

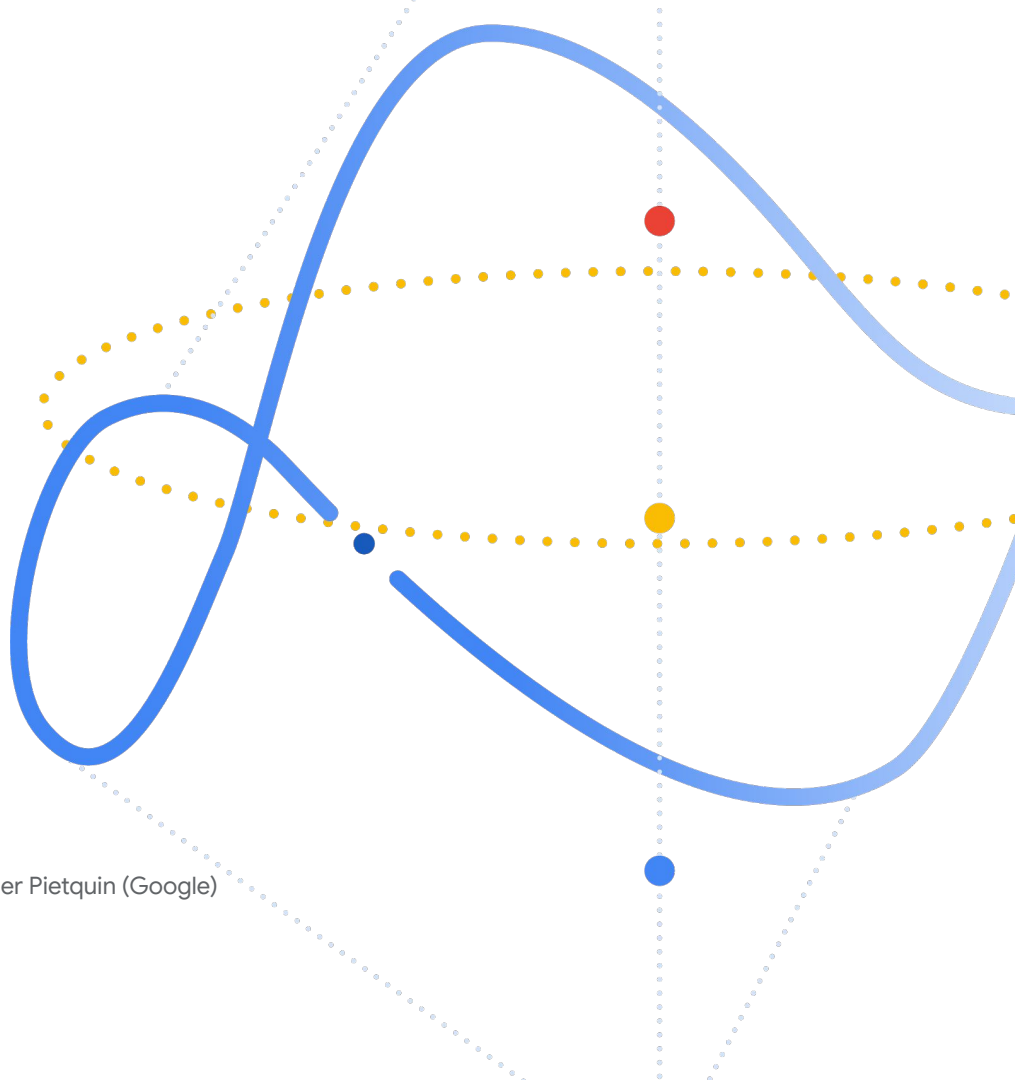


(Illustrator: Theodor Hosemann)

Munchausen Reinforcement Learning

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Bootstrapping values is ubiquitous in Reinforcement Learning

- Would the optimal value function be known:

$$\hat{q}(s_t, a_t) \leftarrow \hat{q}(s_t, a_t) + \eta(q_*(s_t, a_t) - \hat{q}(s_t, a_t))$$

- Would the optimal value function be known in the transiting state:

$$\hat{q}(s_t, a_t) \leftarrow \hat{q}(s_t, a_t) + \eta(r(s_t, a_t) + \gamma \max q_*(s_{t+1}, \cdot) - \hat{q}(s_t, a_t))$$

- But it is unknown, replace it by the current estimate:

$$\hat{q}(s_t, a_t) \leftarrow \hat{q}(s_t, a_t) + \eta(r(s_t, a_t) + \gamma \max \hat{q}(s_{t+1}, \cdot) - \hat{q}(s_t, a_t))$$

