Offline Reinforcement Learning using Models

Michael Gimelfarb

What is Offline RL?





(c) offline reinforcement learning



Motivation

- Evaluation: Use logged data to evaluate & select the best policy obtained from a training procedure
- Improvement: Use logged data to learn a policy that performs better than the policy that collected the data
- Challenges:
 - Direct evaluation in the real world is also costly
 - Real world data is costly to obtain
 - Real world data can be limited in scale or scope



When (and Where) to Trust the Model in Offline Policy Optimization

- **Policy**: mapping from state/observation to action



Grasping Task

- Model: describes the dynamics of the system P and the immediate rewards r



Markov Property

$$P(s_{t+1} = s' \mid s_t, a_t, s_{t-1}, a_{t-1}, \dots, s_1, a_1) = P(s_{t+1} = s' \mid s_t, a_t)$$

- Value: the expected (discounted) sum of all future rewards following a given policy

$$Q^{\pi}(s,a) = \mathbb{E}[r_1 + \gamma r_2 + \dots + \gamma^{t-1} r_t + \dots | s_1 = s, a_1 = a]$$

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- Monte-Carlo policy evaluation:





- Optimal Policy: the goal of RL is to find the policy that has the highest Q-value from some initial s, a

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- Challenges of model-based offline RL:
 - Impossible to learn a globally accurate model
 - Compounding errors for long horizon
 - Policy distribution shift
- Learn both an autoregressive dynamics model and a value function:
 - How to get the "best of both worlds"?
 - Can we rely on the model **only where accurate**?
 - How to do this automatically without complicated validation?



- Replace Monte-Carlo with (n-step) bootstrapping

$$Q^{\pi}(s,a) = \mathbb{E}[r_1 + \gamma r_2 + \dots + \gamma^{H-1} r_H + \gamma^H (r_{H+1} + \gamma r_{H+2} + \dots)]$$

= $\mathbb{E}[r_1 + \gamma r_2 + \dots + \gamma^{H-1} r_H + \gamma^H Q^{\pi}(s',a')]$



- Produce an **ensemble** of estimators:

$$R_{0} = Q^{\pi}(s, a)$$

$$R_{1} = r_{1} + \gamma Q^{\pi}(s', a')$$

$$\vdots$$

$$R_{H} = r_{1} + \dots + \gamma^{H-1}r_{H} + \gamma^{H}Q^{\pi}(s', a')$$

$$\uparrow 1 \qquad \uparrow 2 \qquad \cdots \qquad \uparrow H \qquad \uparrow H+1 \qquad \cdots$$
Sample from autoregressive model











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- 1. Use statistical bootstrap to estimate variation of n-step return
- 2. Fit a Gaussian to each return estimator in the ensemble
- 3. Apply Bayes' rule to estimate total variance

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$$\mu_H = \mathbb{E}_{\pi}[R_H] = \mathbb{E}_{\hat{f}_k}[\mathbb{E}_{\pi}[R_H|\hat{f}_k]]$$

$$\sigma_H^2 = Var_{\pi}[R_H] = \mathbb{E}_{\hat{f}_k}[Var_{\pi}[R_H|\hat{f}_k]] + Var_{\hat{f}_k}[\mathbb{E}_{\pi}[R_H|\hat{f}_k]]$$



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 $posterior = likelihood \times prior$

Given:

- **Prior** P(sick)
- Likelihood P(cough|sick) = P(cough|not sick)

$$P(sick|cough) = \frac{P(cough|sick)P(sick)}{P(cough|sick)P(sick) + P(cough|not sick)(1 - P(sick))}$$

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$$P(\hat{Q}^{\pi}|\hat{R}_{1},\ldots,\hat{R}_{H}) \sim \mathcal{N}(\mu,1/\rho)$$
$$\mu = \frac{\sum_{h} \left(\frac{1}{\sigma_{h}^{2}}\right) \mu_{h}}{\sum_{h} \left(\frac{1}{\sigma_{h}^{2}}\right)} \qquad \rho = \sum_{h} \frac{1}{\sigma_{h}^{2}}$$



 $\mathbb{E}[h] = \frac{\sum_{h} h \times \frac{1}{\sigma_{h}^{2}}}{\sum_{h} \frac{1}{\sigma_{h}^{2}}}$

 $\operatorname*{argmax}_{\pi}\mu-k\sigma$



- Substantial improvements over prior SOTA MB methods
- SOTA results for
 11 out of 18
 benchmark dataset
- Please check out our paper!

Table 1: Normalized scores on D4RL MuJoCo Gym environments. Experiments ran with 5 seeds.

