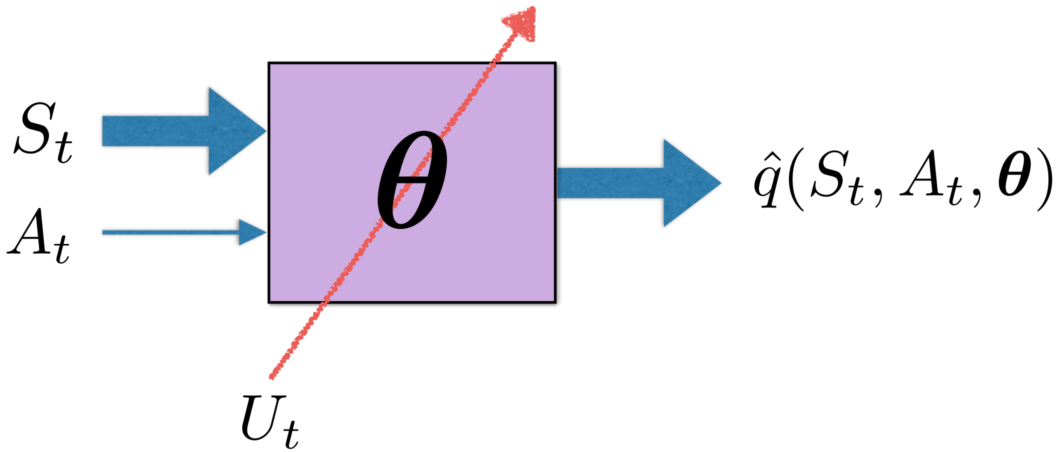
Sequential decision making
Control:
Deep Q-Learning (DQN)
and Eligibility Trace

Value function approximation (VFA) for control



Recall: Different Targets

- Monte Carlo: $G_t \doteq R_{t+1} + \gamma R_{t+2} + \gamma^2 R_{t+3} + \cdots + \gamma^{T-t-1} R_T$
- TD: $G_t^{(1)} \doteq R_{t+1} + \gamma V_t(S_{t+1})$
  - Use V_t to estimate remaining return
- *n*-step TD:
  - 2 step return: $G_t^{(2)} \doteq R_{t+1} + \gamma R_{t+2} + \gamma^2 V_t(S_{t+2})$
  - *n*-step return: $G_t^{(n)} \doteq R_{t+1} + \gamma R_{t+2} + \gamma^2 + \cdots + \gamma^{n-1} R_{t+n} + \gamma^n V_t(S_{t+n})$

    $G_t^{(n)} \doteq G_t$ if $t + n \geq T$

Recall: Stochastic Gradient Descent (SGD)

General SGD: $\boldsymbol{\theta} \leftarrow \boldsymbol{\theta} - \alpha \nabla_{\boldsymbol{\theta}} \, Error_t^2$

For VFA: $\leftarrow \boldsymbol{\theta} - \alpha \nabla_{\boldsymbol{\theta}} \left[Target_t - \hat{v}(S_t, \boldsymbol{\theta}) \right]^2$

Chain rule: $\leftarrow \boldsymbol{\theta} - 2\alpha \left[Target_t - \hat{v}(S_t, \boldsymbol{\theta}) \right] \nabla_{\boldsymbol{\theta}} \left[Target_t - \hat{v}(S_t, \boldsymbol{\theta}) \right]$

Semi-gradient: $\leftarrow \boldsymbol{\theta} + \alpha \left[Target_t - \hat{v}(S_t, \boldsymbol{\theta}) \right] \nabla_{\boldsymbol{\theta}} \hat{v}(S_t, \boldsymbol{\theta})$

Different RL algorithms provide different targets!
But share the “semi-gradient” aspect

(Semi-)gradient methods carry over to control in the usual on-policy GPI way

- Always learn the action-value function of the current policy
- Always act near-greedily wrt the current action-value estimates
- The learning rule is:

$$\boldsymbol{\theta}_{t+1} \doteq \boldsymbol{\theta}_t + \alpha\Big[U_t - \hat{q}(S_t, A_t, \boldsymbol{\theta}_t)\Big]\nabla\hat{q}(S_t, A_t, \boldsymbol{\theta}_t)$$

update target, e.g. $U_t = G_t$ (MC)

$U_t = R_{t+1} + \gamma\hat{q}(S_{t+1}, A_{t+1}, \boldsymbol{\theta}_t)$ (Sarsa)

$U_t = R_{t+1} + \gamma\sum_a \pi(a|S_{t+1})\hat{q}(S_{t+1}, a, \boldsymbol{\theta}_t)$ (Expected Sarsa)

$U_t = \sum_{s',r} p(s', r|S_t, A_t)\Big[r + \gamma\sum_{a'}\pi(a'|s')\hat{q}(s', a', \boldsymbol{\theta}_t)\Big]$ (DP)

(Semi-)gradient methods carry over to control

$$\boldsymbol{\theta}_{t+1} \doteq \boldsymbol{\theta}_t + \alpha\Big[U_t - \hat{q}(S_t, A_t, \boldsymbol{\theta}_t)\Big]\nabla\hat{q}(S_t, A_t, \boldsymbol{\theta}_t)$$

Episodic Semi-gradient Sarsa for Estimating $\hat{q} \approx q_*$

Input: a differentiable function $\hat{q} : \mathcal{S} \times \mathcal{A} \times \mathbb{R}^n \to \mathbb{R}$

