

Fingerprint Policy Optimisation for Robust Reinforcement Learning

Supratik Paul, Michael A. Osborne, Shimon Whiteson



European Research Council
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- Environment variable (EV)
 - E.g. wind conditions
 - Controllable during learning but not during execution

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Motivation

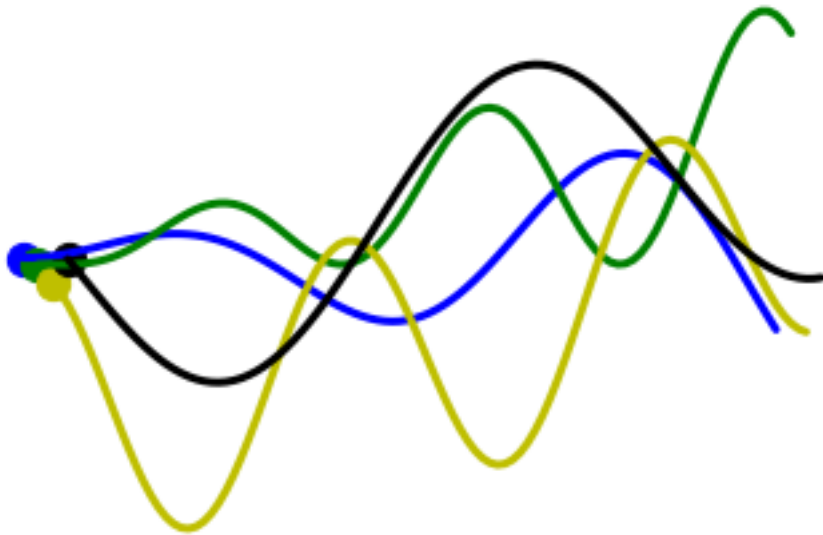


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 - E.g. wind conditions
 - Controllable during learning but not during execution

- Objective: Find $\pi^* = \operatorname{argmax}_{\pi} J(\pi) = \operatorname{argmax}_{\pi} \mathbb{E}_{EV \sim p(EV)} [R(\pi)]$
- Need to account for rare events
 - E.g. rare wind conditions leading to a crash

