

# Model-Free RL: Non-asymptotic Statistical and Computational Guarantees

Yuejie Chi

**Carnegie Mellon University**

2022 MIT LIDS Student Conference

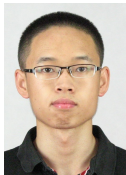
# My wonderful collaborators



Shicong Cen  
CMU



Chen Cheng  
Stanford



Gen Li  
Princeton



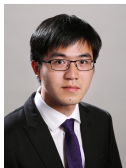
Yuxin Chen  
UPenn



Yuting Wei  
UPenn



Laixi Shi  
CMU



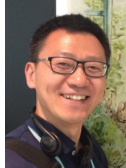
Changxiao Cai  
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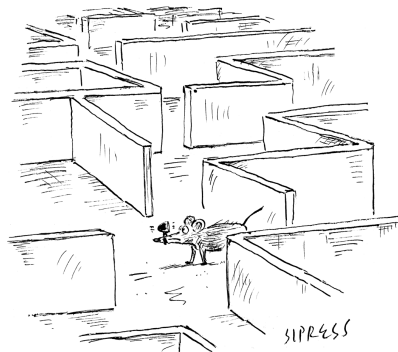


Yuantao Gu  
Tsinghua

# Reinforcement learning (RL)

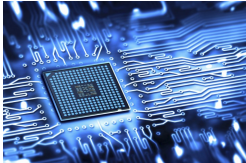
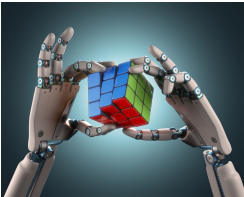
**In RL, an agent learns by interacting with an environment.**

- unknown environments
- maximize total rewards
- trial-and-error
- sequential and online



*"Recalculating ... recalculating ..."*

# Recent successes in RL



*RL holds great promise in the next era of artificial intelligence.*



# Challenges of RL

- explore or exploit: unknown or changing environments
- credit assignment problem: delayed rewards or feedback
- enormous state and action space
- nonconcavity in value maximization



# Sample efficiency

Collecting data samples might be expensive or time-consuming



clinical trials



autonomous driving



online ads

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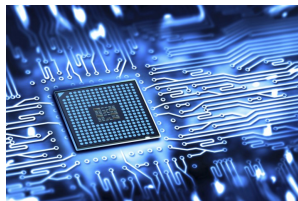
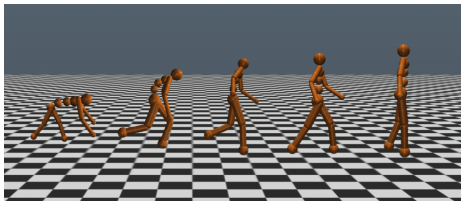


online ads

**Calls for design of sample-efficient RL algorithms!**

# Computational efficiency

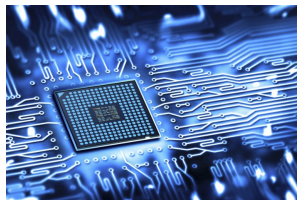
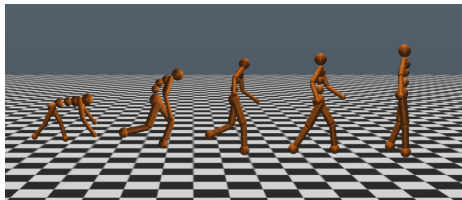
Running RL algorithms might take a long time and space



*many* CPUs / GPUs / TPUs + computing hours

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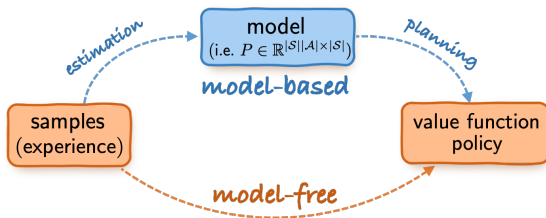
**Calls for computationally efficient RL algorithms!**

# From asymptotic to non-asymptotic analyses



Non-asymptotic analyses are key to understand sample and computational efficiency in modern RL.

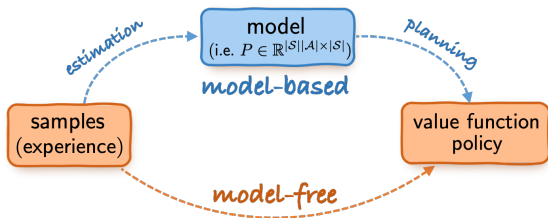
# Two approaches to RL



## Model-based approach (“plug-in”)

1. build an empirical estimate  $\hat{P}$  for  $P$
2. planning based on empirical  $\hat{P}$

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## Model-based approach (“plug-in”)

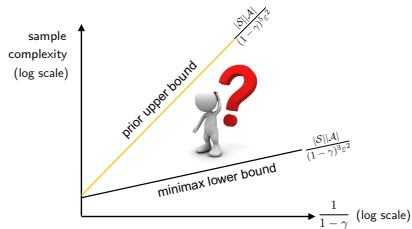
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## Model-free approach

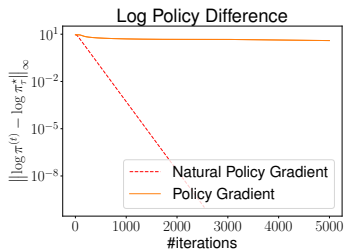
1. learning w/o constructing model explicitly
2. widely popular and successful in practice



# This talk: model-free approach



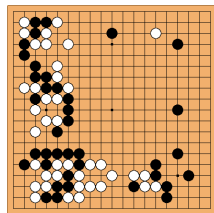
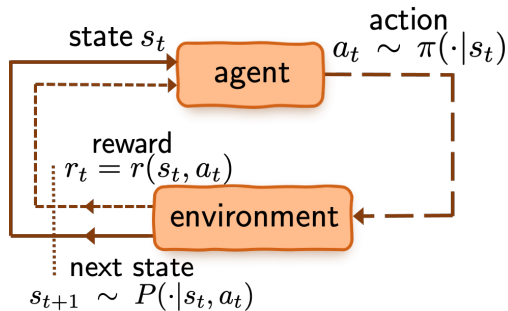
**Value-based approach:**  
Finite-sample complexity of  
Q-learning



**Policy-based approach:**  
Finite-time convergence of  
policy optimization

*Backgrounds: Markov decision processes*

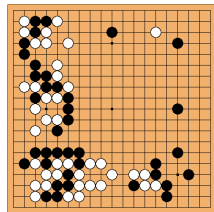
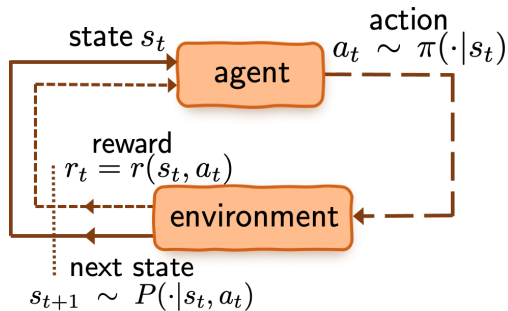
# Markov decision process (MDP)



- $\mathcal{S}$ : state space

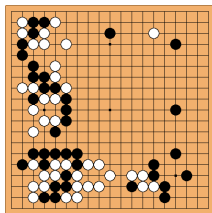
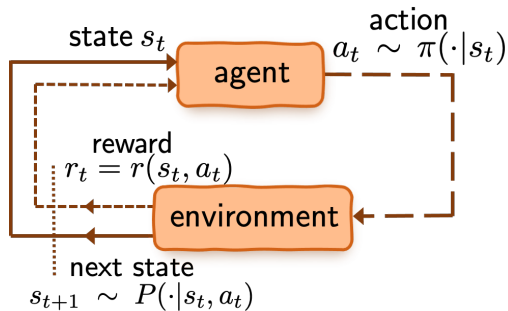
- $\mathcal{A}$ : action space