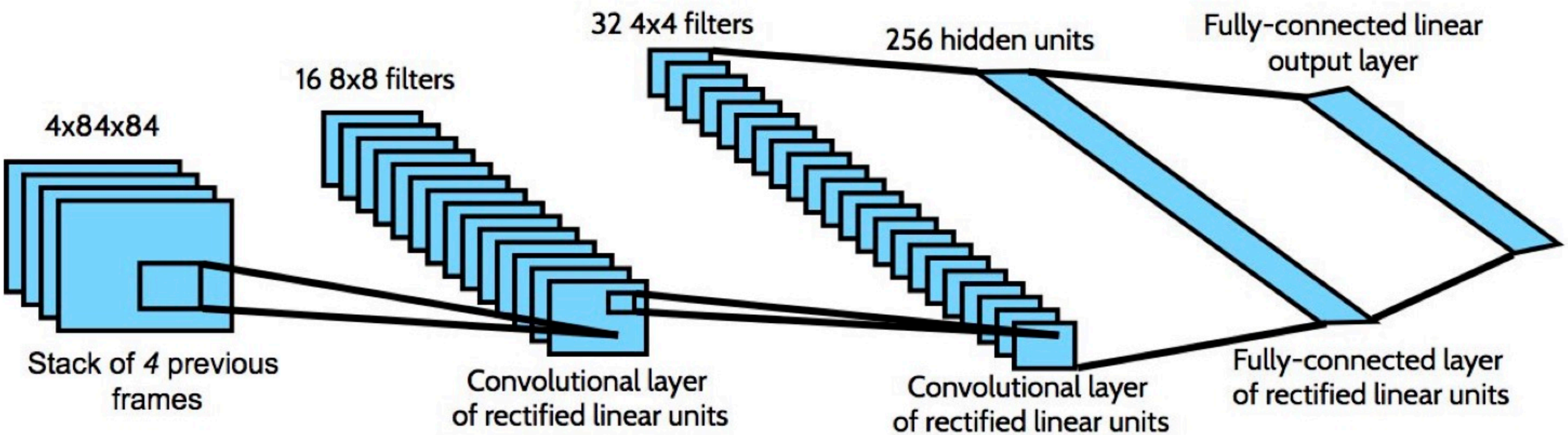
Initialize value-function weights $\boldsymbol{\theta} \in \mathbb{R}^n$ arbitrarily (e.g., $\boldsymbol{\theta} = \mathbf{0}$)
Repeat (for each episode):
  $S, A \leftarrow$ initial state and action of episode (e.g., ε-greedy)
  Repeat (for each step of episode):
    Take action A, observe R, S'
    If S' is terminal:
      $\boldsymbol{\theta} \leftarrow \boldsymbol{\theta} + \alpha\big[R - \hat{q}(S, A, \boldsymbol{\theta})\big]\nabla\hat{q}(S, A, \boldsymbol{\theta})$
      Go to next episode
    Choose A' as a function of $\hat{q}(S', \cdot, \boldsymbol{\theta})$ (e.g., ε-greedy)
    $\boldsymbol{\theta} \leftarrow \boldsymbol{\theta} + \alpha\big[R + \gamma\hat{q}(S', A', \boldsymbol{\theta}) - \hat{q}(S, A, \boldsymbol{\theta})\big]\nabla\hat{q}(S, A, \boldsymbol{\theta})$
    $S \leftarrow S'$
    $A \leftarrow A'$

DQN

(Mnih, Kavukcuoglu, Silver, et al., Nature 2015)

- Learns to play video games **from raw pixels**, simply by playing
- Can learn Q function by Q-learning

$$\Delta \boldsymbol{w} = \alpha \left(R_{t+1} + \gamma \max_a Q(S_{t+1}, a; \boldsymbol{w}) - Q(S_t, A_t; \boldsymbol{w}) \right) \nabla_{\boldsymbol{w}} Q(S_t, A_t; \boldsymbol{w})$$



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- Core components of DQN include:
  - Target networks (Mnih et al. 2015)

$$\Delta \boldsymbol{w} = \alpha \left(R_{t+1} + \gamma \max_a Q(S_{t+1}, a; \boldsymbol{w}^-) - Q(S_t, A_t; \boldsymbol{w}) \right) \nabla_{\boldsymbol{w}} Q(S_t, A_t; \boldsymbol{w})$$

  - Experience replay (Lin 1992): replay previous tuples (s, a, r, s')

Target Network Intuition

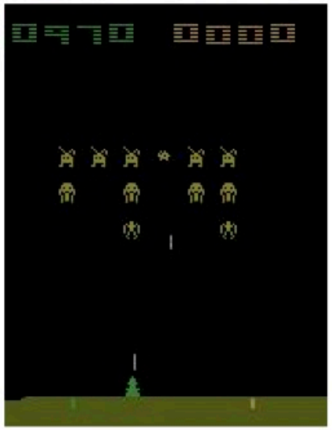
(Slide credit: Vlad Mnih)

- Changing the value of one action will change the value of other actions and similar states.
- The network can end up chasing its own tail because of bootstrapping.
- Somewhat surprising fact - bigger networks are less prone to this because they alias less.

$$L_i(\theta_i) = \mathbb{E}_{s,a,s',r \sim D} \Bigg(\underbrace{r + \gamma \max_{a'} Q(s', a'; \theta_i^-)}_{\text{target}} - Q(s, a; \theta_i) \Bigg)^2$$

s

s'