- This is **bootstrapping**:
 - Gives q-learning here
 - Bootstrapping **the value** is ubiquitous in RL... but **what about other quantities?**

Bootstrapping the policy

- **Core idea:** augment the reward with the log-policy

$$r(s_t, a_t) \rightarrow r(s_t, a_t) + \alpha \ln \hat{\pi}(a_t | s_t)$$

- Rational
 - Assume that the optimal policy is known, $\ln \pi_*(a|s) = \begin{cases} 0 & \text{if } a \text{ is optimal} \\ -\infty & \text{else} \end{cases}$
 - Very strong learning signal!
 - But it is unknown, replace it by the estimated policy
- Munchausen Reinforcement Learning:
 - **Augment** the **reward** with the **scaled log-policy** (assuming a stochastic policy)
 - **Different** from **MaxEnt RL**, that **subtracts** the scaled log-policy
 - Named as a reference to Baron Munchausen, who pulls himself out of a swamp by pulling on his own hair

Case study: DQN

- Let's modify DQN with the Munchausen term to get Munchausen-DQN
- We'll only **modify the regression target** of DQN:

$$\hat{q}_{\text{dqn}}(r_t, s_{t+1}) = r_t + \gamma \sum_{a' \in \mathcal{A}} \pi_{\bar{\theta}}(a' | s_{t+1}) q_{\bar{\theta}}(s_{t+1}, a') \text{ with } \pi_{\bar{\theta}} \in \mathcal{G}(q_{\bar{\theta}})$$

- We need a stochastic policy, so just **add some entropy** regularization:

$$\hat{q}_{\text{s-dqn}}(r_t, s_{t+1}) = r_t + \gamma \sum_{a' \in \mathcal{A}} \pi_{\bar{\theta}}(a' | s_{t+1}) \left(q_{\bar{\theta}}(s_{t+1}, a') - \tau \ln \pi_{\bar{\theta}}(a' | s_{t+1}) \right) \text{ with } \pi_{\bar{\theta}} = \text{softmax}\left(\frac{q_{\bar{\theta}}}{\tau}\right)$$

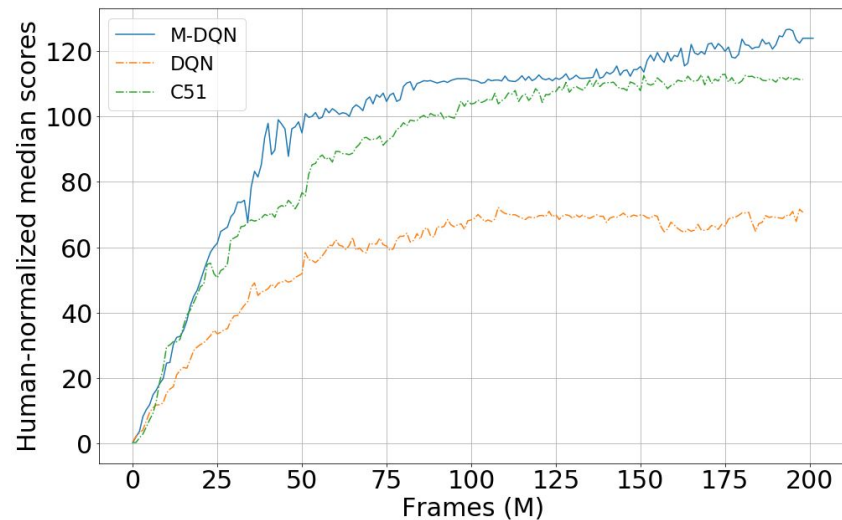
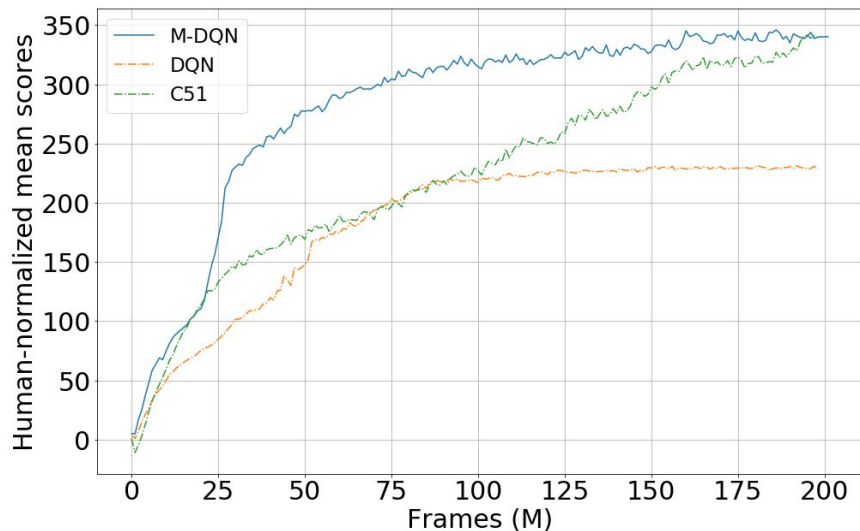
- Then, we just have to **add the Munchausen term** ($\pi_{\bar{\theta}}$ as above):