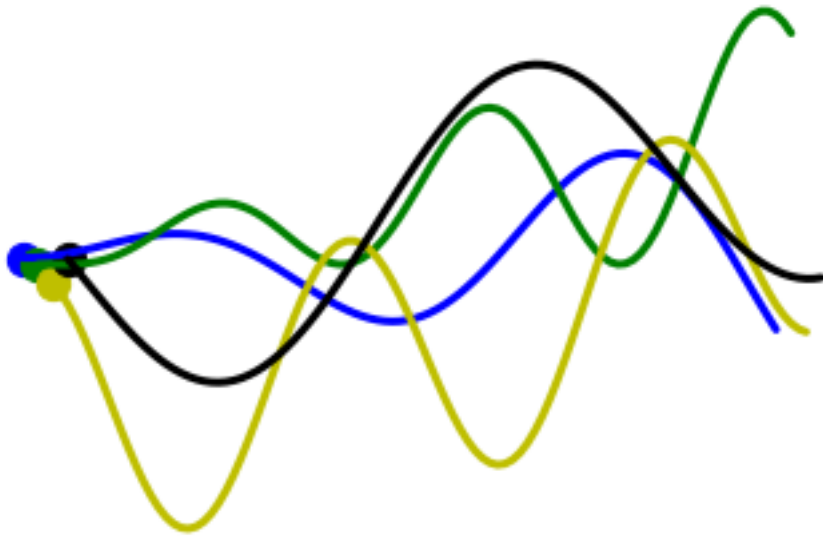
Naïve application of policy gradients

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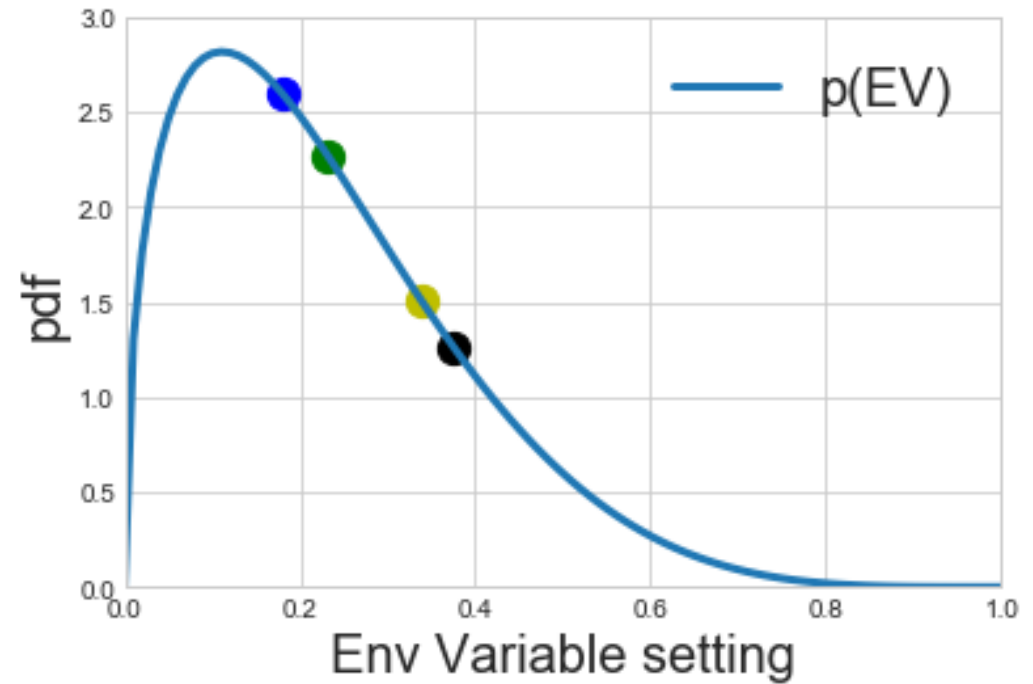


Trajectories $\sim \pi$

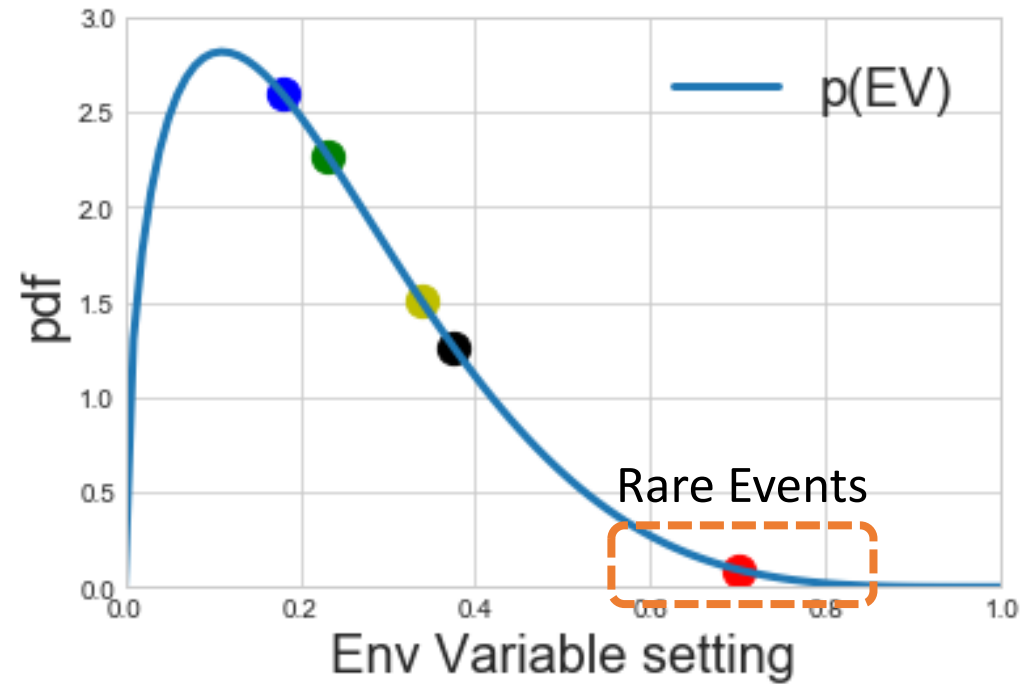
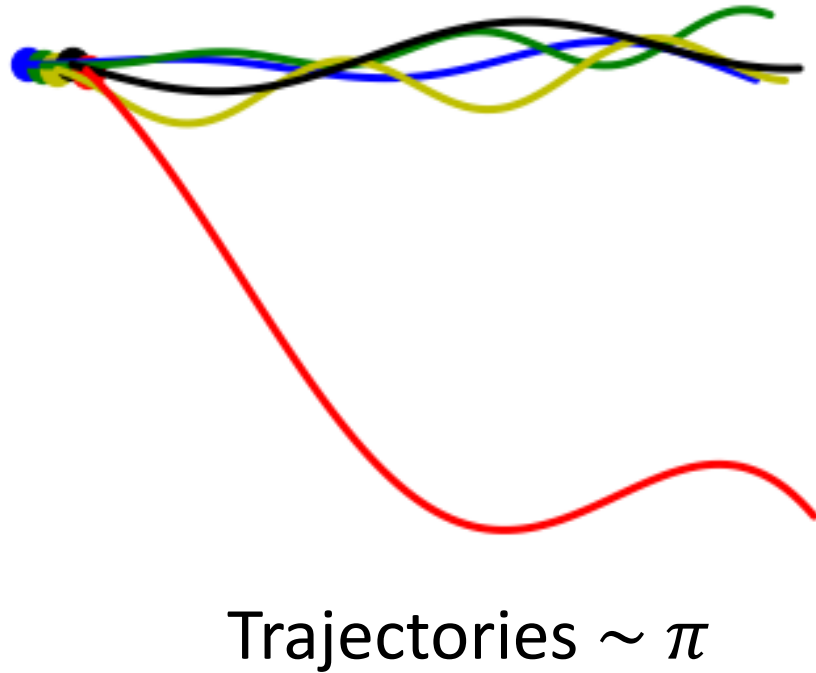
Naïve application of policy gradients



