





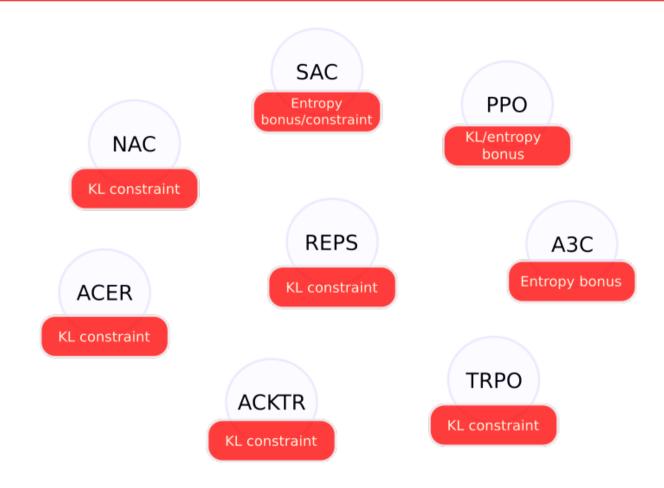




# Projections for Approximate Policy Iteration Algorithms

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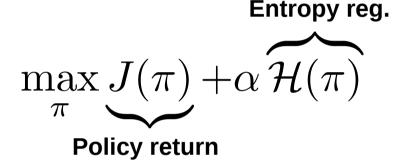
# **Entropy Regularization in RL**



Widespread with actor-critic methods

#### **Hard vs Soft Constraints**

Soft constraint (bonus term)



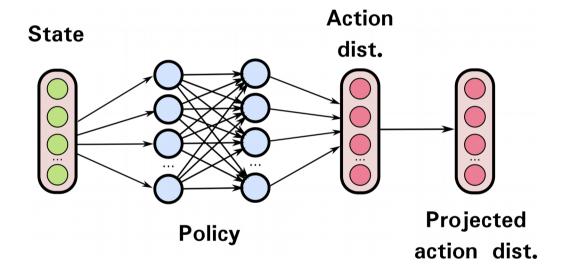
Hard constraint

$$\max_{\pi} J(\pi) \text{ s.t. } \mathcal{H}(\pi) \geq \beta$$

- Harder to optimize, easier to interpret and tune

#### Contributions

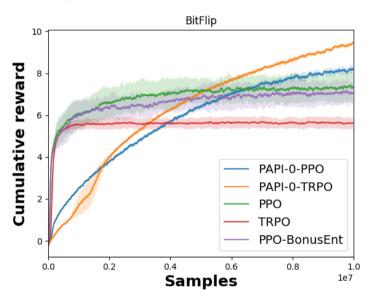
 Projections hard constraining Shannon entropy of Gaussian or soft-max policies

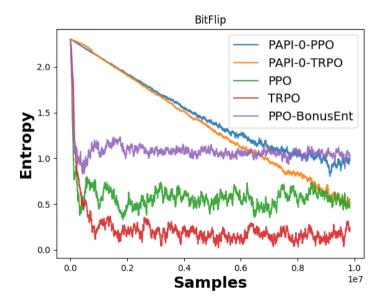


Projections that outperform other KL-constrained optimizers used in deep RL

## Results

- Optimizing Objective  $\circ$  Projection( $\theta$ ) vs
  - Deep RL





- Projected gradient
- Direct policy search

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