# Markov decision process (MDP)



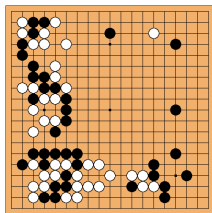
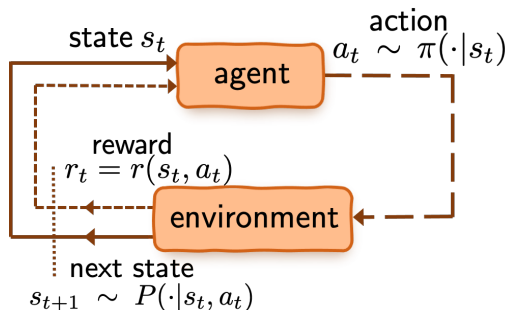
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- $r(s, a) \in [0, 1]$ : immediate reward

# Markov decision process (MDP)



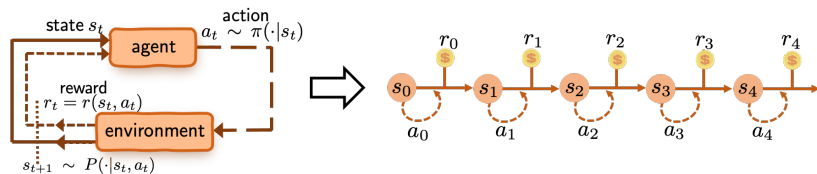
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- $\pi(\cdot | s)$ : policy (or action selection rule)
- $P(\cdot | s, a)$ : transition probabilities

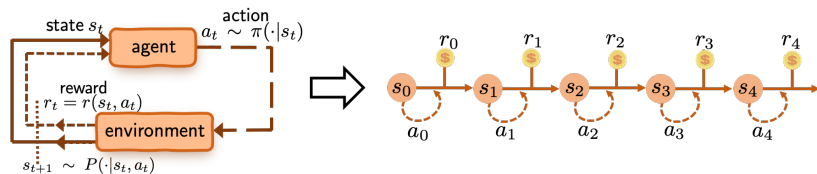
# Value function



**Value function of policy  $\pi$ :**

$$\forall s \in \mathcal{S} : \quad V^\pi(s) := \mathbb{E} \left[ \sum_{t=0}^{\infty} \gamma^t r_t \mid s_0 = s \right]$$

# Value function



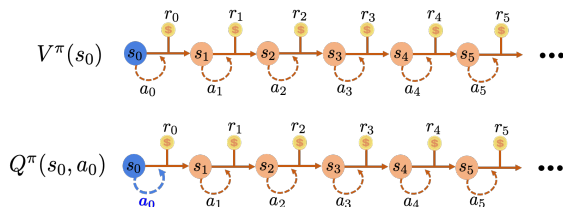
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- $\gamma \in [0, 1)$  is the **discount factor**;  $\frac{1}{1-\gamma}$  is **effective horizon**
- Expectation is w.r.t. the sampled trajectory under  $\pi$



# Q-function

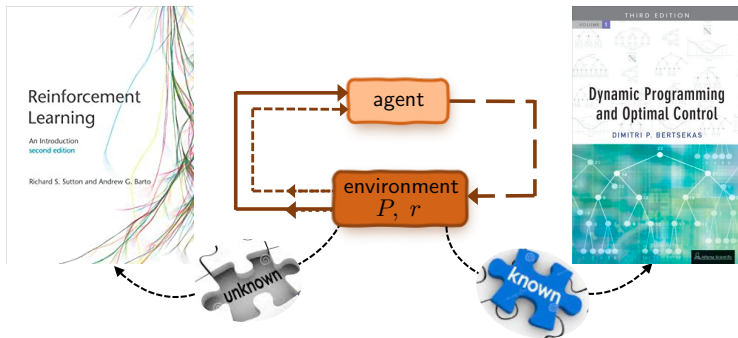


**Q-function** of policy  $\pi$ :

$$\forall (s, a) \in \mathcal{S} \times \mathcal{A}: \quad Q^\pi(s, a) := \mathbb{E} \left[ \sum_{t=0}^{\infty} \gamma^t r(s_t, a_t) \mid s_0 = s, a_0 = a \right]$$

- $(\cancel{a_0}, s_1, a_1, s_2, a_2, \dots)$ : generated under policy  $\pi$

# Searching for the optimal policy



**Goal:** find the optimal policy  $\pi^*$  that maximize  $V^\pi(s)$

- optimal value / Q function:  $V^* := V^{\pi^*}$ ,  $Q^* := Q^{\pi^*}$
- optimal policy  $\pi^*(s) = \operatorname{argmax}_{a \in \mathcal{A}} Q^*(s, a)$

# Bellman's optimality principle

## Bellman operator

$$\mathcal{T}(Q)(s, a) := \underbrace{r(s, a)}_{\text{immediate reward}} + \gamma \mathbb{E}_{s' \sim P(\cdot | s, a)} \left[ \underbrace{\max_{a' \in \mathcal{A}} Q(s', a')}_{\text{next state's value}} \right]$$

- one-step look-ahead

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**Bellman equation:**  $Q^*$  is *unique* solution to

$$\mathcal{T}(Q^*) = Q^*$$

**$\gamma$ -contraction of Bellman operator:**

$$\|\mathcal{T}(Q_1) - \mathcal{T}(Q_2)\|_\infty \leq \gamma \|Q_1 - Q_2\|_\infty$$

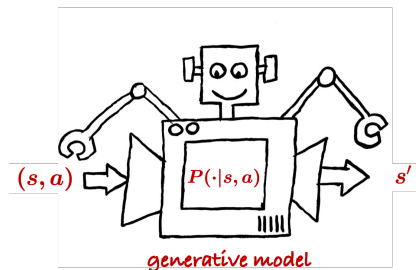


*Richard  
Bellman*

*Is Q-learning minimax-optimal?*

# RL with a generative model / simulator

— Kearns and Singh, 1999

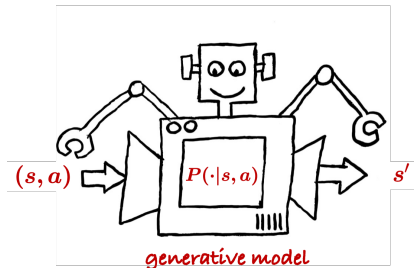


For each state-action pair  $(s, a)$ , collect  $N$  samples

$$\{(s, a, s'_{(i)})\}_{1 \leq i \leq N}$$

# RL with a generative model / simulator

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**Question:** How many samples are necessary and sufficient to solve the RL problem without worrying about exploration?

## Minimax lower bound

### Theorem (minimax lower bound; Azar et al., 2013)

For all  $\epsilon \in [0, \frac{1}{1-\gamma})$ , there exists some MDP such that the total number of samples need to be *at least*

$$\tilde{\Omega} \left( \frac{|\mathcal{S}||\mathcal{A}|}{(1-\gamma)^3 \epsilon^2} \right)$$

to achieve  $\|\hat{Q} - Q^*\|_\infty \leq \epsilon$ , where  $\hat{Q}$  is the output of any RL algorithm.



