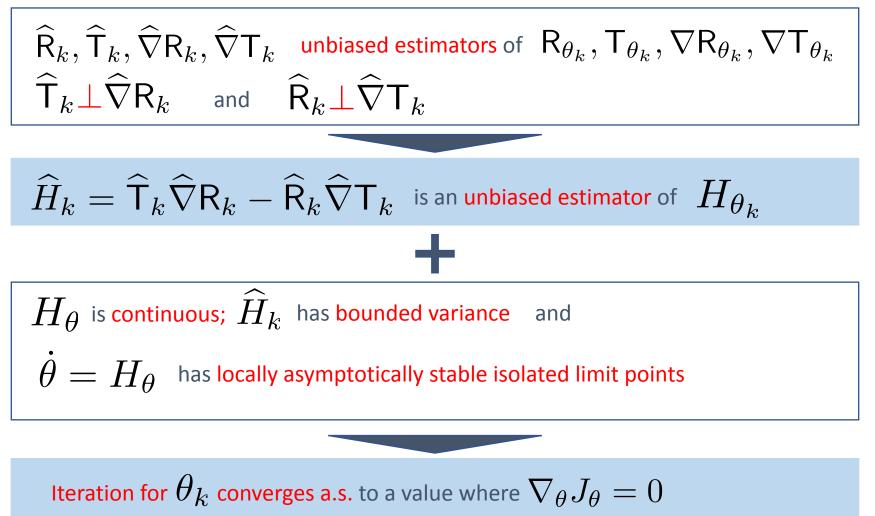
$\widehat{\mathsf{R}}_k, \widehat{\mathsf{T}}_k, \widehat{\nabla}\mathsf{R}_k, \widehat{\nabla}\mathsf{T}_k \quad \text{unbiased estimators of} \ \ \mathsf{R}_{\theta_k}, \mathsf{T}_{\theta_k}, \nabla\mathsf{R}_{\theta_k}, \nabla\mathsf{T}_{\theta_k}$

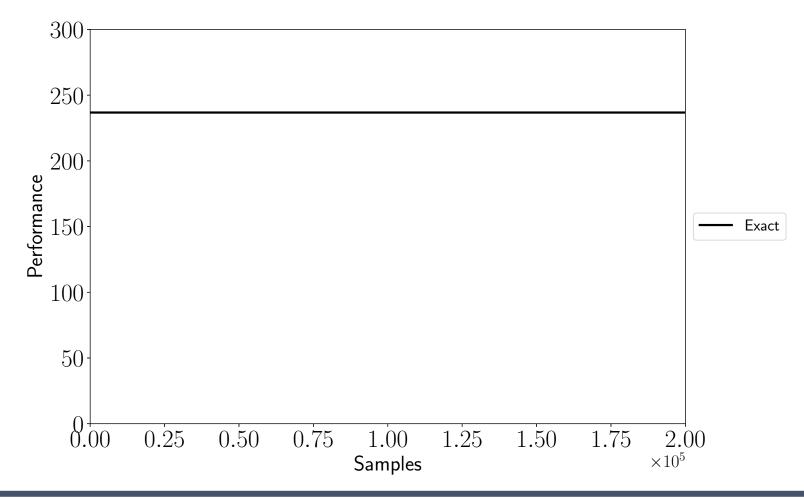
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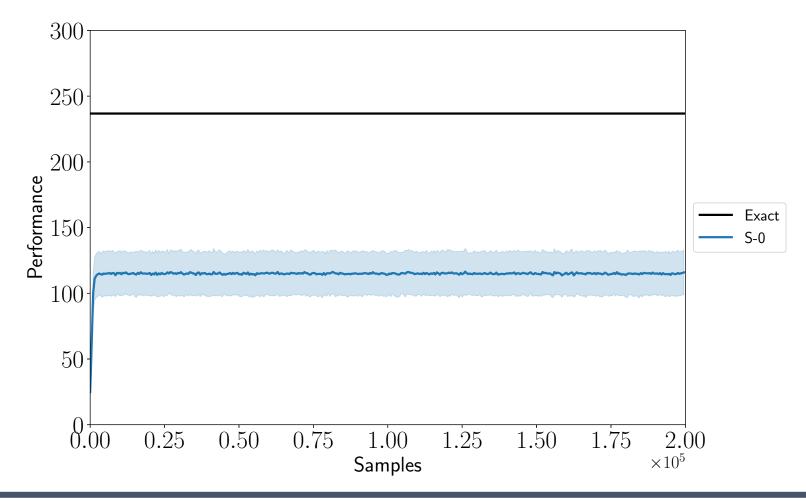