DQN

(Mnih, Kavukcuoglu, Silver, et al., Nature 2015)

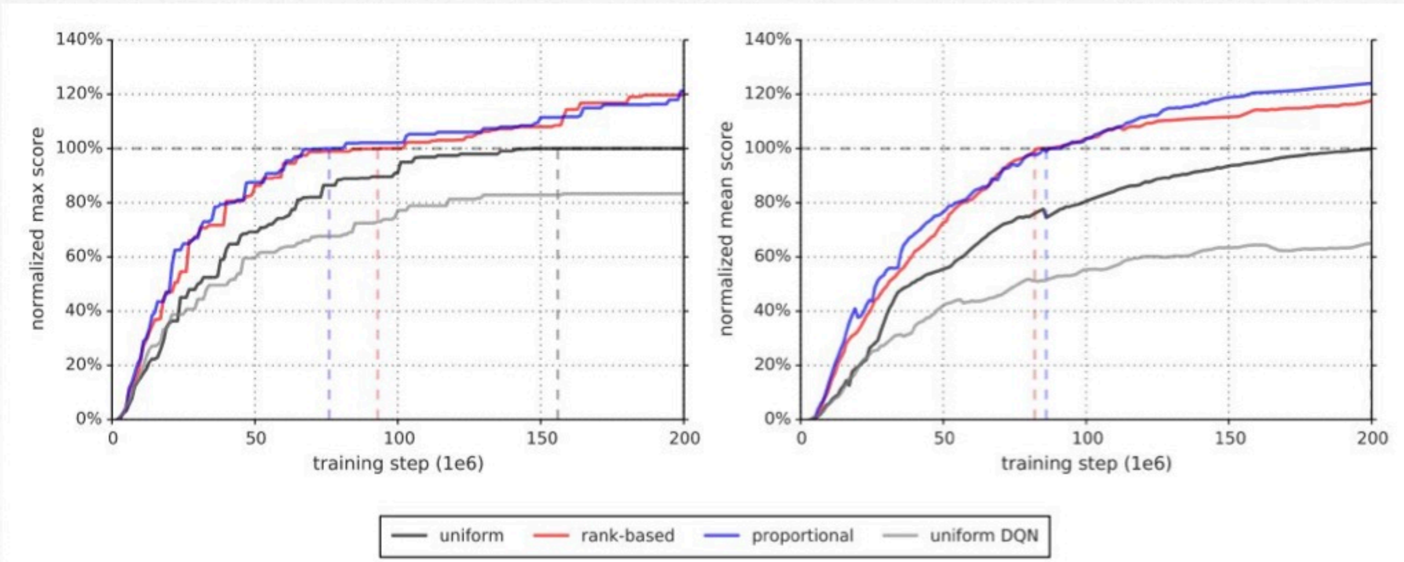
- Many later improvements to DQN
  - Double Q-learning (van Hasselt 2010, van Hasselt et al. 2015)
  - Prioritized replay (Schaul et al. 2016)
  - Dueling networks (Wang et al. 2016)
  - Asynchronous learning (Mnih et al. 2016)
  - Adaptive normalization of values (van Hasselt et al. 2016)
  - Better exploration (Bellemare et al. 2016, Ostrovski et al., 2017, Fortunato, Azar, Piot et al. 2017)
  - Distributional losses (Bellemare et al. 2017)
  - Multi-step returns (Mnih et al. 2016, Hessel et al. 2017)
  - ... many more ...

Prioritized Experience Replay

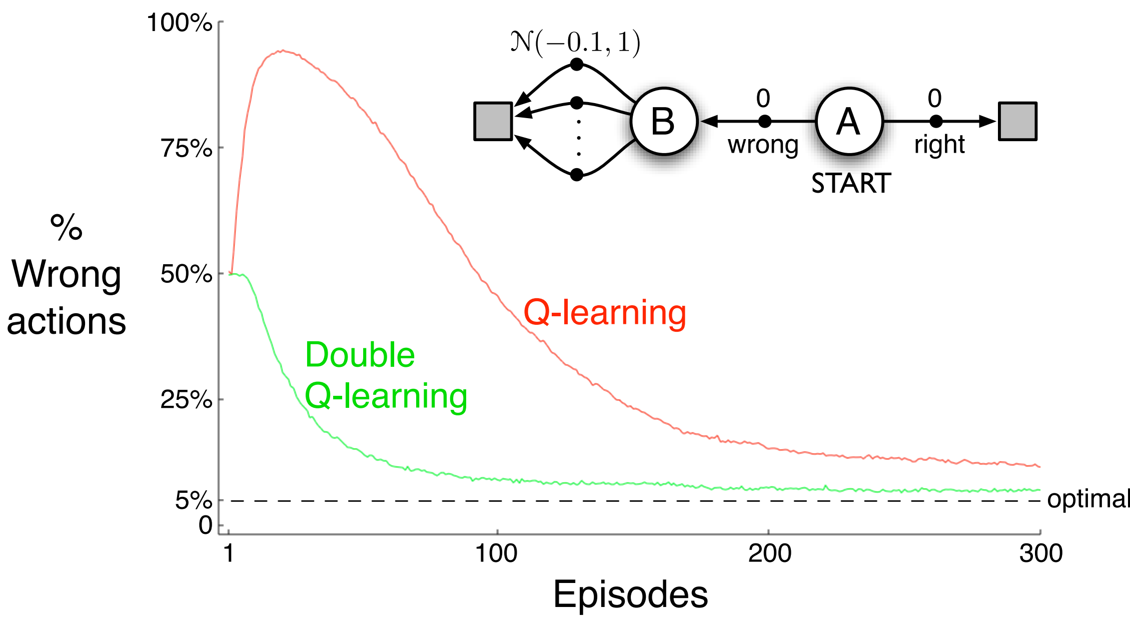
"Prioritized Experience Replay", Schaul et al. (2016)

