

Week 5 - RL 4 Blackboard 1

$$\langle R(\vec{\omega}) \rangle = \sum_{\substack{\vec{x} \\ \text{input}}} \sum_{\substack{y \in \{0,1\} \\ \text{output}}} \overset{\text{reward}}{R(y, \vec{x})} \cdot \overset{\text{statistical weight}}{\prod_{\vec{\omega}} (y|\vec{x}) \cdot P(\vec{x})} =$$

$\xrightarrow{\text{policy depends on } \vec{\omega}}$

$$= \sum_{\vec{x}} P(\vec{x}) [R(y=1, \vec{x}) \cdot q(\vec{\omega} \cdot \vec{x}) + R(y=0, \vec{x}) \cdot (1 - q(\vec{\omega} \cdot \vec{x}))]$$

derivative / batch update

$$\| \Delta \omega_j = \alpha \cdot \frac{\partial}{\partial \omega_j} \langle R(\vec{\omega}) \rangle = \sum_{\vec{x}} P(\vec{x}) \cdot q'(\vec{\omega} \cdot \vec{x}) [R(y=1, \vec{x}) - R(y=0, \vec{x})] \cdot X_j$$

This is the correct batch update!

But it is not easy to go from here to online, because we do not have the correct statistical weight:

we miss $\sum_y P_{\vec{\omega}}(y|\vec{x})$

aim: make statistical weight

$$\sum_{\vec{x}} \sum_y P_{\vec{\omega}}(y|\vec{x}) - P(\vec{x})$$

visible! Must show up explicitly!

approach (1) "pedestrian"

approach (2) "log-likelihood trick"

Week 5 - RL4 - Blackboard 1B ("pedestrian")

Statistical weight $P(y, \vec{x}) =$

$$\begin{aligned}
 (X) \langle R \rangle &= \sum_{\vec{x}} \sum_{y \in \{0,1\}} \overset{\text{reward}}{R(y, \vec{x})} \cdot \underbrace{\pi_{\omega}(y | \vec{x}) \cdot P(\vec{x})}_{\substack{\text{policy} \\ \text{depends on } \omega}} \\
 &= \sum_{\vec{x}} \sum_y P(\vec{x}) \left[R(y=1, \vec{x}) \cdot g(\vec{\omega} \cdot \vec{x}) \cdot y + R(y=0, \vec{x}) \cdot (1 - g(\vec{\omega} \cdot \vec{x})) \cdot (1-y) \right]
 \end{aligned}$$

make "if-condition" explicit

if $y=1$ if $y=0$

if I add the sum over y , I need to add the "if-condition"!

take derivative and update (batch)

$$(2) \Delta \omega_j = d \cdot \frac{\partial}{\partial \omega_j} \langle R \rangle = d \sum_{\vec{x}} \sum_y P(\vec{x}) \left[\underbrace{R(1, \vec{x}) \cdot g'(\vec{\omega} \cdot \vec{x}) \cdot y}_{y=1 \text{ if condition}} - \underbrace{R(0, \vec{x}) \cdot g'(\vec{\omega} \cdot \vec{x}) \cdot (1-y)}_{y=0 \text{ condition}} \right] \cdot x_j$$

online rule? need to make statistical weight explicit! need $\pi(y | \vec{x}) \cdot P(\vec{x})$!

use (1) $\pi_{\omega}(y | \vec{x}) = g(\vec{\omega} \cdot \vec{x})$ for $y=1$ and (2) $\pi_{\omega}(y | \vec{x}) = (1 - g(\vec{\omega} \cdot \vec{x}))$ for $y=0$

$$\Delta \omega_j = d \cdot \frac{\partial}{\partial \omega_j} \langle R \rangle = d \sum_{\vec{x}} \sum_{y \in \{0,1\}} \left[\frac{\pi(y=1 | \vec{x})}{g(\vec{\omega} \cdot \vec{x})} \cdot R(1, \vec{x}) \cdot g'(\vec{\omega} \cdot \vec{x}) \cdot y - \frac{\pi(y=0 | \vec{x})}{1 - g(\vec{\omega} \cdot \vec{x})} \cdot R(0, \vec{x}) \cdot g'(\vec{\omega} \cdot \vec{x}) \cdot (1-y) \right] \cdot x_j$$

sum all possibilities

$y=1$ $y=0$

if condition

$$(3) \Delta \omega_j = " = d \sum_{\vec{x}} \sum_{y \in \{0,1\}} \underbrace{P(\vec{x}) \cdot \pi(y | \vec{x})}_{\text{statistical weight}} R(y, \vec{x}) \cdot g'(\vec{\omega} \cdot \vec{x}) \left[\frac{y}{g(\vec{\omega} \cdot \vec{x})} - \frac{1-y}{1-g(\vec{\omega} \cdot \vec{x})} \right] \cdot x_j$$

online: cut statistical weight \Rightarrow self-averaging over samples

$$(4) \Delta \omega_j = d R(y, \vec{x}) \cdot g'(\vec{\omega} \cdot \vec{x}) \cdot \left[\frac{y}{g} - \frac{1-y}{1-g} \right] \cdot x_j$$

Wed 4j - Blackboard 2 log-likelihood trick

copy (1) $\langle R \rangle = \sum_{\vec{x}} \sum_y R(y, \vec{x}) \pi_{\omega}(y | \vec{x}) \cdot P(\vec{x})$