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- holds for both finding the optimal Q-function and the optimal policy over the entire range of  $\epsilon$
- much smaller than the model dimension  $|\mathcal{S}|^2|\mathcal{A}|$

# Q-learning: a classical model-free algorithm



Chris Watkins



Peter Dayan

Stochastic approximation for solving the **Bellman equation**

Robbins & Monro, 1951

$$Q = \mathcal{T}(Q)$$

where

$$\mathcal{T}(Q)(s, a) := \underbrace{r(s, a)}_{\text{immediate reward}} + \gamma \mathbb{E}_{s' \sim P(\cdot | s, a)} \left[ \underbrace{\max_{a' \in \mathcal{A}} Q(s', a')}_{\text{next state's value}} \right].$$

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*Chris Watkins*



*Peter Dayan*

Stochastic approximation for solving Bellman equation  $Q = \mathcal{T}(Q)$

$$\underbrace{Q_{t+1}(s, a) = (1 - \eta_t)Q_t(s, a) + \eta_t \mathcal{T}_t(Q_t)(s, a)}_{\text{draw the transition } (s, a, s') \text{ for all } (s, a)}, \quad t \geq 0$$

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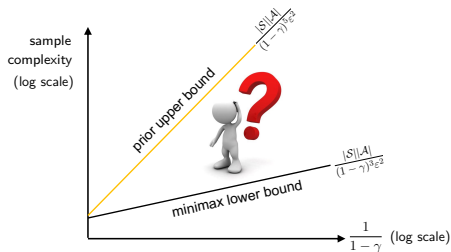
## Prior art: achievability

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paper	sample complexity
Even-Dar & Mansour '03	$2^{\frac{1}{1-\gamma}} \frac{ S  \mathcal{A} }{(1-\gamma)^4 \epsilon^2}$
Beck & Srikant '12	$\frac{ S ^2  \mathcal{A} ^2}{(1-\gamma)^5 \epsilon^2}$
Wainwright '19	$\frac{ S  \mathcal{A} }{(1-\gamma)^5 \epsilon^2}$
Chen et al. '20	$\frac{ S  \mathcal{A} }{(1-\gamma)^5 \epsilon^2}$

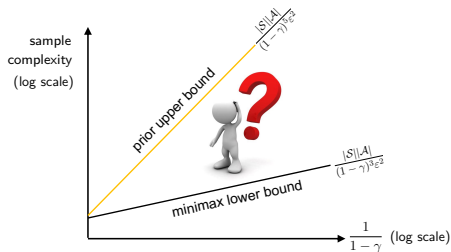


All prior results require sample size of at least  $\frac{|S||\mathcal{A}|}{(1-\gamma)^5 \epsilon^2}$ !

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*Is Q-learning sub-optimal, or is it an analysis artifact?*

## A sharpened sample complexity of Q-learning

**Theorem (Li, Cai, Chen, Gu, Wei, Chi, 2021)**

For any  $0 < \epsilon \leq 1$ , Q-learning yields

$$\|\hat{Q} - Q^*\|_\infty \leq \epsilon$$

with sample complexity *at most*

$$\tilde{O}\left(\frac{|\mathcal{S}||\mathcal{A}|}{(1-\gamma)^4\epsilon^2}\right).$$

- Improves dependency on effective horizon  $\frac{1}{1-\gamma}$



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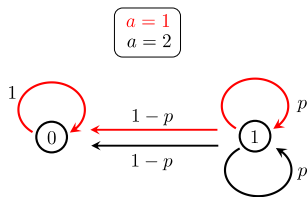
- Improves dependency on effective horizon  $\frac{1}{1-\gamma}$
- Allows both constant and rescaled linear learning rate:

$$\frac{1}{1 + \frac{c_1(1-\gamma)T}{\log^2 T}} \leq \eta_t \leq \frac{1}{1 + \frac{c_2(1-\gamma)t}{\log^2 T}}$$

# A curious numerical example

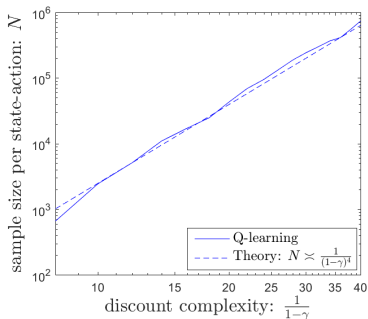
**Numerical evidence:**  $\frac{|\mathcal{S}||\mathcal{A}|}{(1-\gamma)^4 \epsilon^2}$  samples seem necessary ...

— *observed in Wainwright '19*



$$p = \frac{4\gamma - 1}{3\gamma}$$

$$r(0, 1) = 0, \quad r(1, 1) = r(1, 2) = 1$$



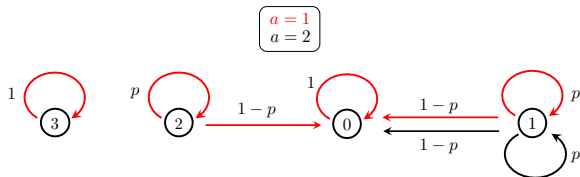
## Q-learning is not minimax optimal

### Theorem (Li, Cai, Chen, Gu, Wei, Chi, 2021)

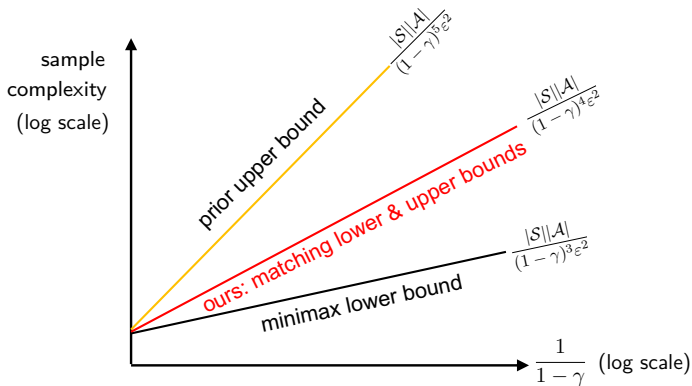
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$$\tilde{\Omega} \left( \frac{|\mathcal{S}||\mathcal{A}|}{(1-\gamma)^4 \epsilon^2} \right).$$

- Tight **algorithm-dependent** lower bound
- Holds for both constant and rescaled linear learning rates



## Where we stand now



Q-learning requires a sample size of  $\frac{|S||A|}{(1-\gamma)^4 \epsilon^2}$ .

# Why is Q-learning sub-optimal?

## Over-estimation of Q-functions (Thrun and Schwartz, 1993; Hasselt, 2010):

- $\max_{a \in \mathcal{A}} \mathbb{E}X(a)$  tends to be over-estimated (high positive bias) when  $\mathbb{E}X(a)$  is replaced by its empirical estimates using a small sample size;
- often gets worse with a large number of actions (Hasselt, Guez, Silver, 2015).

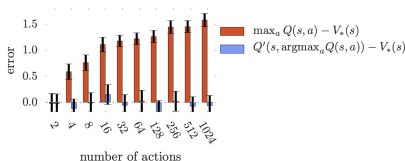


Figure 1: The orange bars show the bias in a single Q-learning update when the action values are  $Q(s, a) = V_*(s) + \epsilon_a$  and the errors  $\{\epsilon_a\}_{a=1}^m$  are independent standard normal random variables. The second set of action values  $Q'$ , used for the blue bars, was generated identically and independently. All bars are the average of 100 repetitions.

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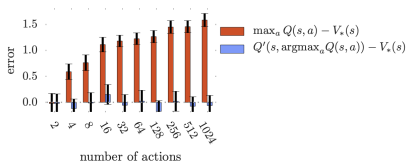


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**A provable fix:** Q-learning with variance reduction (Wainwright 2019) is *provably* minimax optimal.

# TD-learning: when the action space is a singleton



Richard Sutton

Stochastic approximation for solving Bellman equation  $V = \mathcal{T}(V)$

$$\begin{aligned} V_{t+1}(s) &= (1 - \eta_t)V_t(s) + \eta_t \mathcal{T}_t(V_t)(s) \\ &= V_t(s) + \underbrace{\eta_t \left[ r(s) + \gamma V_t(s') - V_t(s) \right]}_{\text{temporal difference}}, \quad t \geq 0 \end{aligned}$$

$$\mathcal{T}_t(V)(s) = r(s) + \gamma V(s')$$

$$\mathcal{T}(V)(s) = r(s) + \gamma \mathbb{E}_{s' \sim P(\cdot|s)} V(s')$$

# A sharpened sample complexity of TD-learning

## Theorem (Li, Cai, Chen, Gu, Wei, Chi, 2021)

For any  $0 < \epsilon \leq 1$ , TD-learning yields

$$\|\widehat{V} - V^*\|_\infty \leq \epsilon$$

with sample complexity *at most*

$$\tilde{O}\left(\frac{|\mathcal{S}||\mathcal{A}|}{(1-\gamma)^3\epsilon^2}\right).$$

- Near minimax-optimal without the need of averaging or variance reduction.