- **Idea:** Replay transitions in proportion to TD error:

$$\left| r + \gamma \max_{a'} Q(s', a'; \theta^-) - Q(s, a; \theta) \right|$$



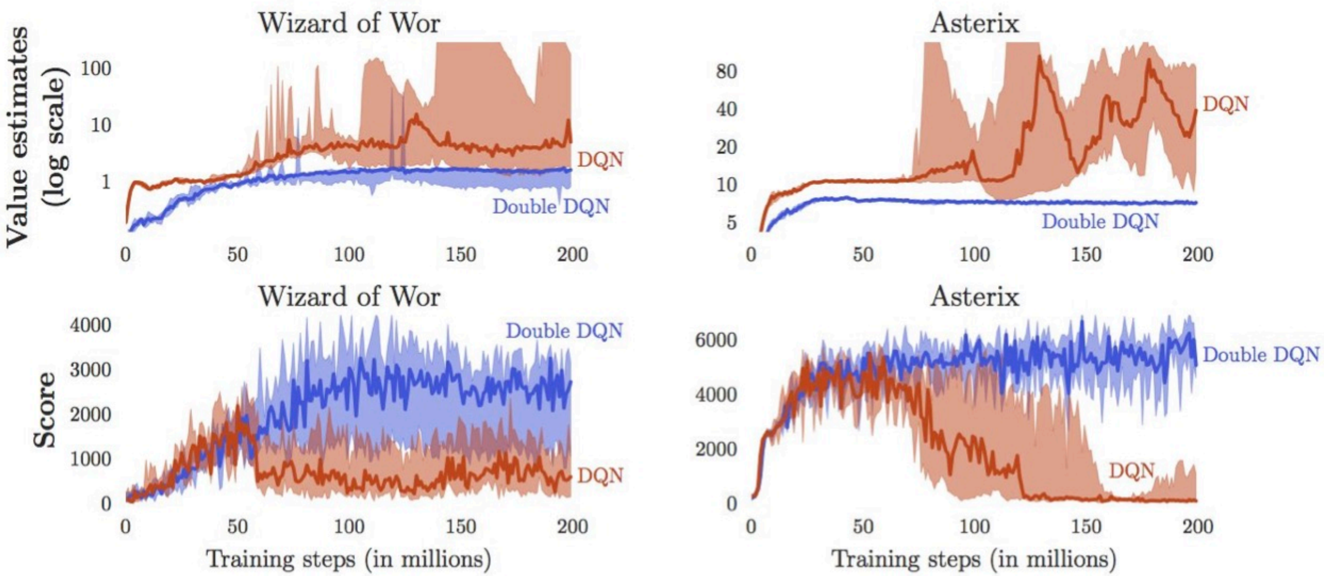
Recall: Double DQN



Double Q-learning:

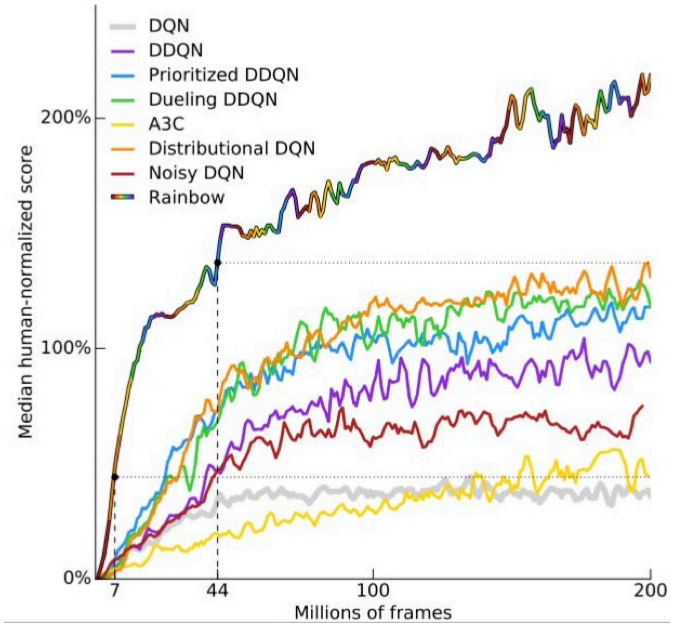
$$Q_1(S_t, A_t) \leftarrow Q_1(S_t, A_t) + \alpha \Big[R_{t+1} + \gamma Q_2\big(S_{t+1}, \arg\max_a Q_1(S_{t+1}, a)\big) - Q_1(S_t, A_t) \Big]$$

Double DQN



cf. van Hasselt et al, 2015)

Which DQN improvements



Rainbow model, Hessel et al, 2017)