$$\hat{q}_{\text{m-dqn}}(r_t, s_{t+1}) = r_t + \alpha \tau \ln \pi_{\bar{\theta}}(a_t | s_t) + \gamma \sum_{a' \in \mathcal{A}} \pi_{\bar{\theta}}(a' | s_{t+1}) \left(q_{\bar{\theta}}(s_{t+1}, a') - \tau \ln \pi_{\bar{\theta}}(a' | s_{t+1}) \right)$$

- (notice that the log-policy terms have different signs)
- That's it!**

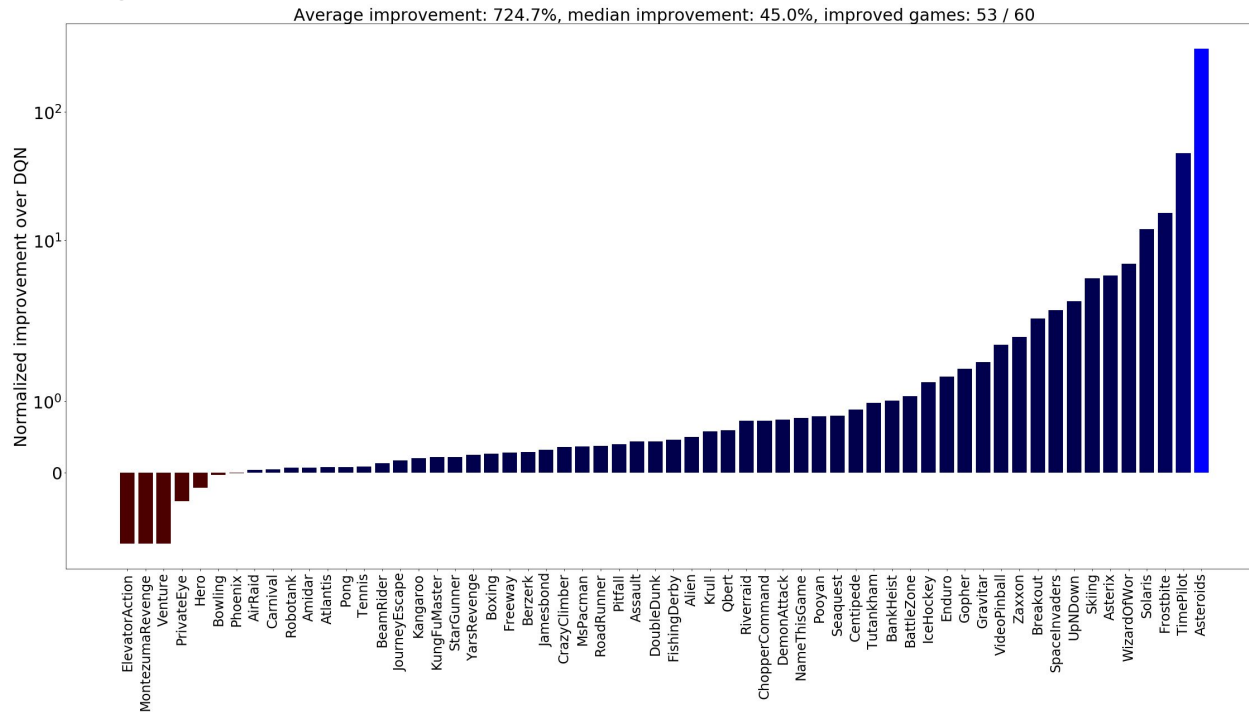
Case study: DQN

- How good is Munchausen-DQN compared to DQN?
 - Aggregated results on the 60 Atari games of ALE, with also C51