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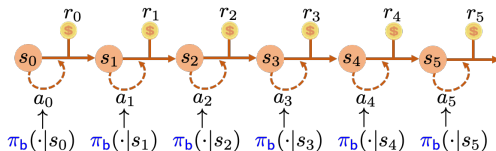
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- Near minimax-optimal without the need of averaging or variance reduction.
- Allows both constant and rescaled linear learning rate.

# Beyond the generative model

## Sampling under a behavior policy: asynchronous Q-Learning



### Theorem (Li, Cai, Chen, Gu, Wei, Chi, 2021)

For any  $0 < \epsilon \leq \frac{1}{1-\gamma}$ , sample complexity of async Q-learning to yield  $\|\hat{Q} - Q^*\|_\infty \leq \epsilon$  is at most (up to some log factor)

$$\frac{1}{\mu_{\min}(1-\gamma)^4\epsilon^2} + \frac{t_{\text{mix}}}{\mu_{\min}(1-\gamma)},$$

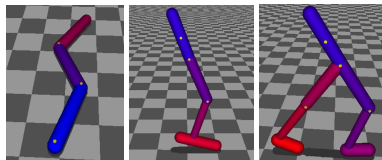
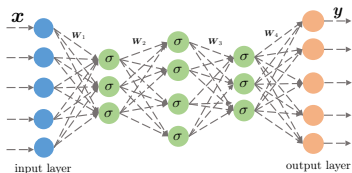
where  $\mu_{\min}$  is the smallest entry in the stationary distribution, and  $t_{\text{mix}}$  is the mixing time of the Markov chain.

*Understanding finite-time convergence of policy optimization, and how to accelerate it*

# Policy optimization

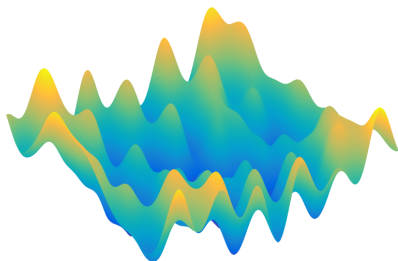
$$\text{maximize}_{\theta} \text{value}(\text{policy}(\theta))$$

- directly optimize the policy, which is the quantity of interest;
- allow flexible differentiable parameterizations of the policy;
- work with both continuous and discrete problems.



# Theoretical challenges: non-concavity

**Little understanding** on the global convergence of policy gradient methods until very recently, e.g. (Fazel et al., 2018; Bhandari and Russo, 2019; Agarwal et al., 2019; Mei et al. 2020), and many many more.



## Our goal:

- understand finite-time convergence rates of popular heuristics;
- design fast-convergent algorithms that scale for finding policies with desirable properties.

## Policy gradient methods

Given an initial state distribution  $s \sim \rho$ , find policy  $\pi$  such that

$$\text{maximize}_{\pi} \quad V^{\pi}(\rho) := \mathbb{E}_{s \sim \rho} [V^{\pi}(s)]$$

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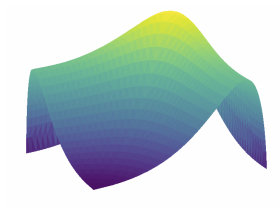
## Policy gradient method (Sutton et al., 2000)

For  $t = 0, 1, \dots$

$$\theta^{(t+1)} = \theta^{(t)} + \eta \nabla_{\theta} V^{\pi_{\theta}^{(t)}}(\rho)$$

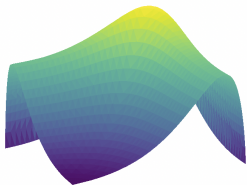
where  $\eta$  is the learning rate.

# Global convergence of the PG method?



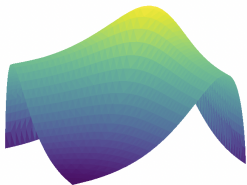
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- (Mei et al., 2020) Softmax PG converges to global opt in  $O\left(\frac{1}{\epsilon}\right)$  iterations.

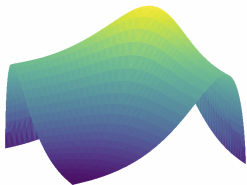
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Is the rate of PG good, bad or ugly?

## A negative message

### Theorem (Li, Wei, Chi, Gu, Chen, 2021)

*There exists an MDP s.t. it takes softmax PG at least*

$$\frac{1}{\eta} |\mathcal{S}|^{2^{\Theta(\frac{1}{1-\gamma})}} \text{ iterations}$$

*to achieve  $\|V^{(t)} - V^*\|_{\infty} \leq 0.15$ .*

## A negative message

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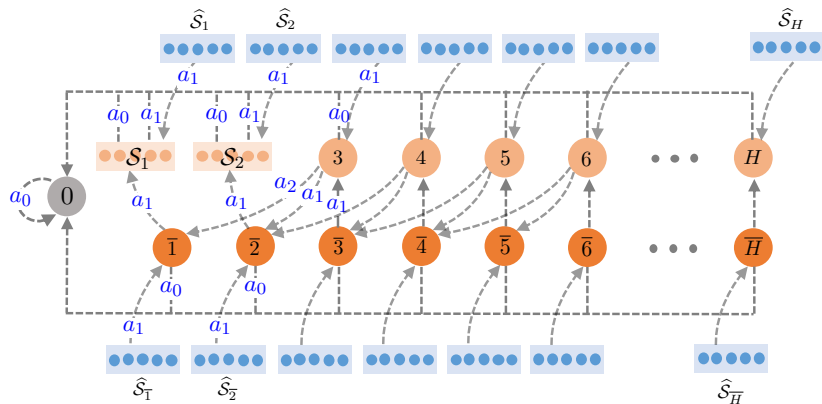
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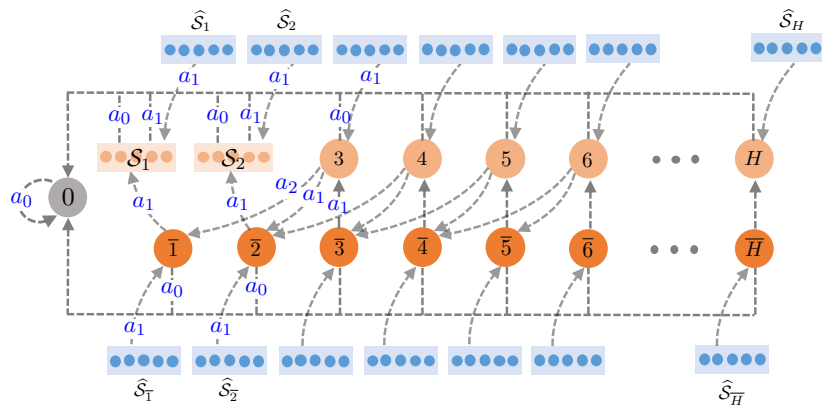
- Softmax PG can take (super)-exponential time to converge (in problems w/ large state space & long effective horizon)!
- Even when starting from a uniform initial state distribution!
- Also hold for average sub-opt gap  $\frac{1}{|\mathcal{S}|} \sum_{s \in \mathcal{S}} [V^{(t)}(s) - V^*(s)]$ .