Deep n-step SARSA

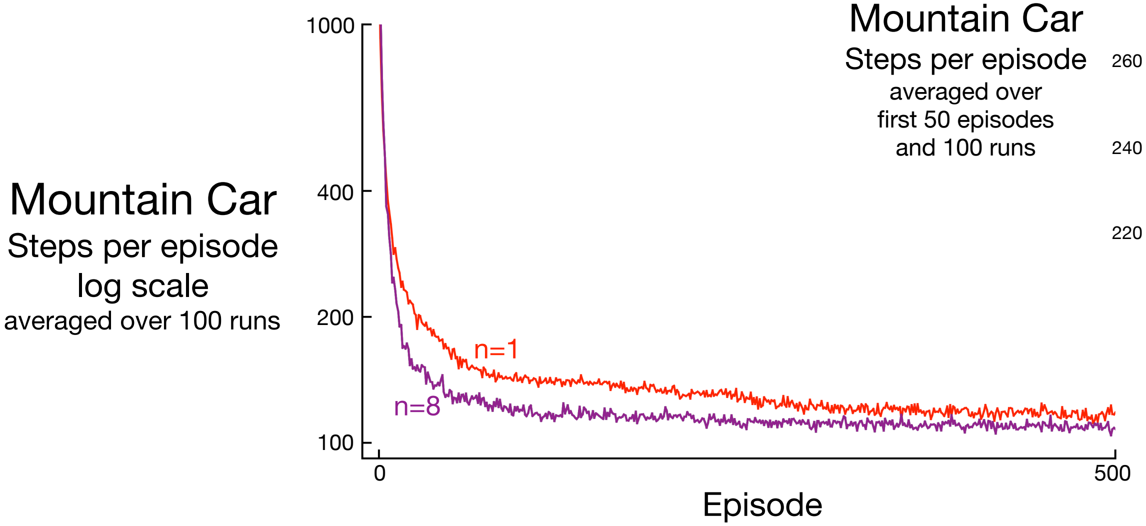
Episodic semi-gradient n-step Sarsa for estimating $\hat{q} \approx q_*$ or q_π

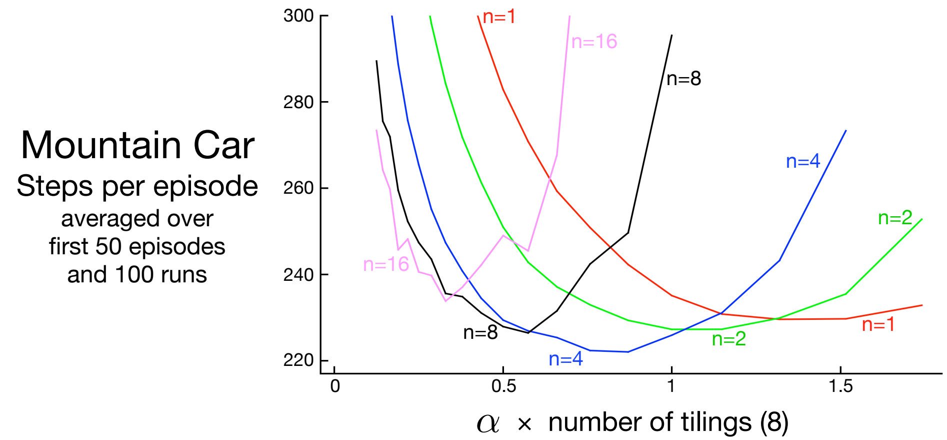
Input: a differentiable action-value function parameterization $\hat{q} : \mathcal{S} \times \mathcal{A} \times \mathbb{R}^d \to \mathbb{R}$
Input: a policy π (if estimating q_π)
Algorithm parameters: step size $\alpha > 0$, small $\varepsilon > 0$, a positive integer n
Initialize value-function weights $\mathbf{w} \in \mathbb{R}^d$ arbitrarily (e.g., $\mathbf{w} = \mathbf{0}$)
All store and access operations (S_t, A_t, and R_t) can take their index mod $n+1$

Loop for each episode:
    Initialize and store $S_0 \neq$ terminal
    Select and store an action $A_0 \sim \pi(\cdot|S_0)$ or ε-greedy wrt $\hat{q}(S_0, \cdot, \mathbf{w})$
    $T \leftarrow \infty$
    Loop for $t = 0, 1, 2, \ldots$:
    | If $t < T$, then:
    | Take action A_t
    | Observe and store the next reward as R_{t+1} and the next state as S_{t+1}
    | If S_{t+1} is terminal, then:
    | $T \leftarrow t + 1$
    | else:
    | Select and store $A_{t+1} \sim \pi(\cdot|S_{t+1})$ or ε-greedy wrt $\hat{q}(S_{t+1}, \cdot, \mathbf{w})$
    | $\tau \leftarrow t - n + 1$ (τ is the time whose estimate is being updated)
    | If $\tau \geq 0$:
    | $G \leftarrow \sum_{i=\tau+1}^{\min(\tau+n,T)} \gamma^{i-\tau-1} R_i$
    | If $\tau + n < T$, then $G \leftarrow G + \gamma^n \hat{q}(S_{\tau+n}, A_{\tau+n}, \mathbf{w})$ $(G_{\tau:\tau+n})$
    | $\mathbf{w} \leftarrow \mathbf{w} + \alpha \left[G - \hat{q}(S_\tau, A_\tau, \mathbf{w})\right] \nabla \hat{q}(S_\tau, A_\tau, \mathbf{w})$
    Until $\tau = T - 1$

n-step semi-gradient Sarsa is better for n>1

$$\boldsymbol{\theta}_{t+n} \doteq \boldsymbol{\theta}_{t+n-1} + \alpha \left[G_t^{(n)} - \hat{q}(S_t, A_t, \boldsymbol{\theta}_{t+n-1}) \right] \nabla \hat{q}(S_t, A_t, \boldsymbol{\theta}_{t+n-1}), \qquad 0 \leq t < T$$