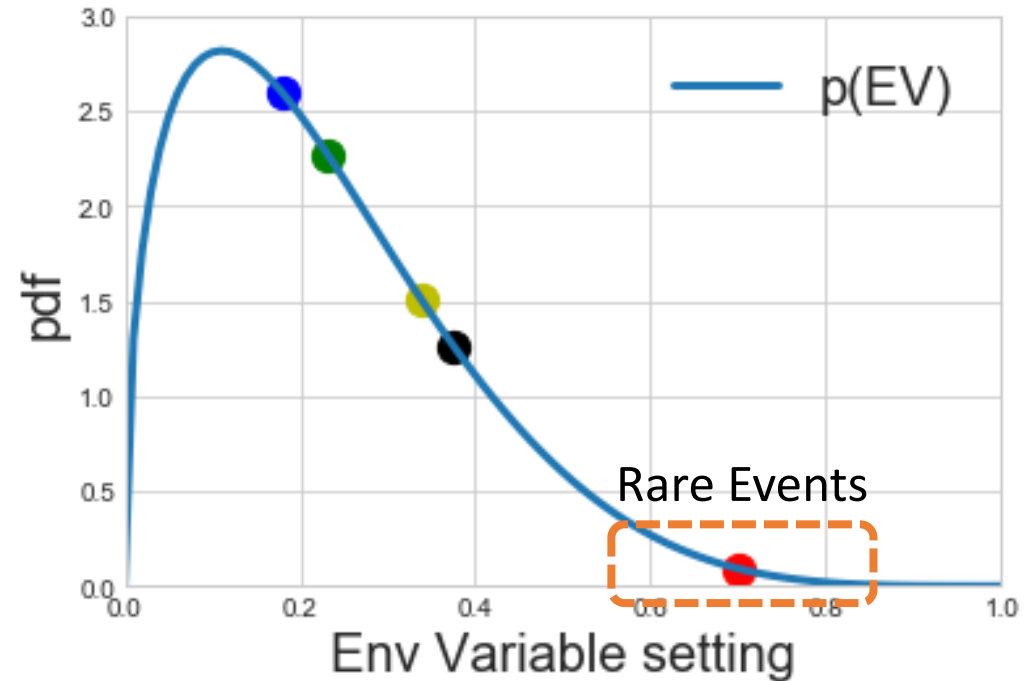
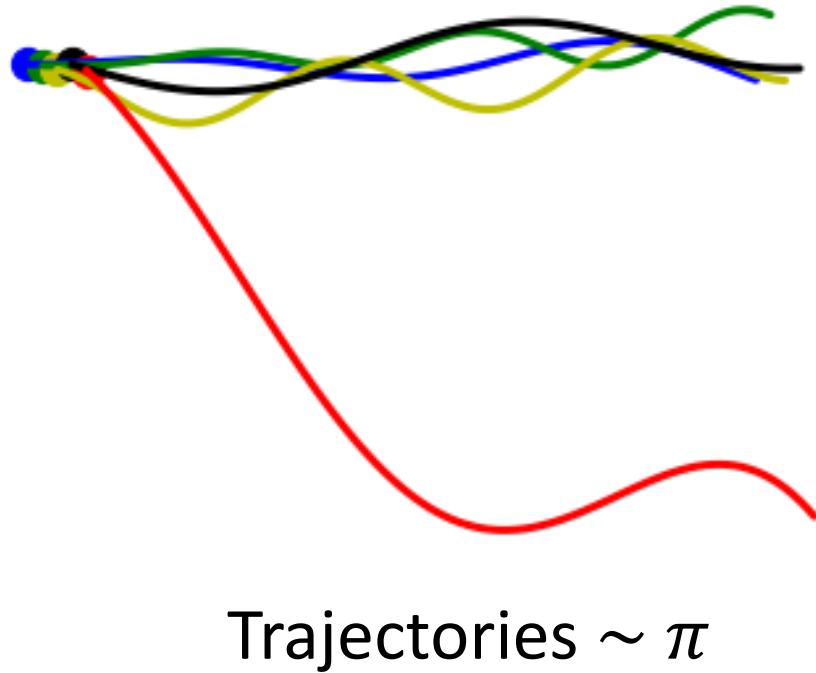
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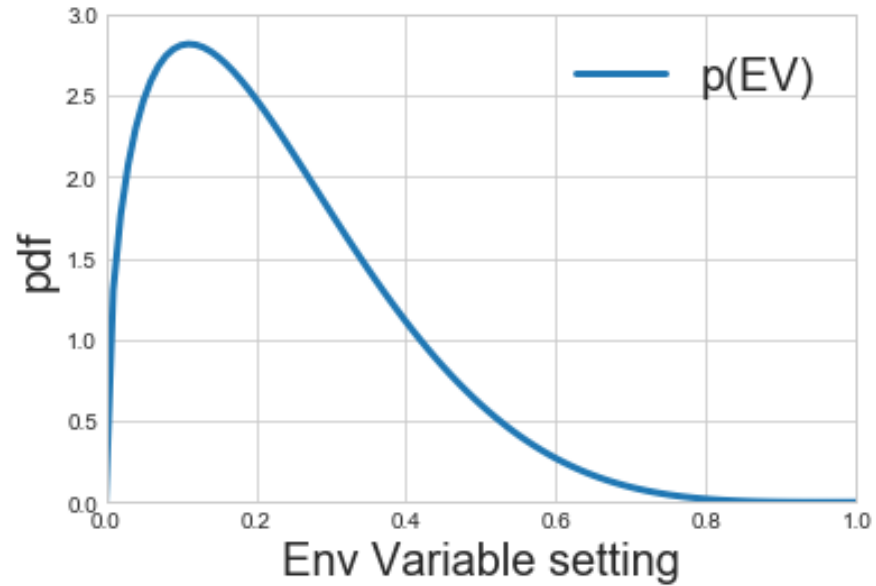