# MDP construction for our lower bound



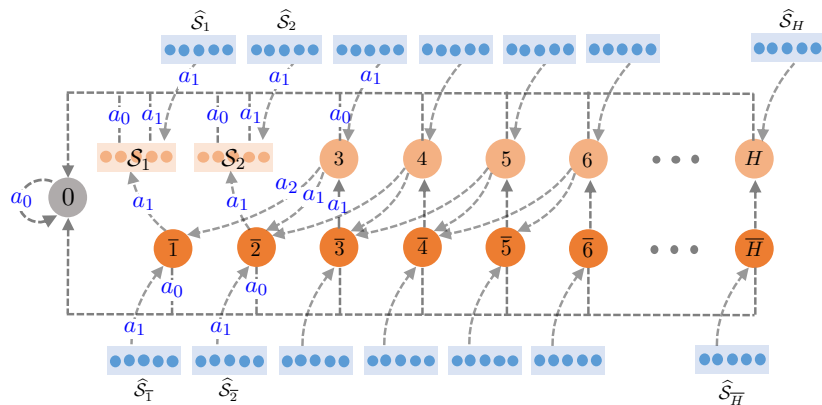


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**Key ingredients:** for  $3 \leq s \leq H \asymp \frac{1}{1-\gamma}$ ,

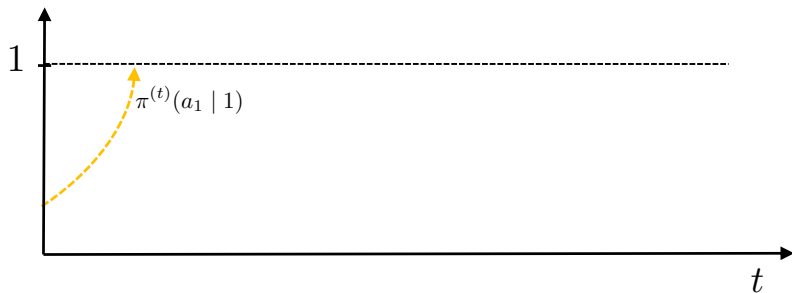
# MDP construction for our lower bound



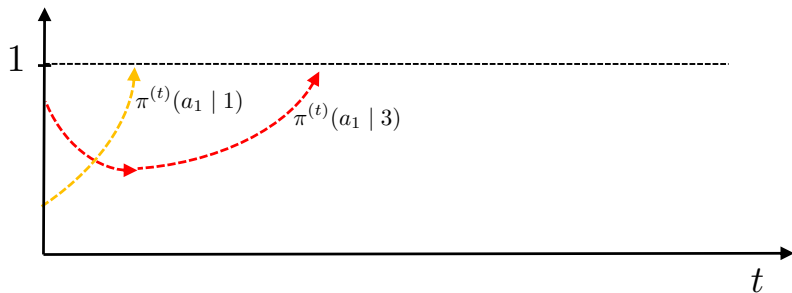
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- $\pi^{(t)}(a_{\text{opt}} | s)$  keeps decreasing until  $\pi^{(t)}(a_{\text{opt}} | s - 2) \approx 1$

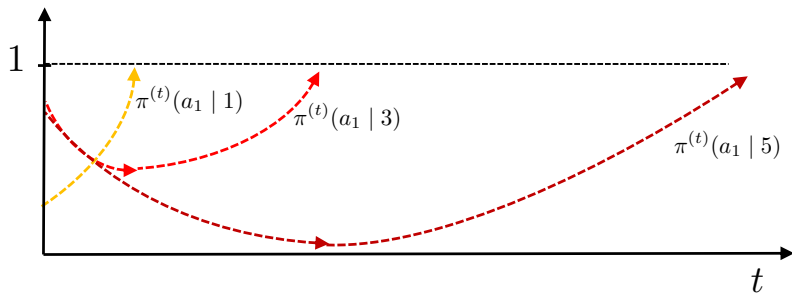
## What is happening in our constructed MDP?



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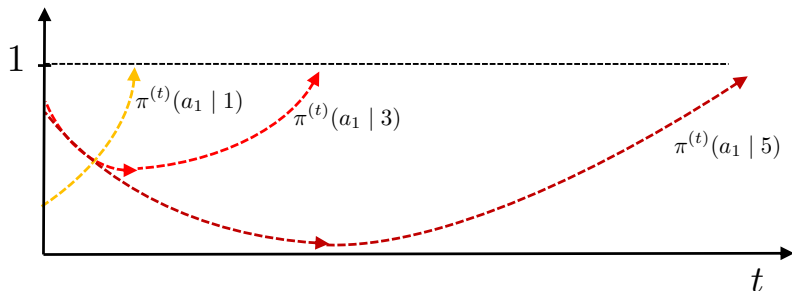


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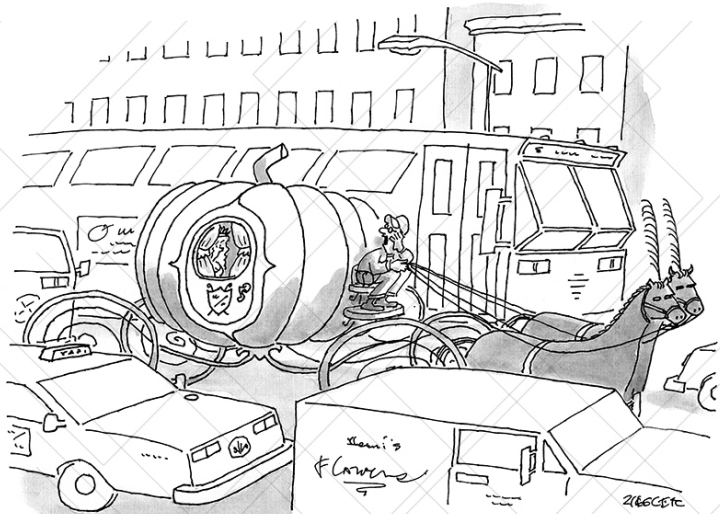
Convergence time for state  $s$  grows geometrically as  $s$  increases

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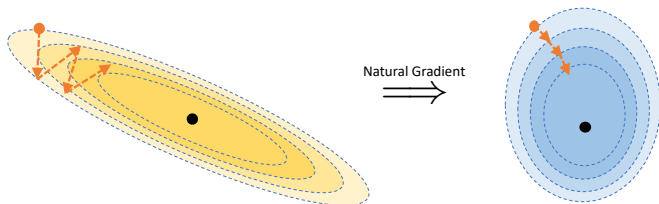
Convergence time for state  $s$  grows geometrically as  $s$  increases

$$\text{convergence-time}(s) \gtrsim (\text{convergence-time}(s-2))^{1.5}$$



*"Seriously, lady, at this hour you'd make a lot better time taking the subway."*

# Booster #1: natural policy gradient



## Natural policy gradient (NPG) method (Kakade, 2002)

For  $t = 0, 1, \dots$

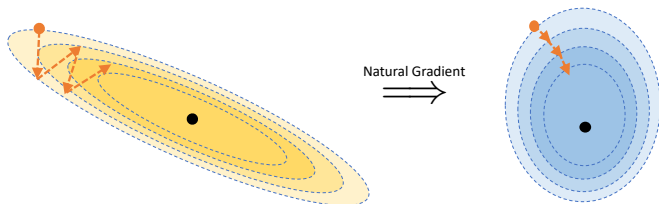
$$\theta^{(t+1)} = \theta^{(t)} + \eta (\mathcal{F}_\rho^\theta)^\dagger \nabla_\theta V^{\pi_\theta^{(t)}}(\rho)$$

where  $\eta$  is the learning rate and  $\mathcal{F}_\rho^\theta$  is the *Fisher information matrix*:

$$\mathcal{F}_\rho^\theta := \mathbb{E} \left[ (\nabla_\theta \log \pi_\theta(a|s)) (\nabla_\theta \log \pi_\theta(a|s))^\top \right].$$



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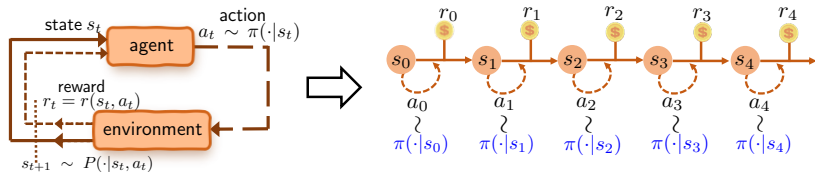
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In fact, popular heuristic TRPO (Schulman et al., 2015) = NPG + line search.

## Booster #2: entropy regularization

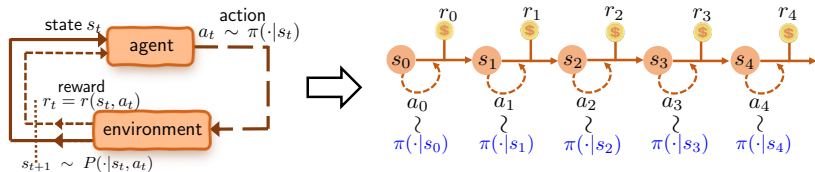


To encourage exploration, promote the stochasticity of the policy using the **“soft”** value function (Williams and Peng, 1991):

$$\forall s \in \mathcal{S}: \quad V_{\tau}^{\pi}(s) := \mathbb{E} \left[ \sum_{t=0}^{\infty} \gamma^t (r_t + \tau \mathcal{H}(\pi(\cdot|s_t))) \mid s_0 = s \right]$$

where  $\mathcal{H}$  is the Shannon entropy, and  $\tau \geq 0$  is the reg. parameter.