Eligibility traces are

- Another way of interpolating between MC and TD methods
- A way of implementing *compound λ-return* targets
- A basic mechanistic idea — a short-term, fading memory
- A new style of algorithm development/analysis

Recall *n*-step targets

- For example, in the episodic case, with linear function approximation:
  - 2-step target:
    $$G_t^{(2)} \doteq R_{t+1} + \gamma R_{t+2} + \gamma^2 \boldsymbol{\theta}_{t+1}^\top \boldsymbol{\phi}_{t+2}$$
  - *n*-step target: $G_t^{(n)} \doteq R_{t+1} + \cdots + \gamma^{n-1} R_{t+n} + \gamma^n \boldsymbol{\theta}_{t+n-1}^\top \boldsymbol{\phi}_{t+n}$

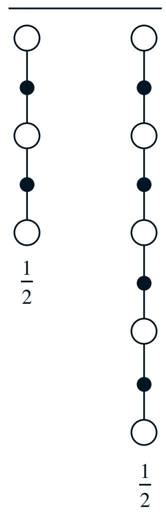
with $G_t^{(n)} \doteq G_t$ if $t + n \geq T$

Any set of update targets can be

- For example, half a 2-step plus half a 4-step

$$U_t = \frac{1}{2}G_t^{(2)} + \frac{1}{2}G_t^{(4)}$$

A *compound* backup

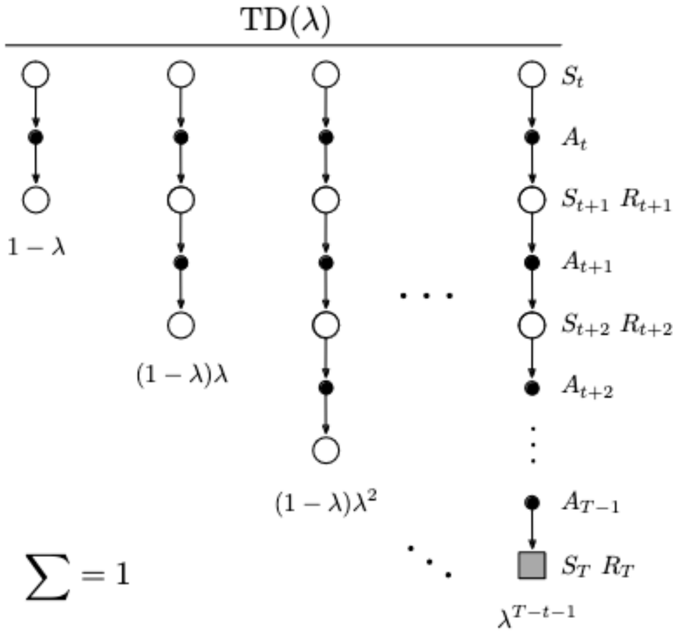


- Called a compound backup
  - Draw each component
  - Label with the weights for that

The λ-return is a compound update target

- The λ-return a target that averages all *n*-step targets
  - each weighted by λ^{n-1}

$$G_t^\lambda \doteq (1-\lambda)\sum_{n=1}^{\infty}\lambda^{n-1}G_{t:t+n}.$$



$$G_{t:t+n} \doteq R_{t+1}+\gamma R_{t+2}+\cdots+\gamma^{n-1}R_{t+n}+\gamma^n\hat{v}(S_{t+n},\mathbf{w}_{t+n-1}),\quad 0\le t\le T-n,$$

Relation to TD(0) and MC

- The λ-return can be rewritten as:

$$G_t^\lambda = \underbrace{(1-\lambda)\sum_{n=1}^{T-t-1}\lambda^{n-1}G_t^{(n)}}_{\text{Until termination}} + \underbrace{\lambda^{T-t-1}G_t}_{\text{After termination}}$$

- If λ = 1, you get the MC target:

$$G_t^\lambda = (1-1)\sum_{n=1}^{T-t-1}1^{n-1}G_t^{(n)} + 1^{T-t-1}G_t = G_t$$

- If λ = 0, you get the TD(0) target:

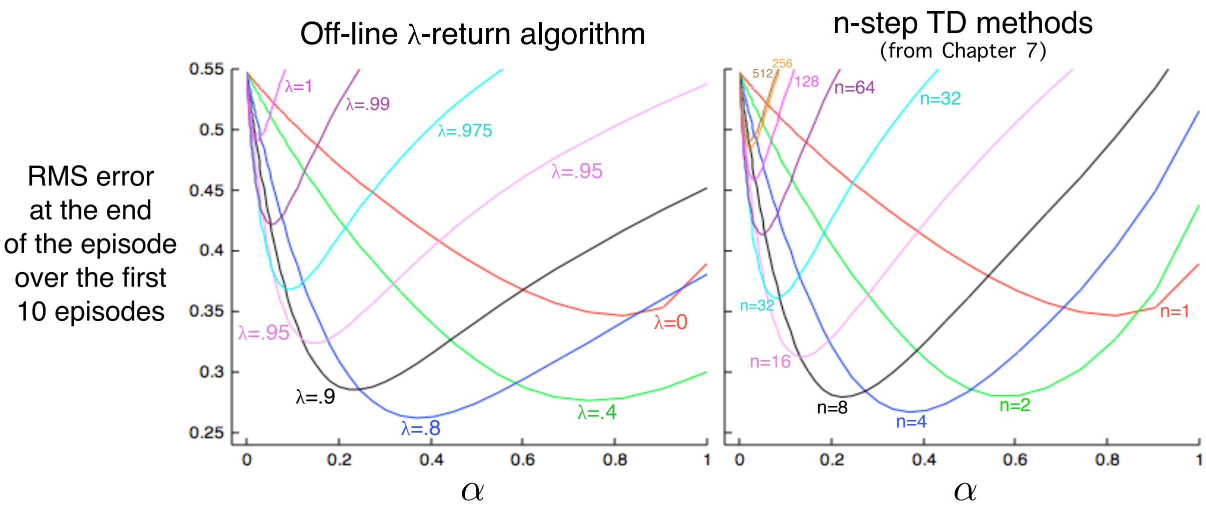
$$G_t^\lambda = (1-0)\sum_{n=1}^{T-t-1}0^{n-1}G_t^{(n)} + 0^{T-t-1}G_t = G_t^{(1)}$$