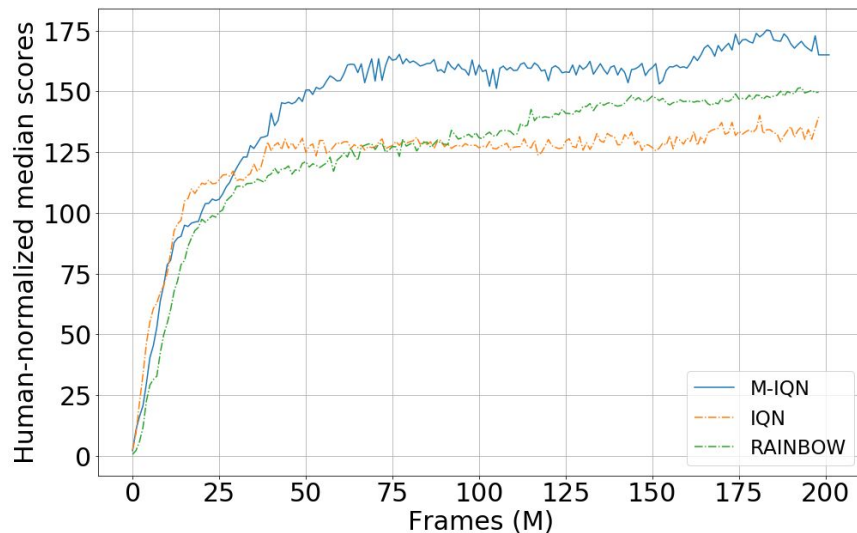
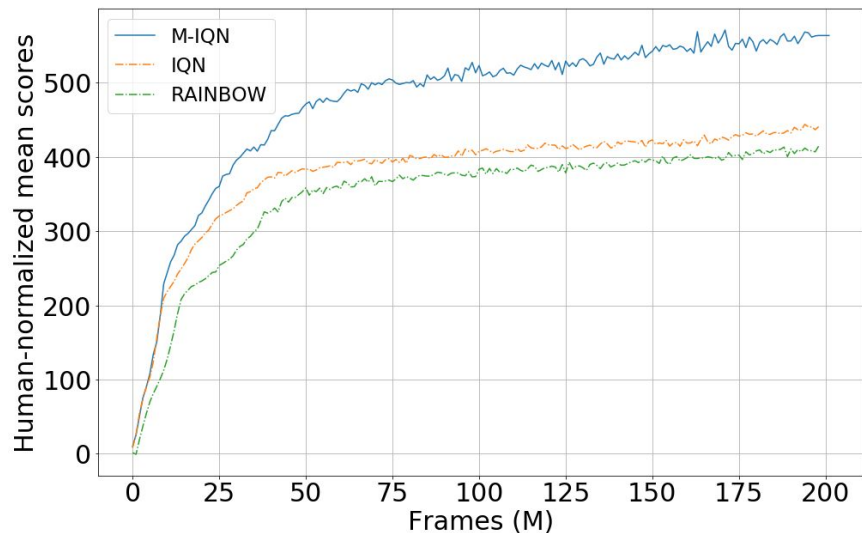
Case study: DQN

- How good is Munchausen-DQN compared to DQN?
 - Per game improvement



Case study: IQN

- This is a **general approach**. As an example, we apply it to IQN
- Munchausen-IQN vs IQN, aggregated results over 60 games



What happens under the hood?

Two main things:

- **Implicit KL regularization:**
 - Performs KL regularization **without error in the greedy step**
 - **Very strong performance bound**, that applies in the deep learning setting

- **Increase of the action gap:**
 - Munchausen **generalizes advantage learning**
 - For Munchausen, we can **quantify analytically the increase** of the action-gap

Implicit KL regularization

$$\begin{cases} \pi_{k+1} = \operatorname{argmax}_{\pi \in \Delta_{\mathcal{A}}^S} \langle \pi, q_k \rangle + \tau \mathcal{H}(\pi) \\ q_{k+1} = r + \alpha \tau \ln \pi_{k+1} + \gamma P \langle \pi_{k+1}, q_k - \tau \ln \pi_{k+1} \rangle + \epsilon_{k+1}. \end{cases}$$

Abstraction of M-DQN

- The solution to the greedy step is the policy being softmax over q-values
 - Can be computed analytically, even with neural nets
- The evaluation equation is the M-DQN update
 - The error term is the difference between the actual update and the ideal one