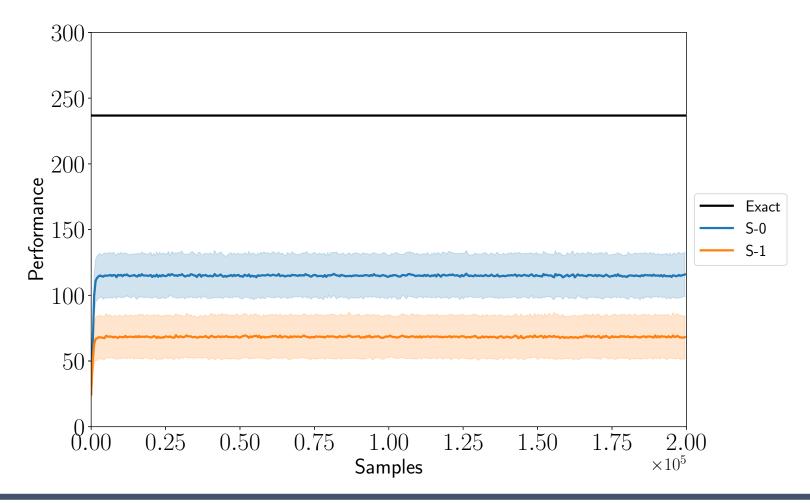


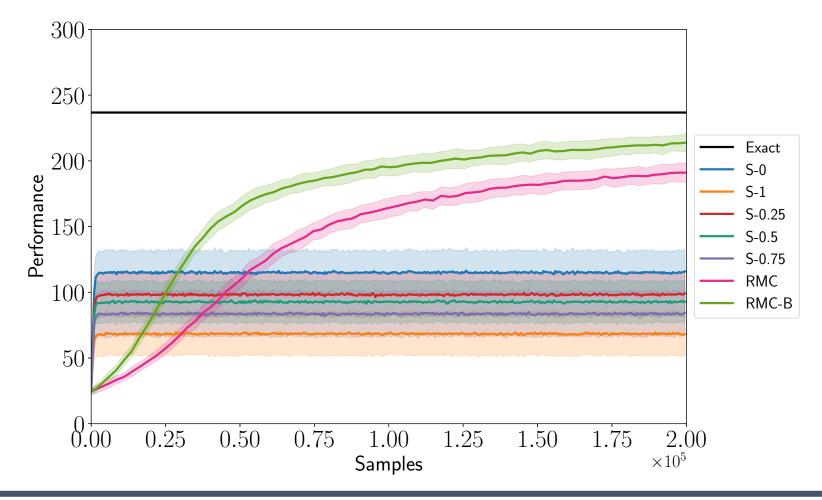












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 - Assume known probability law of the primitive random variables and its weak derivate

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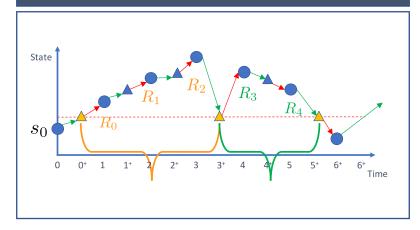
- Simulation optimization [Glynn 1986, 1990]:
 - Assume known probability law of the primitive random variables and its weak derivate
- Sensitivity analysis for MDPs [Xi-Ren Cao, 1997]:
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 - Known and unknown system models
- Renewal theory for RL: [Marbach & Tsitsiklis 2001, 2003]
 - Average reward criterion
 - Relative value function for average reward

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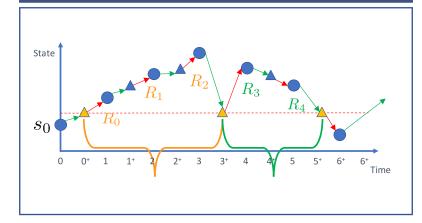
Post-decision state model