			МОРО	MOReL	COMBO	CQL	TD3+BC	EDAC	IQL	CBOP
	random	halfcheetah hopper walker2d	$35.4 \pm 2.5 \\ 11.7 \pm 0.4 \\ 13.6 \pm 2.6$	25.6 53.6 37.3	38.8 17.9 7.0	$35.4 \\ 10.8 \\ 7.0$	10.2 ± 1.3 11.0 ± 0.1 1.4 ± 1.6	$\begin{array}{c} 28.4 \pm 1.0 \\ 31.3 \pm 0.0 \\ \textbf{21.7} \pm \textbf{0.0} \end{array}$	- -	$\begin{array}{c} 32.8 \pm 0.4 \\ 31.4 \pm 0.0 \\ 17.8 \pm 0.4 \end{array}$
ets	medium	halfcheetah hopper walker2d	$\begin{array}{c} 42.3 \pm 1.6 \\ 28.0 \pm 12.4 \\ 17.8 \pm 19.3 \end{array}$	$42.1 \\ 95.4 \\ 77.8$	$54.2 \\ 94.9 \\ 75.5$	$44.4 \\79.2 \\58.0$	$\begin{array}{c} 42.8 \pm 0.3 \\ 99.5 \pm 1.0 \\ 79.7 \pm 1.8 \end{array}$	$67.5 \pm 1.2 \\ 101.6 \pm 0.6 \\ 92.5 \pm 0.8$	$47.4 \\ 66.2 \\ 78.3$	$\begin{array}{c} {\bf 74.3 \pm 0.2} \\ {\bf 102.6 \pm 0.1} \\ {\bf 95.5 \pm 0.4} \end{array}$
	medium replay	halfcheetah hopper walker2d	$\begin{array}{c} 53.1 \pm 2.0 \\ 67.5 \pm 24.7 \\ 39.0 \pm 9.6 \end{array}$	$40.2 \\ 93.6 \\ 49.8$	$55.1 \\ 73.1 \\ 56.0$	$46.2 \\ 48.6 \\ 26.7$	$\begin{array}{c} 43.3 \pm 0.5 \\ 31.4 \pm 3.0 \\ 25.2 \pm 5.1 \end{array}$	$\begin{array}{c} 63.9 \pm 0.8 \\ 101.8 \pm 0.5 \\ 87.1 \pm 2.3 \end{array}$	$44.2 \\94.7 \\73.8$	$\begin{array}{c} {\bf 66.4 \pm 0.3} \\ {\bf 104.3 \pm 0.4} \\ {\bf 92.7 \pm 0.9} \end{array}$
	medium expert	halfcheetah hopper walker2d	$63.3 \pm 38.0 \\ 23.7 \pm 6.0 \\ 44.6 \pm 12.9$	$53.3 \\ 108.7 \\ 95.6$	$90.0 \\ 111.1 \\ 96.1$	$62.4 \\ 98.7 \\ 111.0$	$\begin{array}{c} 97.9 \pm 4.4 \\ \textbf{112.2} \pm \textbf{0.2} \\ 101.1 \pm 9.3 \end{array}$	$\begin{array}{c} {\bf 107.1 \pm 2.0} \\ {\bf 110.7 \pm 0.1} \\ {\bf 114.7 \pm 0.9} \end{array}$	$86.7 \\ 91.5 \\ 109.6$	$\begin{array}{c} 105.4 \pm 1.6 \\ 111.6 \pm 0.2 \\ \textbf{117.2} \pm \textbf{0.5} \end{array}$
	expert	halfcheetah hopper walker2d	-	-	-	-	$\begin{array}{c} 105.7 \pm 1.9 \\ \textbf{112.2} \pm \textbf{0.2} \\ 105.7 \pm 2.7 \end{array}$	$\begin{array}{c} {\bf 106.8 \pm 3.4} \\ {\bf 110.3 \pm 0.3} \\ {\bf 115.1 \pm 1.9} \end{array}$	-	$\begin{array}{c} 100.4 \pm 0.9 \\ 111.4 \pm 0.2 \\ \textbf{122.7} \pm \textbf{0.8} \end{array}$
	full replay	halfcheetah hopper walker2d	-	-	-	-	-	$84.6 \pm 0.9 \\ 105.4 \pm 0.7 \\ 99.8 \pm 0.7$	-	$\begin{array}{c} 85.5 \pm 0.3 \\ 108.1 \pm 0.3 \\ 107.8 \pm 0.2 \end{array}$

Off-Policy Evaluation using Diffusion Models

Generative Models



Diffusion Model



From Steins (medium.com)

Diffusion Model



- Forward factorization: $q(\mathbf{x}_0, \mathbf{x}_1, \dots, \mathbf{x}_T) = q(\mathbf{x}_0) \prod_{t=1}^T q(\mathbf{x}_t | \mathbf{x}_{t-1})$
- Reverse factorization: $q(\mathbf{x}_0, \mathbf{x}_1, \dots, \mathbf{x}_T) = \prod_{t=1}^T q(\mathbf{x}_{t-1} | \mathbf{x}_t) q(\mathbf{x}_T)$
 - Since joint distribution is Gaussian then $q(\mathbf{x}_{t-1}|\mathbf{x}_t)$ is also Gaussian
 - $q(\mathbf{x}_{t-1}|\mathbf{x}_t) = N(\mathbf{x}_{t-1}|\tilde{\mu}_t(\mathbf{x}_t, t), \sigma_t \mathbf{I})$