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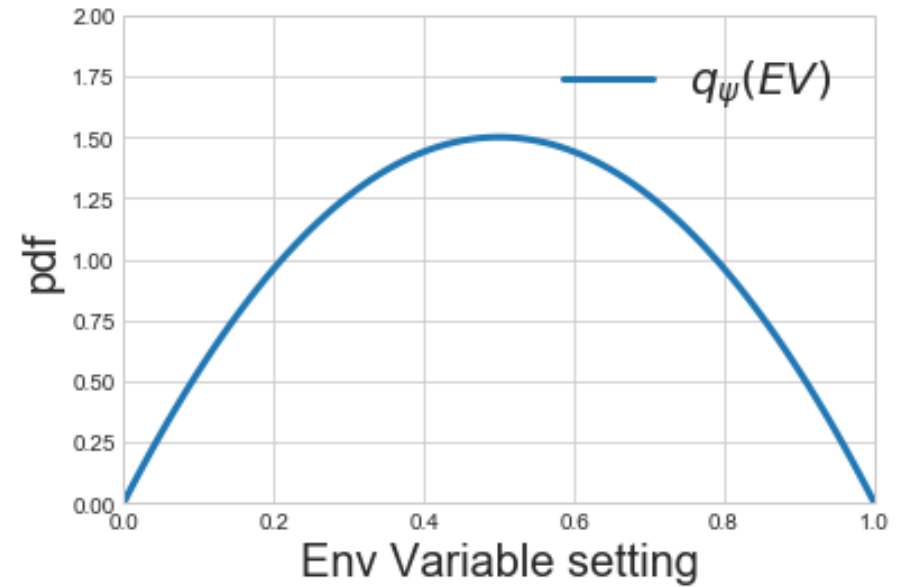
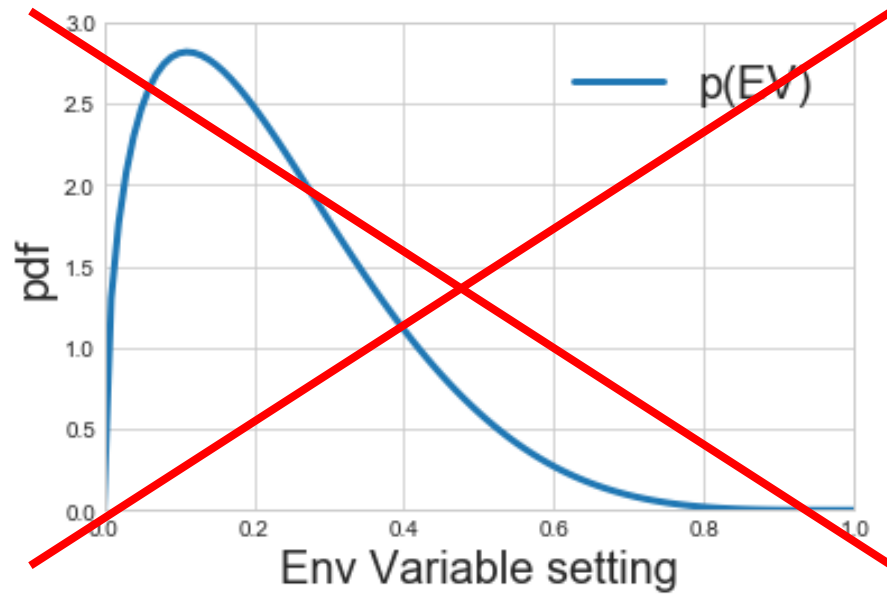
- Monte Carlo estimate of the Policy Gradient has very high variance
 \Rightarrow Doomed to failure