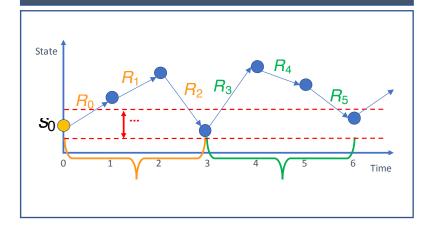
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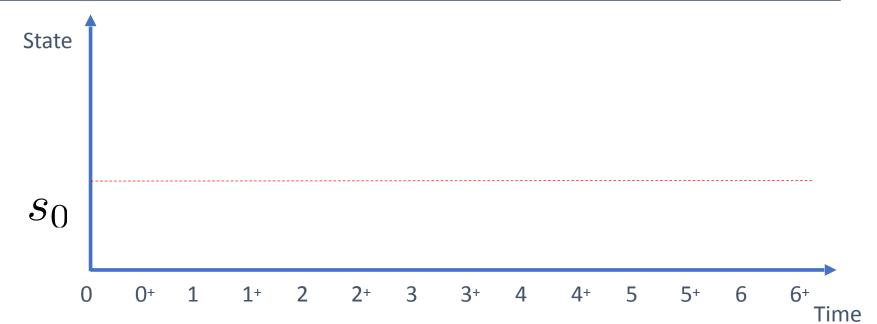


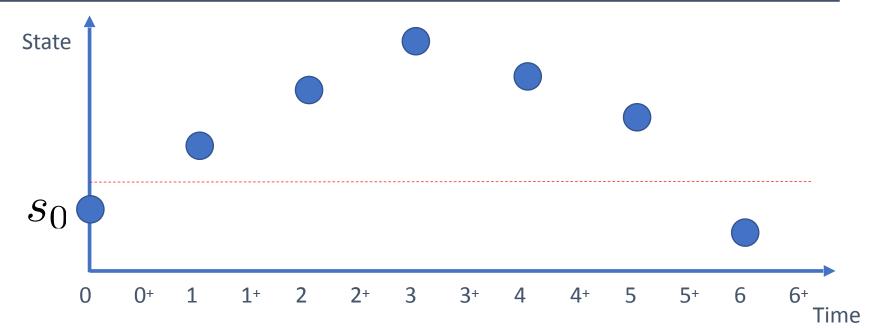
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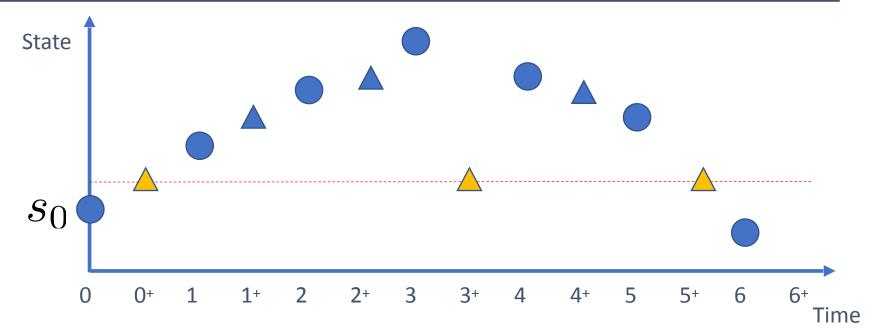