Diffusion Model

Recall that $\mathbf{x}_t = \sqrt{\bar{\alpha}_t} \mathbf{x}_0 + \sqrt{(1 - \bar{\alpha}_t)} \epsilon$. Ho et al. NeurIPS 2020 observe that: $\tilde{\mu}_t(\mathbf{x}_t, \mathbf{x}_0) = \frac{1}{\sqrt{1 - \beta_t}} \left(\mathbf{x}_t - \frac{\beta_t}{\sqrt{1 - \bar{\alpha}_t}} \epsilon \right)$

They propose to represent the mean of the denoising model using a noise-prediction network:

$$\mu_{\theta}(\mathbf{x}_t, t) = \frac{1}{\sqrt{1 - \beta_t}} \left(\mathbf{x}_t - \frac{\beta_t}{\sqrt{1 - \bar{\alpha}_t}} \,\epsilon_{\theta}(\mathbf{x}_t, t) \right)$$

With this parameterization

$$L_{t-1} = \mathbb{E}_{\mathbf{x}_0 \sim q(\mathbf{x}_0), \epsilon \sim \mathcal{N}(\mathbf{0}, \mathbf{I})} \left[\frac{\beta_t^2}{2\sigma_t^2 (1 - \beta_t)(1 - \bar{\alpha}_t)} ||\epsilon - \epsilon_\theta (\underbrace{\sqrt{\bar{\alpha}_t} \ \mathbf{x}_0 + \sqrt{1 - \bar{\alpha}_t} \ \epsilon}_{\mathbf{X}_f} \epsilon, t) ||^2 \right] + C$$

slide from https://cvpr2022-tutorial-diffusion-models.github.io/

• Represent trajectories as single-channel images

• Train a diffusion model to iteratively denoise entire trajectory

 Use (one-dimensional) convolutions for temporal equivariance and horizon-independence



planning horizon ———

• Prediction is **non-autoregressive**: entire trajectory is predicted simultaneously







• Diffuser is non-Markovian, but still compositional due to temporal convolutions



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Offline data from behavior policy







data

plan

• Synthesize different behaviors through conditional trajectory synthesis with different learned

guidance functions:



- How can the diffuser generate trajectories from **another policy**?
 - 1. Guidance function
 - 2. Inpainting

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 - 1. **Guidance** function
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$$\begin{split} \tilde{p}_{\theta}(\boldsymbol{\tau}) & \propto \quad p_{\theta}(\boldsymbol{\tau}) \quad h(\boldsymbol{\tau}) \\ \hline \tilde{p}_{\theta}(\boldsymbol{\tau}) & \propto \quad p_{\theta}(\boldsymbol{\tau}) \quad h(\boldsymbol{\tau}) \\ \hline \text{Behavior} \\ \text{Model} & \text{Diffusion Guidance} \\ \text{Model Function} \\ \hline \end{array} \\ \end{split} \quad g = \nabla_{\boldsymbol{\tau}} \log p(\mathcal{O}_{1:T} \mid \boldsymbol{\tau})|_{\boldsymbol{\tau}=\mu} \\ = \sum_{t=0}^{T} \nabla_{\mathbf{s}_{t},\mathbf{a}_{t}} r(\mathbf{s}_{t},\mathbf{a}_{t})|_{(\mathbf{s}_{t},\mathbf{a}_{t})=\mu_{t}} = \nabla \mathcal{J}(\mu). \end{split}$$

Dhariwal, Prafulla, and Alexander Nichol. "Diffusion models beat gans on image synthesis." Advances in neural information processing systems 34 (2021): 8780-8794.

- How can the diffuser generate trajectories from **another policy**?
 - 1. Guidance function
 - 2. Inpainting
 - Specify a guidance function over the final explicit goal state of a trajectory $% \left({{{\mathbf{x}}_{i}}} \right)$



• Construct a goal seeking policy through guidance



Diffuser for Off-Policy Evaluation

- Recall that we collect data from some behavior policy
- But we want to evaluate some other target policy

Diffuser for Off-Policy Evaluation

- Recall that we collect data from some behavior policy
- But we want to evaluate some other target policy

Use the target policy probability as prior

Summary

- Off-policy RL is an important and challenging problem
- Discussed how statistical bootstrapping can produce an estimate of uncertainty of any ML model
- Applied this idea to choose the best rollout horizon in offline policy optimization
- Introduced the diffusion model as a powerful way of simulating trajectories from any policy
- Applied diffusion as a potential way to evaluate any target policy through guidance