Fingerprint Policy Optimisation (FPO)

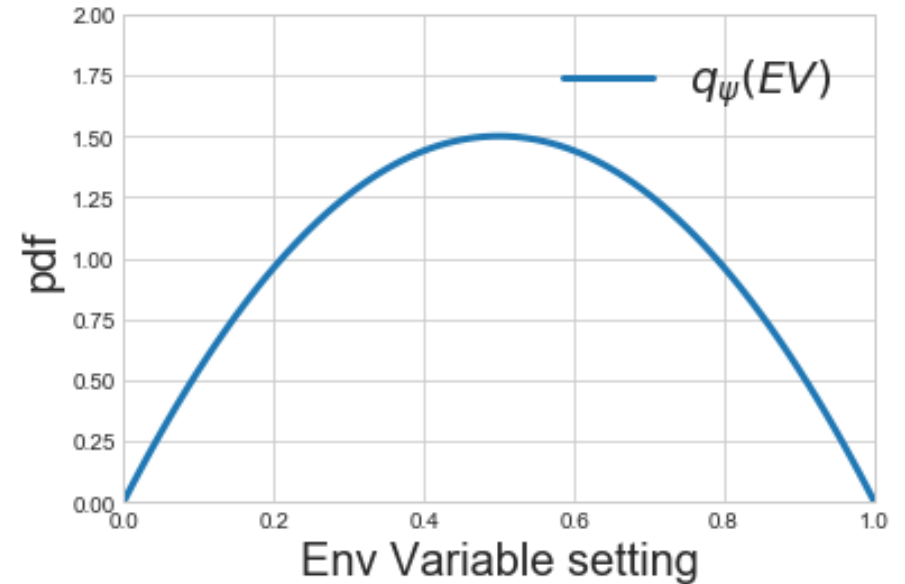
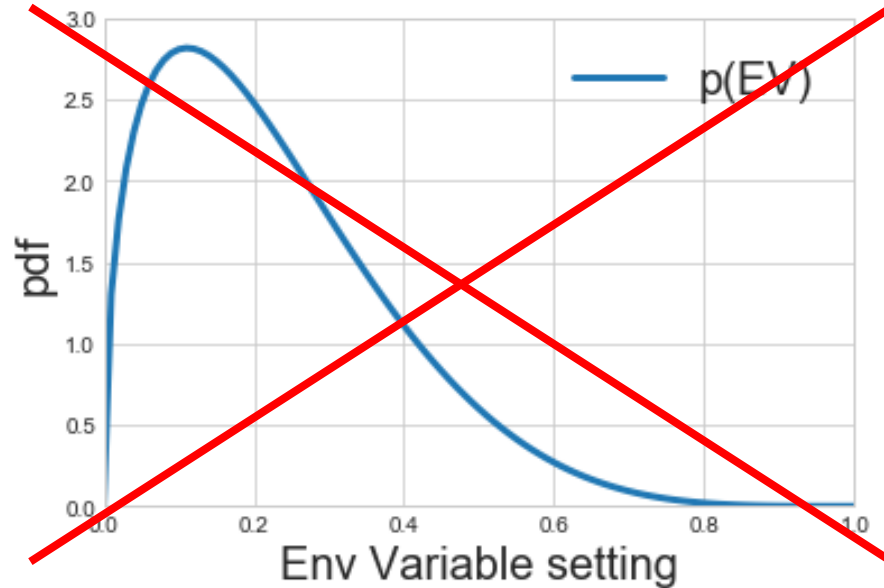
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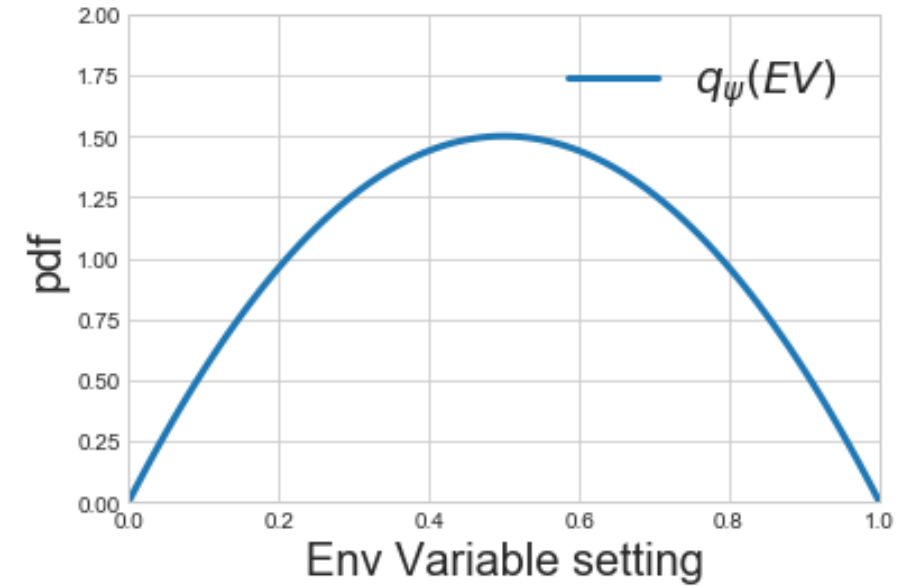