The off-line λ-return "algorithm"

- Wait until the end of the episode (offline)

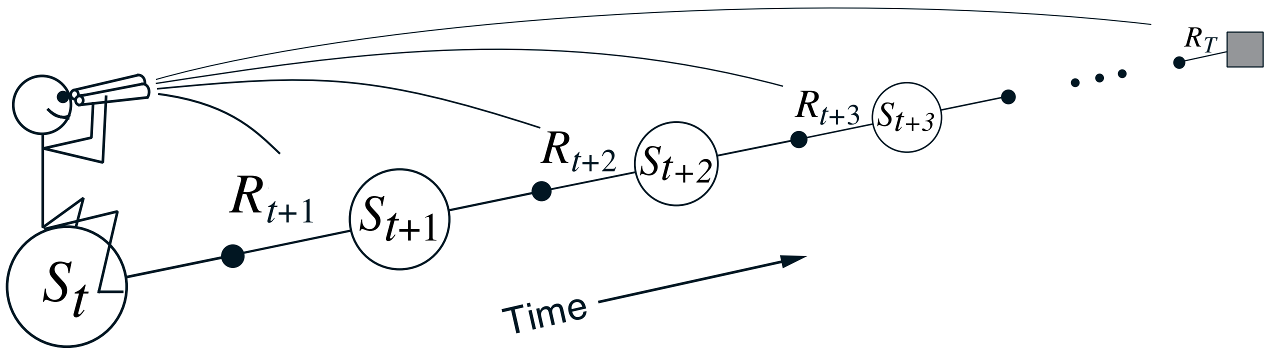
$$\boldsymbol{\theta}_{t+1} \doteq \boldsymbol{\theta}_t + \alpha \Big[G_t^{\lambda} - \hat{q}(S_t, A_t, \boldsymbol{\theta}_t) \Big] \nabla \hat{q}(S_t, A_t, \boldsymbol{\theta}_t), \quad t = 0, \ldots, T-1$$

The λ-return alg performs similarly to

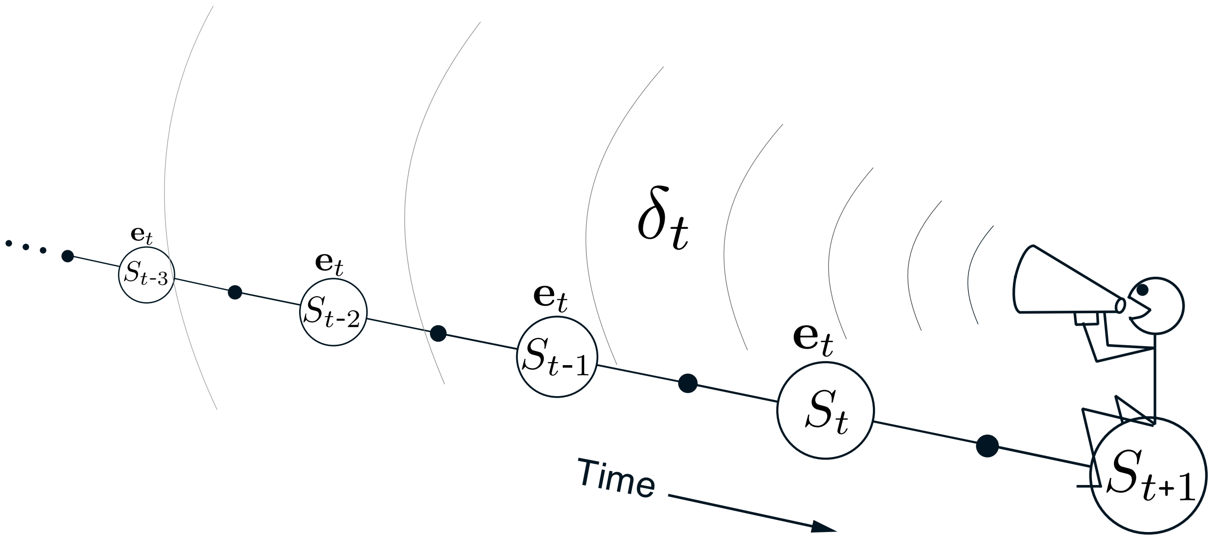


Intermediate λ is best (just like intermediate *n* is best)
λ-return slightly better than *n*-step

The forward view looks forward from the state being updated to future states and rewards



The backward view looks back to the recently visited states (marked by eligibility traces)



- Shout the TD error backwards
- The traces fade with temporal distance by $\gamma\lambda$