Implicit KL regularization

Abstraction of explicit KL-regularized RL

- Analysed in “[Leverage the Average: an analysis of regularization in RL](#)”
 - Strong bounds
 - Abstracts TRPO, MPO, and more
- The solution to the greedy step is $\pi_{k+1} \propto \pi_k^\alpha \exp(q_k/\tau)$
 - Could be computed analytically for a linear parameterization
 - Cannot be computed analytically for a nonlinear one (neural network!)
 - Requires an actor, so there’s error in the greedy step, breaks the analysis

$$\begin{cases} \pi_{k+1} = \operatorname{argmax}_{\pi \in \Delta_{\mathcal{A}}^S} \langle \pi, q'_k \rangle - \alpha \tau \operatorname{KL}(\pi || \pi_k) + (1 - \alpha) \tau \mathcal{H}(\pi) \\ q'_{k+1} = r + \gamma P(\langle \pi_{k+1}, q'_k \rangle - \alpha \tau \operatorname{KL}(\pi_{k+1} || \pi_k) + (1 - \alpha) \tau \mathcal{H}(\pi_{k+1})) + \epsilon_{k+1} \end{cases}$$

Implicit KL regularization

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$$(q'_k \triangleq q_k - \tau \ln \pi_k)$$

$$\begin{cases} \pi_{k+1} = \operatorname{argmax}_{\pi \in \Delta_{\mathcal{A}}^S} \langle \pi, q'_k \rangle - \alpha \tau \operatorname{KL}(\pi || \pi_k) + (1 - \alpha) \tau \mathcal{H}(\pi) \\ q'_{k+1} = r + \gamma P(\langle \pi_{k+1}, q'_k \rangle - \alpha \tau \operatorname{KL}(\pi_{k+1} || \pi_k) + (1 - \alpha) \tau \mathcal{H}(\pi_{k+1})) + \epsilon_{k+1} \end{cases}$$

Implicit KL regularization

- As a consequence, a strong performance bound applies to M-DQN
 - (more bounds, more general, in the paper)

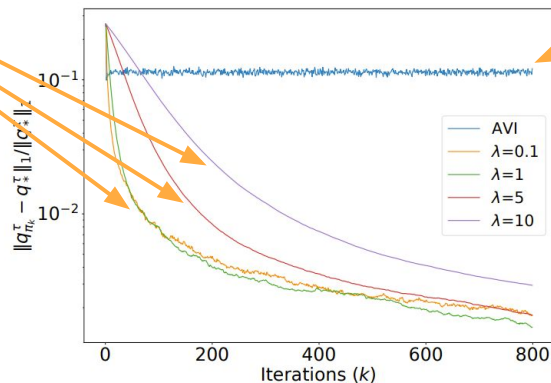
Munchausen-DQN

vs

DQN

$$\|q_* - q_{\pi_k}\|_\infty \leq \frac{2}{1-\gamma} \left\| \frac{1}{k} \sum_{j=1}^k \epsilon_j \right\|_\infty + \frac{4}{(1-\gamma)^2} \frac{r_{\max} + \tau \ln |\mathcal{A}|}{k}$$

$$\|q_* - q_{\pi_k}\|_\infty \leq \frac{2\gamma}{(1-\gamma)^2} \left((1-\gamma) \sum_{j=1}^k \gamma^{k-j} \|\epsilon_j\|_\infty \right) + \frac{2}{1-\gamma} \gamma^k v_{\max}$$



Increasing the action gap

- Recall the M-DQN regression target ($\pi_{\bar{\theta}} = \text{softmax}(\frac{q_{\bar{\theta}}}{\tau})$)

$$\hat{q}_{\text{m-dqn}}(r_t, s_{t+1}) = r_t + \alpha \tau \ln \pi_{\bar{\theta}}(a_t | s_t) + \gamma \sum_{a' \in \mathcal{A}} \pi_{\bar{\theta}}(a' | s_{t+1}) \left(q_{\bar{\theta}}(s_{t+1}, a') - \tau \ln \pi_{\bar{\theta}}(a' | s_{t+1}) \right)$$

- Rewrite the Munchausen term

$$\tau \ln \pi_{\bar{\theta}}(a | s) = \tau \ln \left(\frac{\exp \frac{q_{\bar{\theta}}(s, a)}{\tau}}{\sum_{a'} \exp \frac{q_{\bar{\theta}}(s, a')}{\tau}} \right) = q_{\bar{\theta}}(s, a) - \tau \ln \left(\sum_{a'} \exp \frac{q_{\bar{\theta}}(s, a)}{\tau} \right)$$