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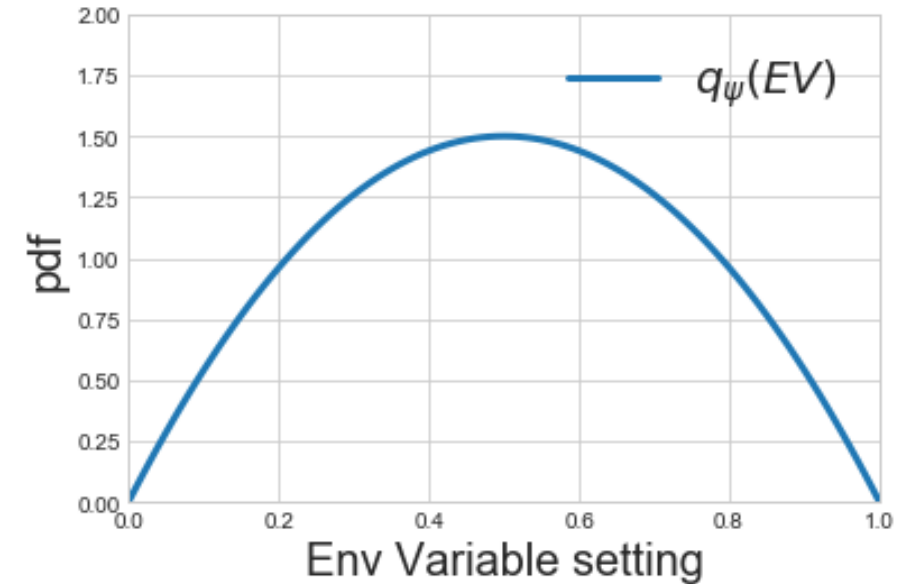
At each iteration, select parameters ψ of $q_{\psi}(EV)$ such that it maximises one-step expected return