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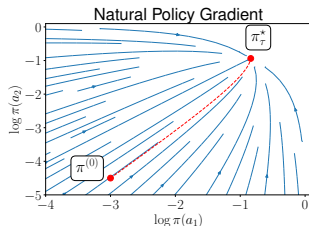
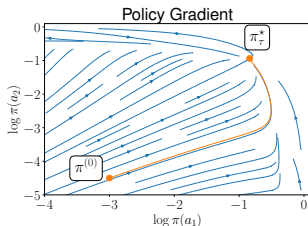
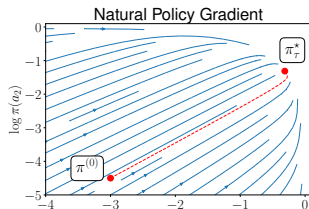
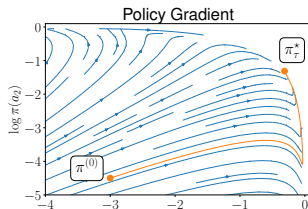
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# Entropy-regularized natural gradient helps!

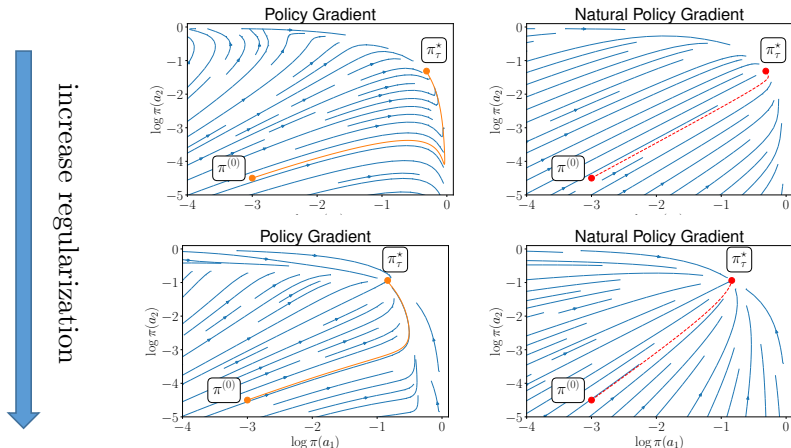
**Toy example:** a bandit with 3 arms of rewards 1, 0.9 and 0.1.

increase regularization



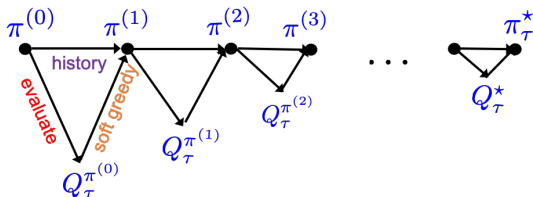
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Can we justify the efficacy of entropy-regularized NPG?

# Entropy-regularized NPG in the tabular setting



## Entropy-regularized NPG (Tabular setting)

For  $t = 0, 1, \dots$ , the policy is updated via

$$\pi^{(t+1)}(\cdot|s) \propto \underbrace{\pi^{(t)}(\cdot|s)}_{\text{current policy}}^{1 - \frac{\eta\tau}{1-\gamma}} \underbrace{\exp(Q_\tau^{(t)}(s, \cdot)/\tau)}_{\text{soft greedy}}^{\frac{\eta\tau}{1-\gamma}}$$

where  $Q_\tau^{(t)} := Q_\tau^{\pi^{(t)}}$  is the soft Q-function of  $\pi^{(t)}$ , and  $0 < \eta \leq \frac{1-\gamma}{\tau}$ .

- invariant with the choice of  $\rho$
- Reduces to soft policy iteration (SPI) when  $\eta = \frac{1-\gamma}{\tau}$ .

## Linear convergence with exact gradient

**Exact oracle:** perfect evaluation of  $Q_\tau^{\pi^{(t)}}$  given  $\pi^{(t)}$ ;

### Theorem (Cen, Cheng, Chen, Wei, Chi, 2020)

For any learning rate  $0 < \eta \leq (1 - \gamma)/\tau$ , the entropy-regularized NPG updates satisfy

- **Linear convergence of soft Q-functions:**

$$\|Q_\tau^* - Q_\tau^{(t+1)}\|_\infty \leq C_1 \gamma (1 - \eta\tau)^t$$

for all  $t \geq 0$ , where  $Q_\tau^*$  is the optimal soft Q-function, and

$$C_1 = \|Q_\tau^* - Q_\tau^{(0)}\|_\infty + 2\tau \left(1 - \frac{\eta\tau}{1 - \gamma}\right) \|\log \pi_\tau^* - \log \pi^{(0)}\|_\infty.$$

# Implications

To reach  $\|Q_\tau^* - Q_\tau^{(t+1)}\|_\infty \leq \epsilon$ , the iteration complexity is at most

- **General learning rates** ( $0 < \eta < \frac{1-\gamma}{\tau}$ ):

$$\frac{1}{\eta\tau} \log \left( \frac{C_1\gamma}{\epsilon} \right)$$

- **Soft policy iteration** ( $\eta = \frac{1-\gamma}{\tau}$ ):

$$\frac{1}{1-\gamma} \log \left( \frac{\|Q_\tau^* - Q_\tau^{(0)}\|_\infty \gamma}{\epsilon} \right)$$



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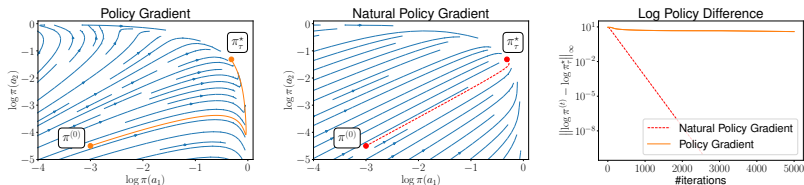
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- **Soft policy iteration** ( $\eta = \frac{1-\gamma}{\tau}$ ):

$$\frac{1}{1-\gamma} \log \left( \frac{\|Q_\tau^* - Q_\tau^{(0)}\|_\infty \gamma}{\epsilon} \right)$$

Global linear convergence of entropy-regularized NPG  
at a rate independent of  $|\mathcal{S}|$ ,  $|\mathcal{A}|$ !

# Comparisons with entropy-regularized PG



(Mei et al., 2020) showed entropy-regularized PG achieves

$$V_\tau^*(\rho) - V_\tau^t(\rho) \leq \left( V_\tau^*(\rho) - V_\tau^0(\rho) \right)$$

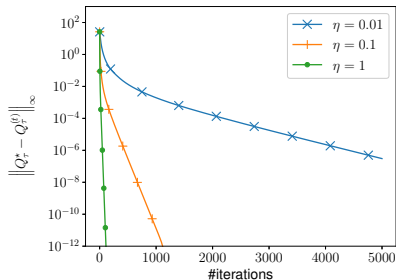
$$\cdot \exp \left( - \frac{(1-\gamma)^4 t}{(8/\tau + 4 + 8 \log |\mathcal{A}|) |\mathcal{S}|} \left\| \frac{d_{\rho}^{\pi^*}}{\rho} \right\|_\infty^{-1} \min_s \rho(s) \underbrace{\left( \inf_{0 \leq k \leq t-1} \min_{s,a} \pi^{(k)}(a|s) \right)^2}_{\text{can be exponential in } |\mathcal{S}| \text{ and } \frac{1}{1-\gamma}} \right)$$

Much faster convergence of entropy-regularized NPG  
at a **dimension-free** rate!