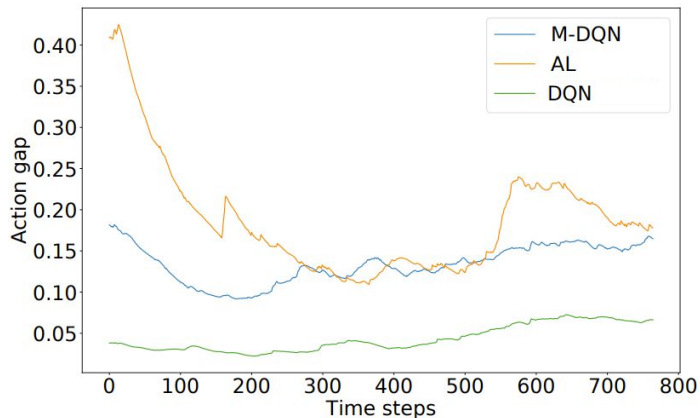
- Softmax = smoothed argmax (recovered as the temperature goes to zero)
 - Log-sum-exp = smoothed max (idem)
- As the **temperature goes to zero**, the **target becomes the one of advantage learning**

$$\hat{q}_{\text{m-dqn}}(r_t, s_{t+1}) \stackrel{\tau \rightarrow 0}{=} r_t + \alpha (q_{\bar{\theta}}(s_t, a_t) - \max_a q_{\bar{\theta}}(s_t, a)) + \gamma \max_{a'} q_{\bar{\theta}}(s_{t+1}, a')$$

Increasing the action gap

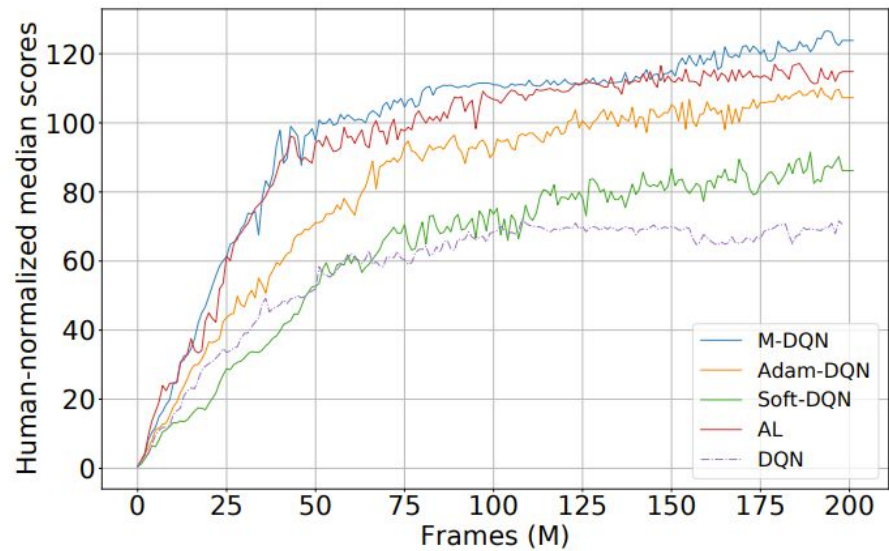
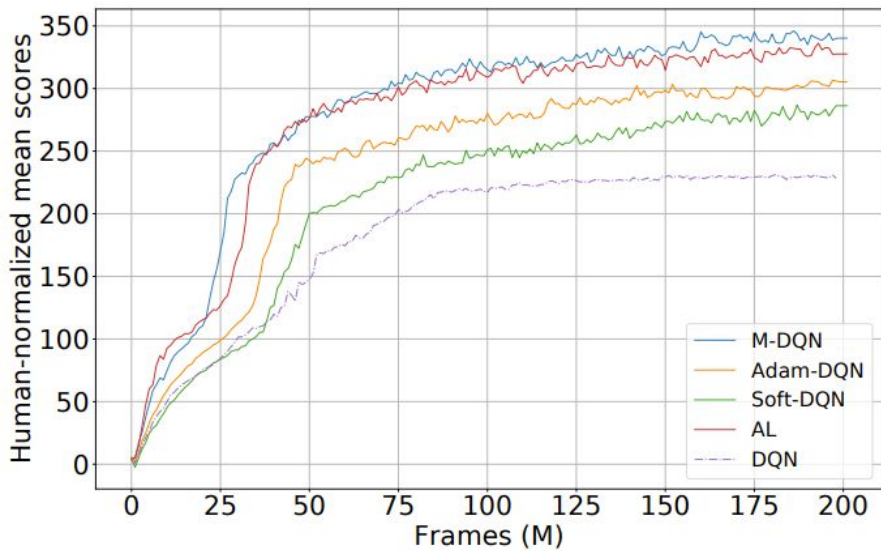
- Define the original action gap as
 - $\text{gap}_*^\tau(s) = \max_a q_*^\tau(s, a) - q_*^\tau(s, \cdot) \in \mathbb{R}_+^{\mathcal{A}}$
- Define the action gap of the k th iteration of Munchausen-VI, without error, as
 - $\text{gap}_k^{\alpha, \tau}(s) = \max_a q_k(s, a) - q_k(s, \cdot) \in \mathbb{R}_+^{\mathcal{A}}$
- We have that