Fingerprint Policy Optimisation (FPO)



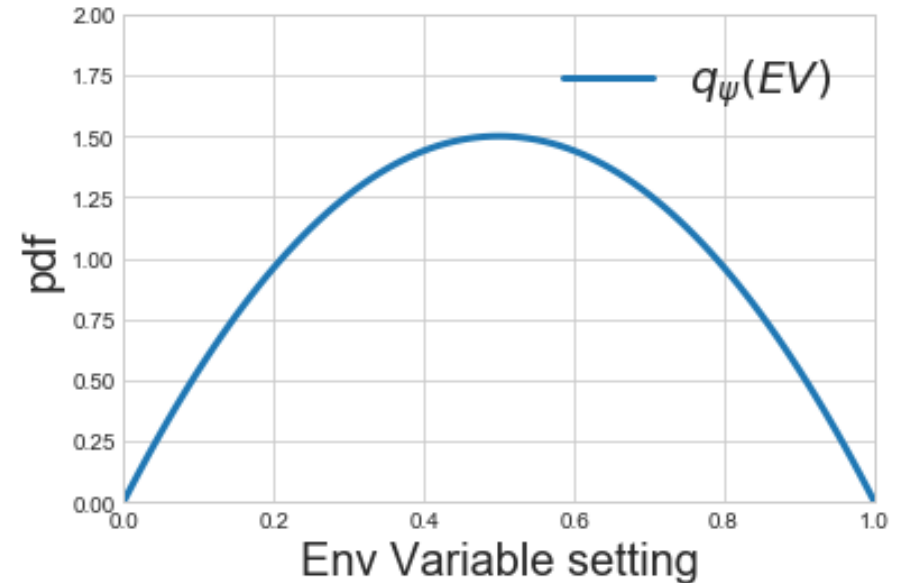
Fingerprint Policy Optimisation (FPO)

- $\pi' = \pi + \alpha \nabla J(\pi)$
- $J(\pi') = f(\pi, \psi)$



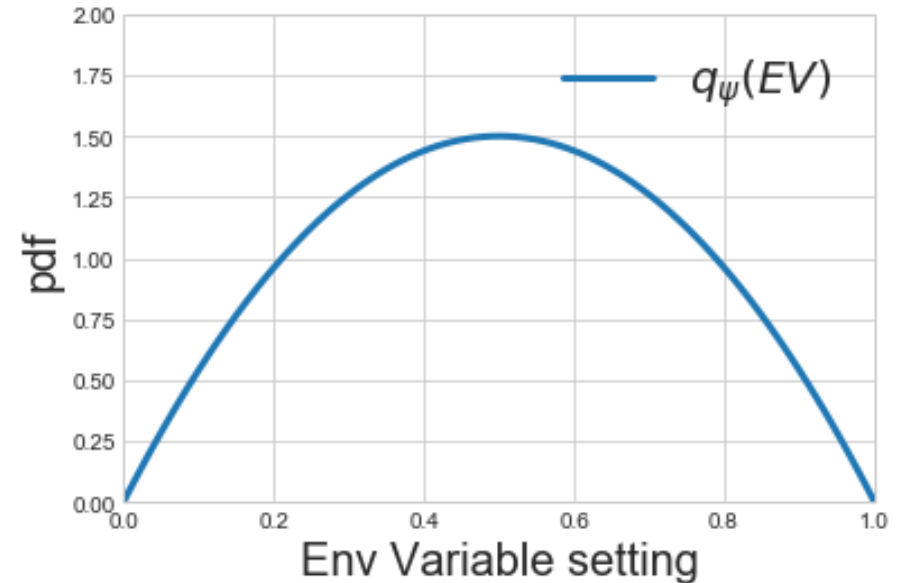
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- $\pi' = \pi + \alpha \nabla J(\pi)$
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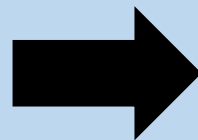


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π is high dimensional



Low dimensional representation
“Fingerprint”