$\Delta \omega_j = \alpha \frac{\partial}{\partial \omega_j} \langle R \rangle = \alpha \sum_{\vec{x}} \sum_y R(y, \vec{x}) P(\vec{x}) \frac{\pi_{\omega}(y | \vec{x})}{\pi_{\omega}(y | \vec{x})} \frac{\partial}{\partial \omega_j} \pi_{\omega}(y | \vec{x})$

$= \alpha \sum_{\vec{x}} \sum_y \underbrace{P(\vec{x}) \pi_{\omega}(y | \vec{x})}_{\text{statistical weight}} \cdot R(y, \vec{x}) \frac{\partial}{\partial \omega_j} \ln \pi_{\omega}(y | \vec{x})$

outline

(5) $\Delta \omega_j = \alpha \cdot \begin{matrix} R(y, \vec{x}) \\ \uparrow \\ \text{reward} \end{matrix} \frac{\partial}{\partial \omega_j} \ln \begin{matrix} \pi_{\omega}(y | \vec{x}) \\ \uparrow \\ \text{policy} \end{matrix} \parallel \text{"log-likelihood trick"}$

Week 4 - Blackboard 3 : multi-step policy gradient

estimated return (total discounted future reward)

$\hat{V}_{\pi}^{est}(s_t)$
depends on policy

$$= \langle r_t + \gamma r_{t+1} + \gamma^2 r_{t+2} + \gamma^3 r_{t+3} + \dots \rangle_{\text{all paths from } s_t}$$

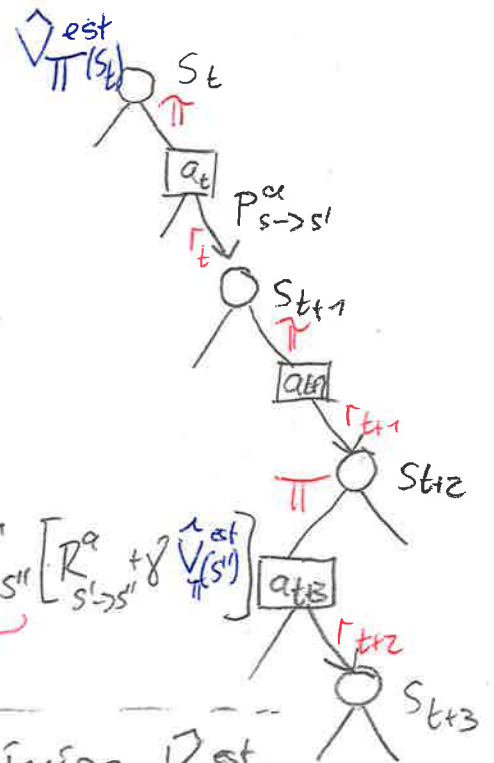
Bellman

$$= \sum_{a_t} \underbrace{\pi_{\theta}(a_t | s_t)}_{\text{natural statistical weight}} \cdot \sum_{s'} P_{s_t \rightarrow s'}^{a_t} [R_{s_t \rightarrow s'}^{a_t} + \gamma \cdot \hat{V}_{\pi}^{est}(s')]$$

natural statistical weight

expand

$$\sum_{a_{t+1}} \pi_{\theta}(a_{t+1} | s') \sum_{s''} P_{s' \rightarrow s''}^{a_{t+1}} [R_{s' \rightarrow s''}^{a_{t+1}} + \gamma \hat{V}_{\pi}^{est}(s'')]$$



Change parameters θ of policy $\pi_{\theta}(a|s)$ so as to maximise $\hat{V}_{\pi}^{est}(s_t)$

$$\Delta\theta = \alpha \frac{\partial}{\partial \theta} \hat{V}_{\pi}^{est}(s_t) = \alpha \sum_{a_t} \underbrace{\pi_{\theta}(a_t | s_t)}_{\text{product rule}} \cdot \frac{\partial}{\partial \theta} \ln \pi(a_t | s_t) \cdot \sum_{s'} P_{s_t \rightarrow s'}^{a_t} [R_{s_t \rightarrow s'}^{a_t} + \gamma \hat{V}_{\pi}^{est}(s')]$$

contains natural statistical weight

also depends on π

$$+ \alpha \sum_{a_t} \pi_{\theta}(a_t | s_t) \cdot \sum_{s'} P_{s_t \rightarrow s'}^{a_t} \cdot \gamma \cdot \frac{\partial}{\partial \theta} \hat{V}_{\pi}^{est}(s')$$

online rule, drop statistical weight

expand iteratively

$$\Delta\theta = \alpha \cdot \frac{\partial}{\partial \theta} \ln \pi(a_t | s_t) \left[r_t + \gamma r_{t+1} + \gamma^2 r_{t+2} + \gamma^3 r_{t+3} + \dots \right] \xrightarrow{R_{s_t \rightarrow \text{Send}}^{a_t} \text{ "Return"}}$$

$$+ \alpha \cdot \gamma \cdot \frac{\partial}{\partial \theta} \ln \pi(a_{t+1} | s_{t+1}) \left[r_{t+1} + \gamma r_{t+2} + \gamma^2 r_{t+3} + \dots \right] \xrightarrow{R_{s_{t+1} \rightarrow \text{Send}}^{a_{t+1}}}$$

+ $\alpha \cdot \gamma^2 \dots$