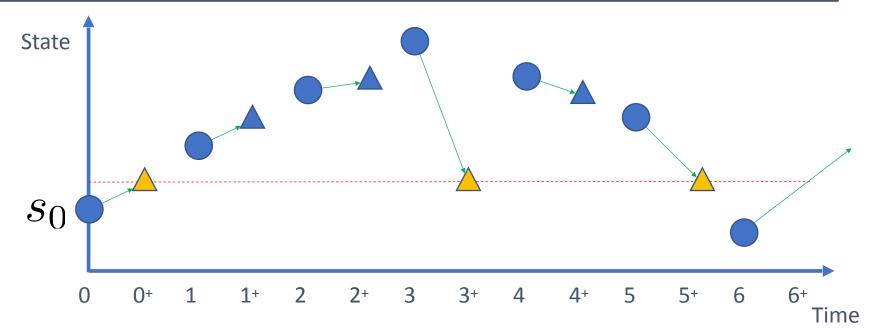
Approximate renewal model

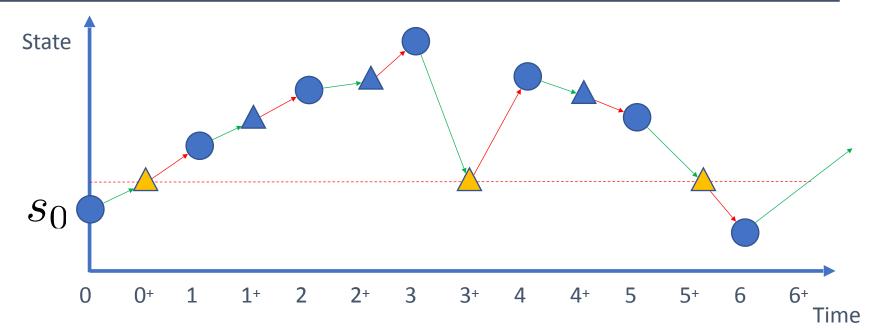


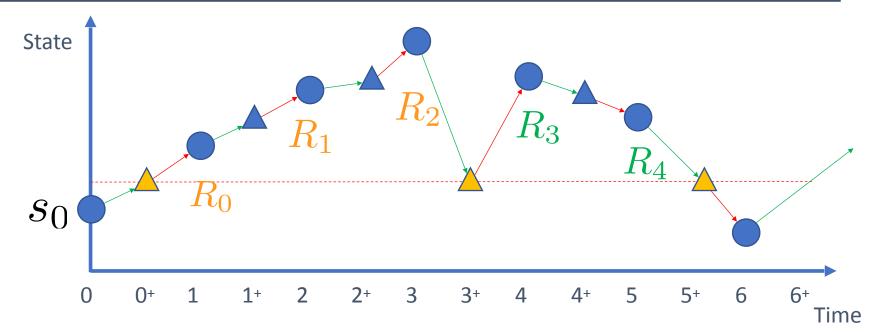


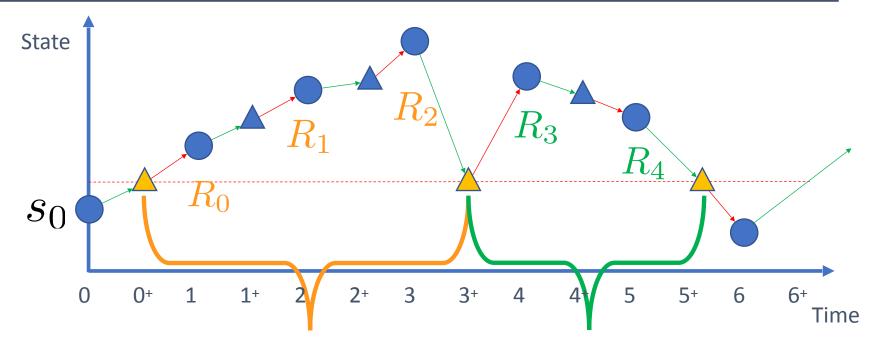




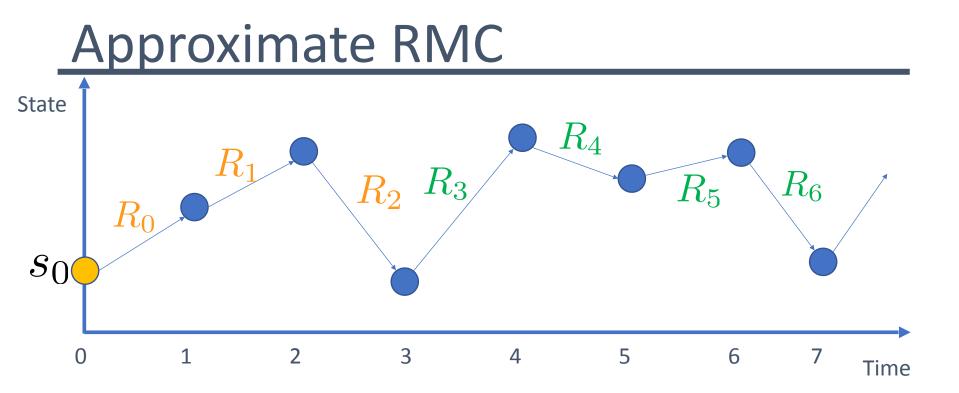


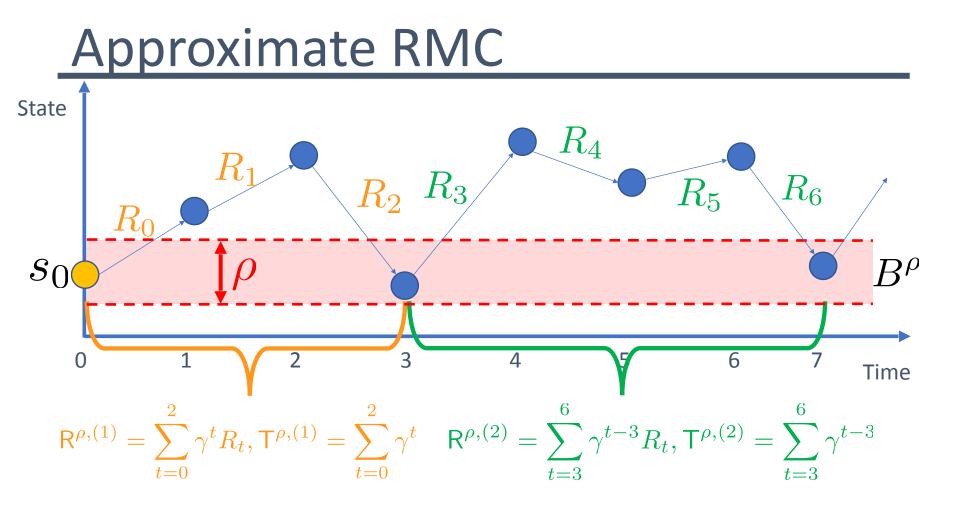