Policy fingerprints

Policy fingerprints

- Disambiguation, not accurate representation

Policy fingerprints

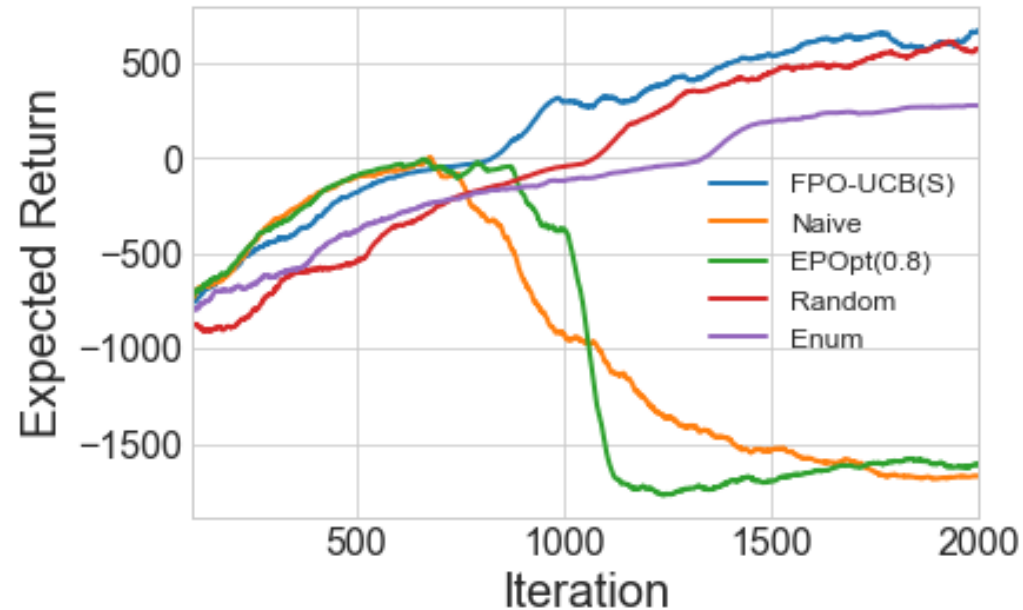
- Disambiguation, not accurate representation
- State/Action fingerprints: Gaussians fitted to the stationary state/action distribution induced by π

Policy fingerprints

- Disambiguation, not accurate representation
- State/Action fingerprints: Gaussians fitted to the stationary state/action distribution induced by π
- Gross simplification, but good at disambiguating between policies

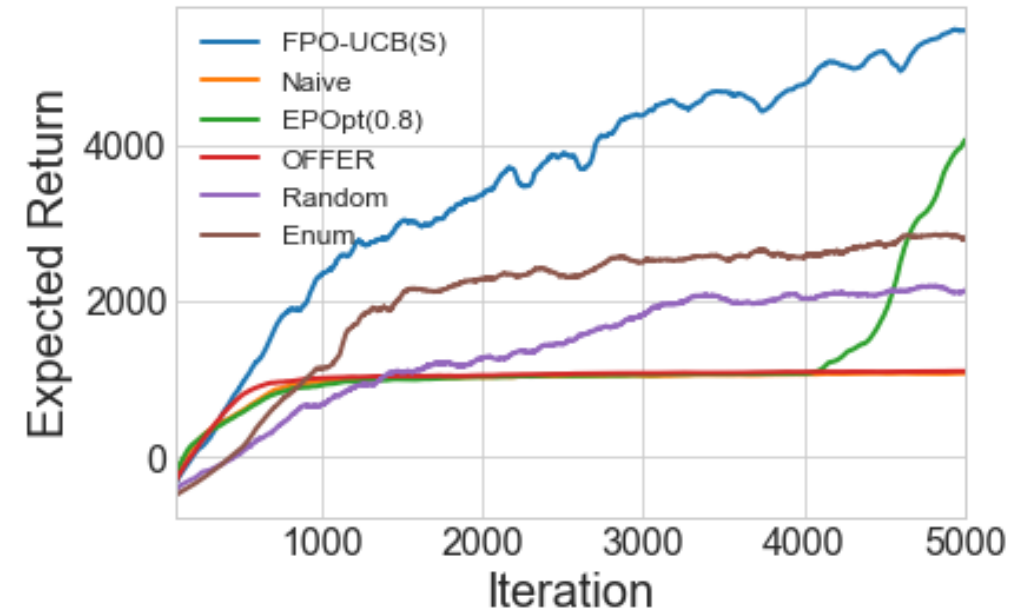
Results

Ant



- Reward proportional to velocity
- 5% chance that velocity > 2 leads to joint damage with large negative reward

Half Cheetah



- Velocity target = 2 with probability 98% and 'normal' reward
- Velocity target = 4 with probability 2% with significantly high reward

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