# Comparison with unregularized NPG

## Regularized NPG

$$\tau = 0.001$$

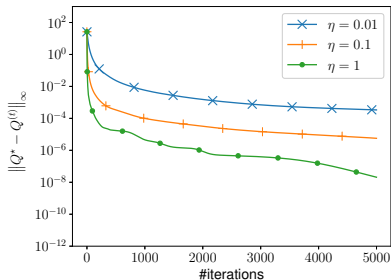


**Linear rate:**  $\frac{1}{\eta\tau} \log\left(\frac{1}{\epsilon}\right)$

**Ours**

## Vanilla NPG

$$\tau = 0$$



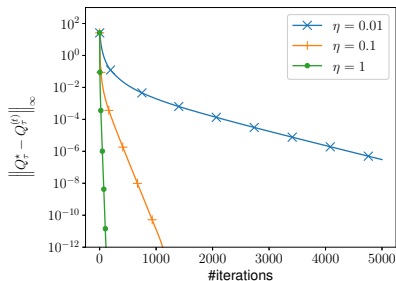
**Sublinear rate:**  $\frac{1}{\min\{\eta, (1-\gamma)^2\}\epsilon}$

**(Agarwal et al. 2019)**

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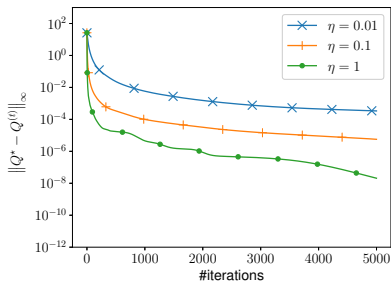


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**(Agarwal et al. 2019)**

Entropy regularization enables fast convergence!

# Entropy-regularized NPG with inexact gradients

**Inexact oracle:** inexact evaluation of  $Q_{\tau}^{\pi^{(t)}}$  given  $\pi^{(t)}$ , which returns  $\widehat{Q}_{\tau}^{(t)}$  that

$$\|\widehat{Q}_{\tau}^{(t)} - Q_{\tau}^{(t)}\|_{\infty} \leq \delta,$$

e.g., using sample-based estimators (Williams, 1992).

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**Inexact entropy-regularized NPG:**

$$\pi^{(t+1)}(a|s) \propto (\pi^{(t)}(a|s))^{1 - \frac{\eta\tau}{1-\gamma}} \exp\left(\frac{\eta\widehat{Q}_{\tau}^{(t)}(s, a)}{1-\gamma}\right)$$

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**Question:** Robustness of entropy-regularized NPG?

## Linear convergence with inexact gradients

### Theorem (Cen, Cheng, Chen, Wei, Chi '20; improved)

*For any learning rate  $0 < \eta \leq (1 - \gamma)/\tau$ , the entropy-regularized NPG updates achieve the same iteration complexity as the exact case, as long as*

$$\delta \leq \frac{1 - \gamma}{\gamma} \cdot \min \left\{ \frac{\epsilon}{4}, \sqrt{\frac{\epsilon\tau}{2}} \right\}$$



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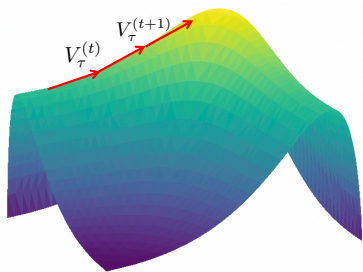
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- **Sample complexity for the original MDP:** set  $\tau = \frac{(1-\gamma)\epsilon}{\log |\mathcal{A}|}$ ; using fresh samples for policy evaluation at every iteration requires

$$\tilde{\mathcal{O}} \left( \frac{|\mathcal{S}||\mathcal{A}|}{(1 - \gamma)^7 \epsilon^2} \right) \text{ samples.}$$

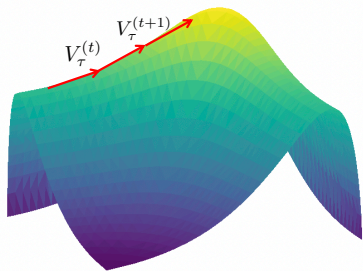
# A key lemma: monotonic performance improvement



$$V_\tau^{(t+1)}(\rho) - V_\tau^{(t)}(\rho) = \mathbb{E}_{s \sim d_\rho^{(t+1)}} \left[ \left( \frac{1}{\eta} - \frac{\tau}{1-\gamma} \right) \underbrace{\text{KL} \left( \pi^{(t+1)}(\cdot|s) \parallel \pi^{(t)}(\cdot|s) \right)}_{\text{KL divergence}} \right. \\ \left. + \frac{1}{\eta} \underbrace{\text{KL} \left( \pi^{(t)}(\cdot|s) \parallel \pi^{(t+1)}(\cdot|s) \right)}_{\text{KL divergence}} \right]$$

**discounted state visitation distribution**  $\nearrow$

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discounted state visitation distribution

**Implication:** monotonic improvement of  $V_\tau(s)$  and  $Q_\tau(s, a)$ .

# A key operator: soft Bellman operator

## Soft Bellman operator

$$\mathcal{T}_\tau(Q)(s, a) := \underbrace{r(s, a)}_{\text{immediate reward}} + \gamma \mathbb{E}_{s' \sim P(\cdot | s, a)} \left[ \max_{\pi(\cdot | s')} \mathbb{E}_{a' \sim \pi(\cdot | s')} \left[ \underbrace{Q(s', a')}_{\text{next state's value}} - \underbrace{\tau \log \pi(a' | s')}_{\text{entropy}} \right] \right],$$

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**Soft Bellman equation:**  $Q_\tau^*$  is *unique* solution to

$$\mathcal{T}_\tau(Q_\tau^*) = Q_\tau^*$$

**$\gamma$ -contraction of soft Bellman operator:**

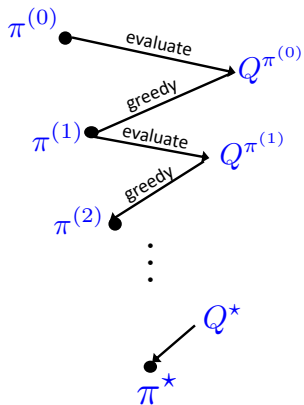
$$\|\mathcal{T}_\tau(Q_1) - \mathcal{T}_\tau(Q_2)\|_\infty \leq \gamma \|Q_1 - Q_2\|_\infty$$



Richard  
Bellman

# Analysis of soft policy iteration ( $\eta = \frac{1-\gamma}{\tau}$ )

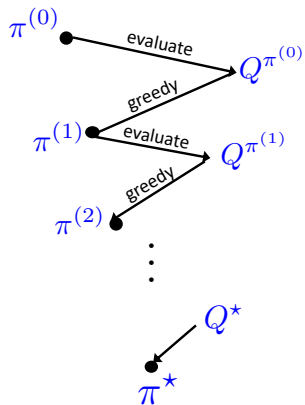
## Policy iteration



Bellman operator

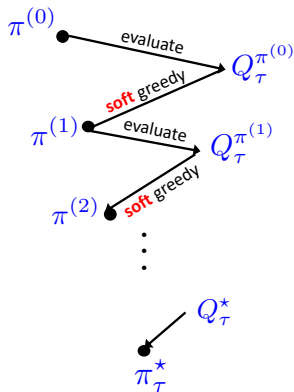
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## Policy iteration



Bellman operator

## Soft policy iteration



Soft Bellman operator

## A key linear system: general learning rates

$$\text{Let } x_t := \begin{bmatrix} \|Q_\tau^* - Q_\tau^{(t)}\|_\infty \\ \|Q_\tau^* - \tau \log \xi^{(t)}\|_\infty \end{bmatrix} \text{ and } y := \begin{bmatrix} \|Q_\tau^{(0)} - \tau \log \xi^{(0)}\|_\infty \\ 0 \end{bmatrix},$$

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where  $\xi^{(t)} \propto \pi^{(t)}$  is an auxiliary sequence, then

$$x_{t+1} \leq Ax_t + \gamma \left(1 - \frac{\eta\tau}{1-\gamma}\right)^{t+1} y,$$

where

$$A := \begin{bmatrix} \gamma \\ 1 \end{bmatrix} \cdot \begin{bmatrix} \frac{\eta\tau}{1-\gamma} & 1 - \frac{\eta\tau}{1-\gamma} \end{bmatrix}$$

is a rank-1 matrix with a non-zero eigenvalue  $\underbrace{1 - \eta\tau}$ .  
contraction rate!