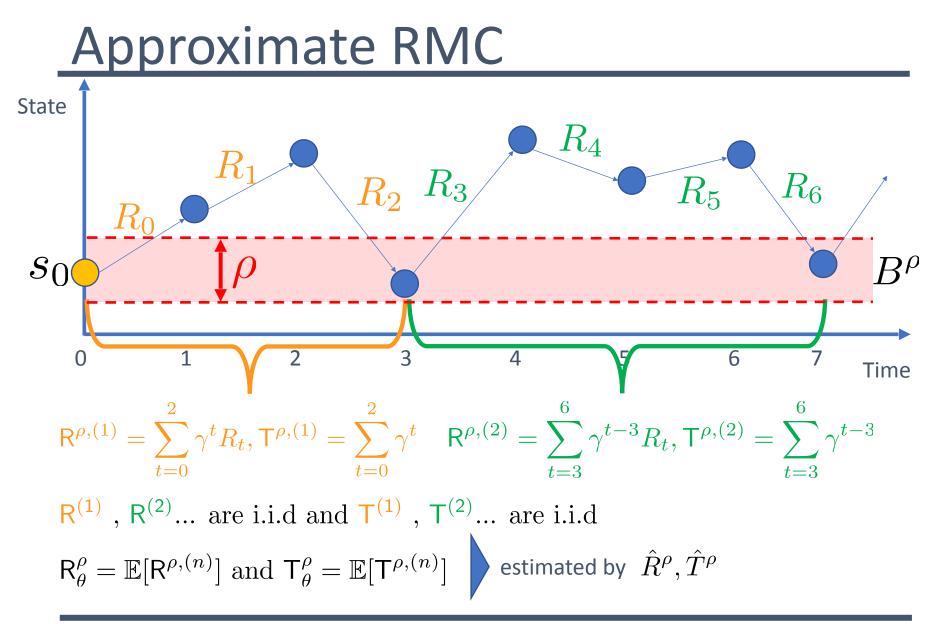




Renewals defined in terms of post-decision states







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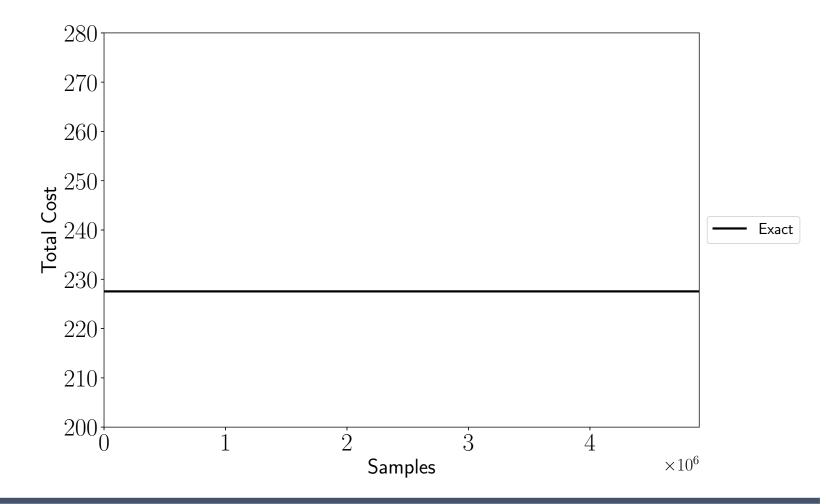
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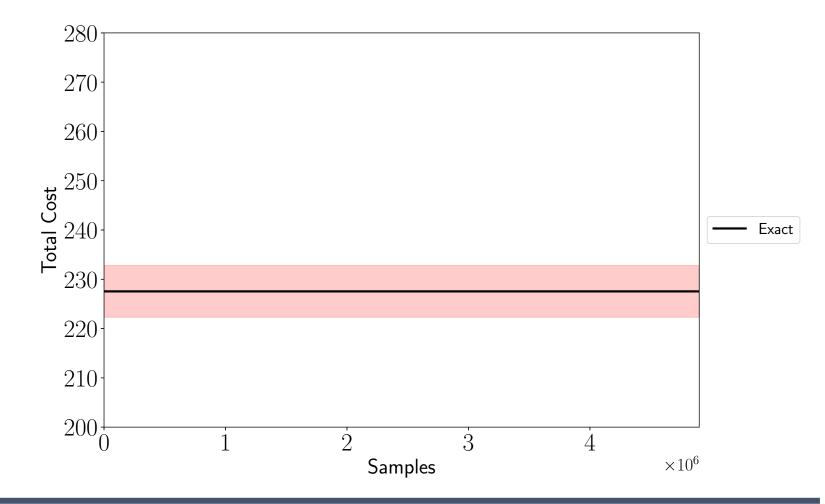