$$\lim_{k \rightarrow \infty} \text{gap}_k^{\alpha, \tau}(s) = \frac{1 + \alpha}{1 - \alpha} \text{gap}_*^{(1-\alpha)\tau}(s)$$



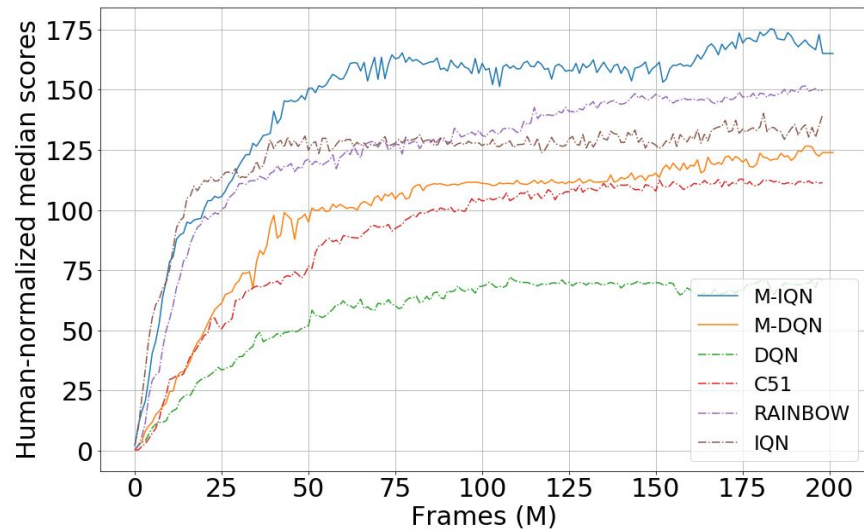
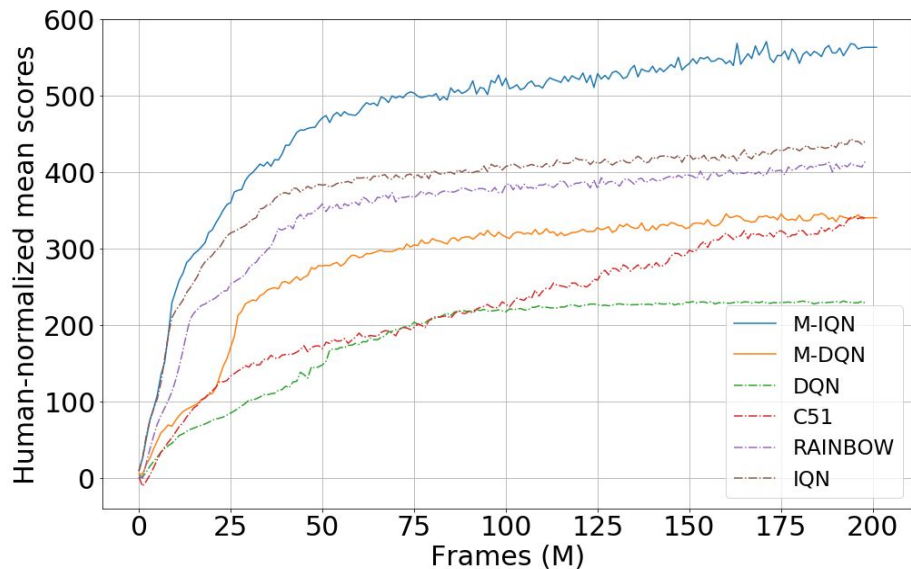
Experimental study