Eligibility traces (mechanism)

- The forward view was for theory
- The backward view is for *mechanism* same shape as $\boldsymbol{\theta}$

$$\mathbf{e}_t \in \mathbb{R}^n \geq \mathbf{0}$$

- New memory vector called *eligibility trace*
  - On each step, decay each component by γλ and increment the trace for the current state by 1
  - *Accumulating trace*

$$\mathbf{e}_0 \doteq \mathbf{0},$$
$$\mathbf{e}_t \doteq \nabla \hat{v}(S_t,\boldsymbol{\theta}_t) + \gamma\lambda \mathbf{e}_{t-1}$$

The Semi-gradient TD(λ) algorithm

$$\boldsymbol{\theta}_{t+1} \doteq \boldsymbol{\theta}_t + \alpha \delta_t \mathbf{e}_t$$

$$\delta_t \doteq R_{t+1} + \gamma \hat{v}(S_{t+1},\boldsymbol{\theta}_t) - \hat{v}(S_t,\boldsymbol{\theta}_t)$$

$$\mathbf{e}_0 \doteq \mathbf{0},$$
$$\mathbf{e}_t \doteq \nabla \hat{v}(S_t,\boldsymbol{\theta}_t) + \gamma\lambda \mathbf{e}_{t-1}$$

Online TD(λ)

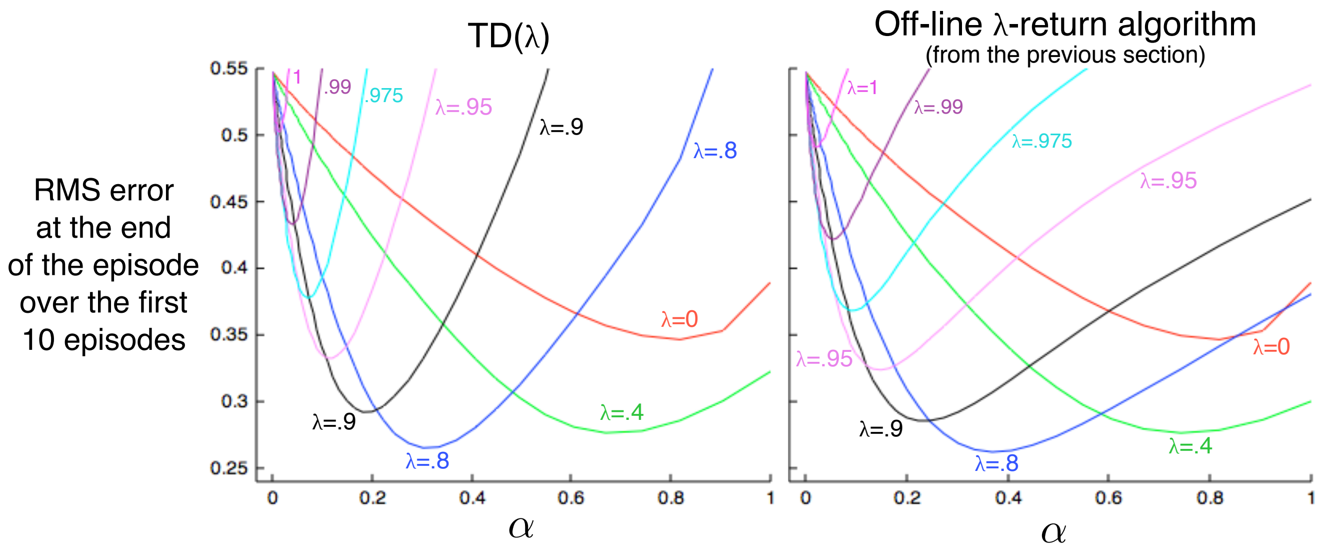
Semi-gradient TD(λ) for estimating $\hat{v} \approx v_\pi$

Input: the policy π to be evaluated
Input: a differentiable function $\hat{v} : \mathcal{S}^+ \times \mathbb{R}^d \rightarrow \mathbb{R}$ such that $\hat{v}(\text{terminal},\cdot) = 0$
Algorithm parameters: step size $\alpha > 0$, trace decay rate $\lambda \in [0, 1]$
Initialize value-function weights $\mathbf{w}$ arbitrarily (e.g., $\mathbf{w} = \mathbf{0}$)

Loop for each episode:
    Initialize S
    $\mathbf{z} \leftarrow \mathbf{0}$ (a d-dimensional vector)
    Loop for each step of episode:
    | Choose $A \sim \pi(\cdot|S)$
    | Take action A, observe R, S'
    | $\mathbf{z} \leftarrow \gamma\lambda\mathbf{z} + \nabla\hat{v}(S,\mathbf{w})$
    | $\delta \leftarrow R + \gamma\hat{v}(S',\mathbf{w}) - \hat{v}(S,\mathbf{w})$
    | $\mathbf{w} \leftarrow \mathbf{w} + \alpha\delta\mathbf{z}$
    | $S \leftarrow S'$
    until S' is terminal

TD(λ) performs similarly to offline λ-

Tabular 19-state random walk task



Can we do better? Can we update online?

Conclusions

- Value-function approximation by stochastic gradient descent enables RL to be applied to arbitrarily large state spaces
- Most algorithms just carry over the targets from the tabular case
- With bootstrapping (TD), we don't get true gradient descent methods
    - this complicates the analysis
    - but the linear, on-policy case is still guaranteed convergent
    - and learning is still *much faster*