$$J_{\theta} - J_{\theta}^{\rho} \leq \cdots \leq \frac{\gamma}{(1-\gamma)} L_{\theta} \rho$$

Approximation error bounded by radius of approximation

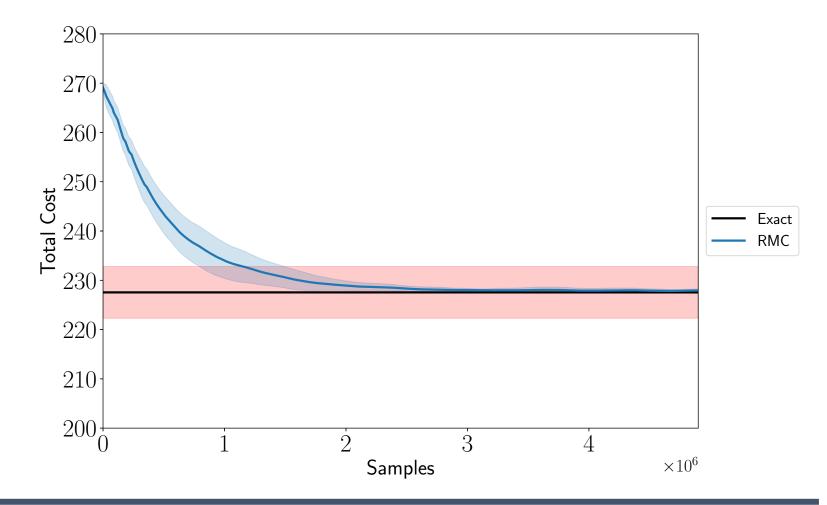
E.g. Inventory management



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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