# Beyond entropy regularization

Leverage regularization to promote structural properties of the learned policy.



**cost-sensitive RL**

weighted 1-norm



**sparse exploration**

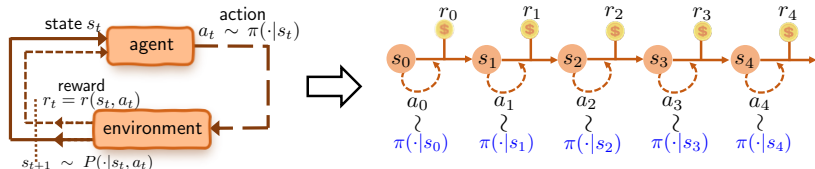
Tsallis entropy



**constrained and safe RL**

log-barrier

# Regularized RL in general form

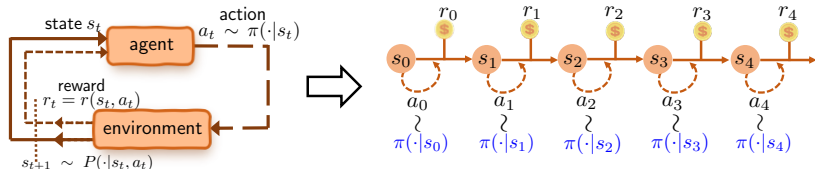


The regularized value function is defined as

$$\forall s \in \mathcal{S} : \quad V_{\tau}^{\pi}(s) := \mathbb{E} \left[ \sum_{t=0}^{\infty} \gamma^t (r_t - \tau h_{s_t}(\pi(\cdot|s_t))) \mid s_0 = s \right],$$

where  $h_s$  is **convex (and possibly nonsmooth)** w.r.t.  $\pi(\cdot|s)$ .

# Regularized RL in general form



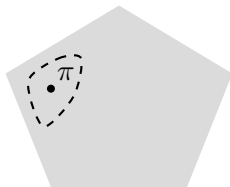
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$$\text{maximize}_{\pi} \quad V_{\tau}^{\pi}(\rho) := \mathbb{E}_{s \sim \rho} [V_{\tau}^{\pi}(s)]$$

# Detour: a mirror descent view of entropy-regularized NPG



**Entropy-reg. NPG = mirror descent with KL divergence:**

(Lan, 2021; Shani et al., 2020)

$$\pi^{(t+1)}(\cdot|s) = \operatorname{argmin}_{p \in \Delta(\mathcal{A})} \left\langle -Q_{\tau}^{(t)}(s, \cdot), p \right\rangle - \tau \mathcal{H}(p) + \frac{1}{\eta} \mathbf{KL}(p || \pi^{(t)}(\cdot|s))$$

for all  $s \in \mathcal{S}$ , where the KL divergence is the Bregman divergence w.r.t. the negative Shannon entropy.

# Generalized Policy Mirror Descent (GPMD)

## Generalized policy mirror descent (GPMD) method

For  $t = 0, 1, \dots$ , update

$$\begin{aligned} \pi^{(t+1)}(\cdot|s) = \operatorname{argmin}_{p \in \Delta(\mathcal{A})} & \langle -Q_\tau(s, \cdot), p \rangle + \tau h_s(p) \\ & + \frac{1}{\eta} \underbrace{D_{h_s}(p, \pi^{(t)}(\cdot|s); \partial h_s(\pi^{(t)}(\cdot|s)))}_{\text{Generalized Bregman divergence w.r.t. } h_s}, \end{aligned}$$

where a surrogate of  $\partial h_s(\pi^{(t)}(\cdot|s))$  is updated recursively.

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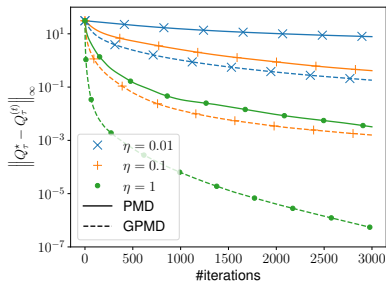
- Compare with PMD (Lan, 2021):

$$\pi^{(t+1)}(\cdot|s) = \operatorname{argmin}_{p \in \Delta(\mathcal{A})} \langle -Q_\tau(s, \cdot), p \rangle + \tau h_s(p) + \frac{1}{\eta} \text{KL}(p || \pi^{(t)}(\cdot|s)),$$

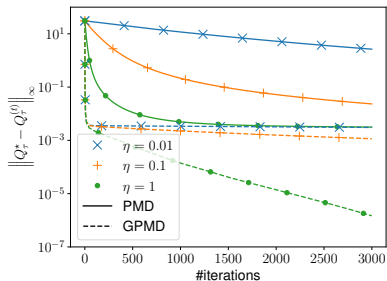
GPMD achieves linear convergence for general convex and nonsmooth  $h_s$ ! In contrast, PMD requires  $h_s + \mathcal{H}$  is convex.

# Numerical examples

$h_s = \text{Tsallis Entropy}$



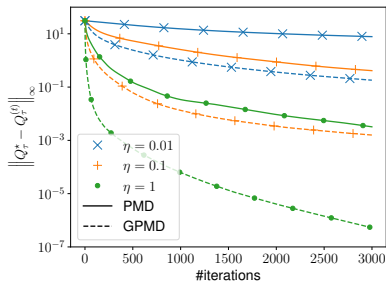
$h_s = \text{Log Barrier}$



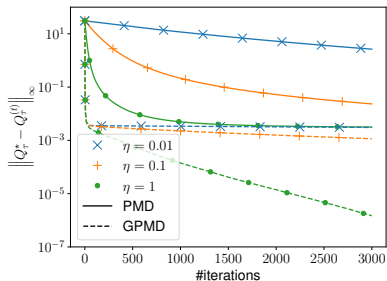


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$h_s = \text{Tsallis Entropy}$



$h_s = \text{Log Barrier}$

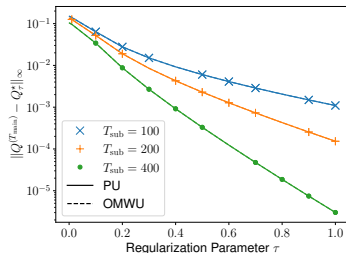
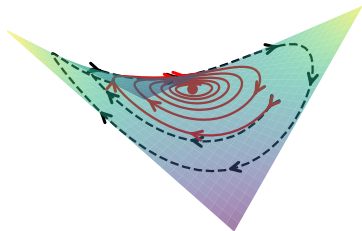


GPMD achieves faster convergence than PMD!

# Beyond single-agent MDP

## Entropy-regularized zero-sum two-player Markov game

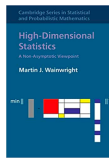
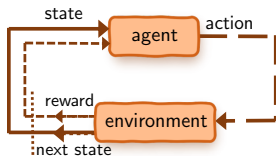
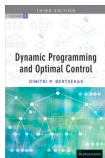
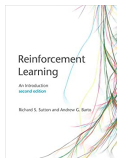
$$\max_{\mu \in \Delta(\mathcal{A})^{|\mathcal{S}|}} \min_{\nu \in \Delta(\mathcal{B})^{|\mathcal{S}|}} V_{\tau}^{\mu, \nu}(\rho)$$



**(Cen et. al., NeurIPS 2021):** OMWU with value iteration = dimension-free rate, last-iterate convergence, symmetric updates

*Concluding remarks*

# Concluding remarks



Understanding non-asymptotic performances of model-free RL algorithms is a fruitful playground!

## Future directions:

- function approximation
- multi-agent RL
- offline RL
- many more...

# References

## Q-learning and variants:

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Thank you!



<https://users.ece.cmu.edu/~yuejiec/>