- Ablation



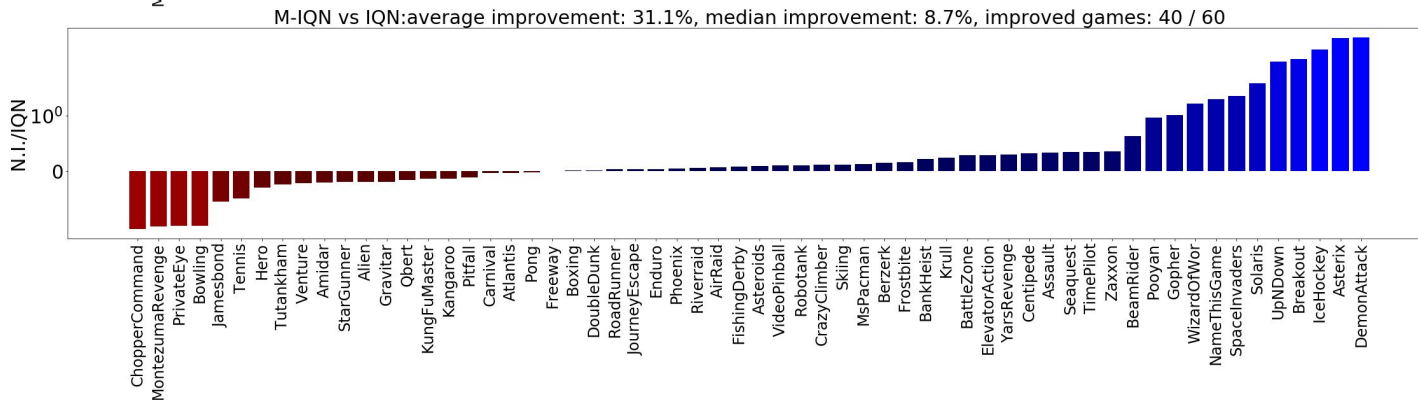
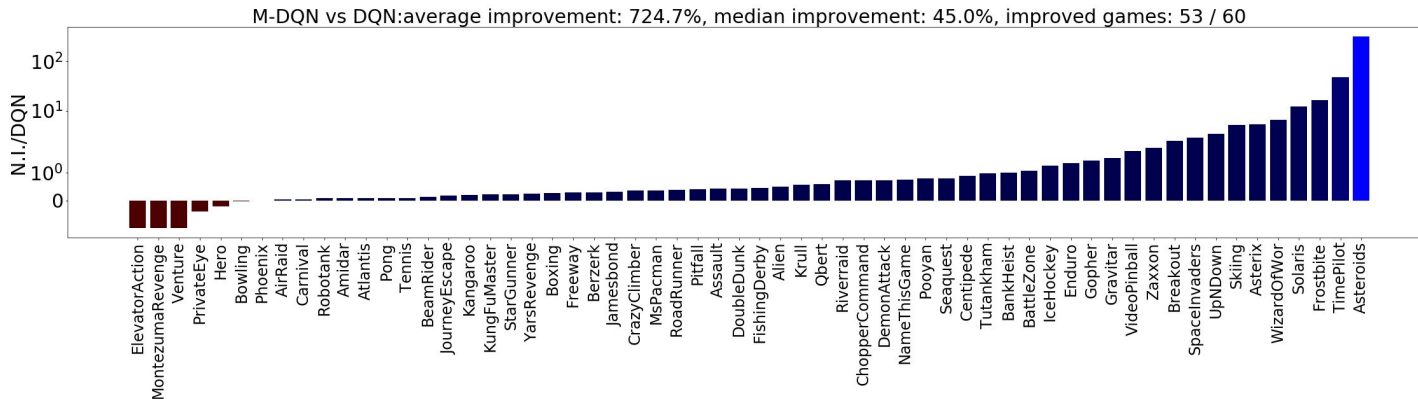
Experimental study

- Vs baselines



Experimental study

- Munchausen improvement (vs modified algorithm)



Take home message

- **Munchausen RL** is a very **simple idea**
 - Augment the reward with the log policy
 - Simple modification of existing agents
- Munchausen RL is **theoretically grounded**
 - It performs implicit KL regularization
 - It enjoys a very strong performance bound
 - It increases the action gap, asymptotic theoretical quantification
- Munchausen RL **works very well**
 - M-DQN > C51 > DQN
 - M-IQN > Rainbow > IQN
- More:
 - Paper ([Munchausen Reinforcement Learning](#))
 - Open source code ([Google's github](#))
 - Theoretical analysis relies on our previous work ([Leverage the Average](#))