

# Generalized Data Distribution Iteration

Jiajun Fan, Changnan Xiao

# Motivation

## Higher Sample Efficiency & Superior Performance

### Data Richness

Data diversity is crucial for superior performance.

### Exploration-Exploitation Trade-off

Too much exploration hurts the sample efficiency.

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# Data Distribution Optimization

## Superior Exploration & Superior Exploitation

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**Algorithm 1** Generalized Data Distribution Iteration

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Initialize  $\Lambda, \Theta, \mathcal{P}_\Lambda^{(0)}, \theta^{(0)}$ .  
**for**  $t = 0, 1, 2, \dots$  **do**  
    Sample  $\{\mathcal{X}_{\rho_0, \lambda}^{(t)}\}_{\lambda \sim \mathcal{P}_\Lambda^{(t)}}$ . {Data Sampling}  
     $\theta^{(t+1)} = \mathcal{T}(\theta^{(t)}, \{\mathcal{X}_{\rho_0, \lambda}^{(t)}\}_{\lambda \sim \mathcal{P}_\Lambda^{(t)}}$ ). {Generalized Policy Iteration}  
     $\mathcal{P}_\Lambda^{(t+1)} = \mathcal{E}(\mathcal{P}_\Lambda^{(t)}, \{\mathcal{X}_{\rho_0, \lambda}^{(t)}\}_{\lambda \sim \mathcal{P}_\Lambda^{(t)}}$ ). {Data Distribution Iteration}  
**end for**

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### Superior Exploration

Sampling behavior policies  $\pi_{\theta_\lambda}$  from a parameterized policy space that indexed by  $\Lambda$ .

### Superior Exploitation

Optimizing a selective distribution  $\mathcal{P}_\Lambda$  to maximize some target function  $L_{\mathcal{E}}$ .

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# Superior Guarantee

If we transport more measure on the place with higher value, we have higher expected value.

If  $\mathcal{P}_{\Lambda}^{(t+1)}(\lambda) = \mathcal{P}_{\Lambda}^{(t)}(\lambda) \exp(\eta \mathcal{L}_{\mathcal{E}}(\lambda, \theta_{\lambda}^{(t)})) / Z^{(t+1)}$ <sup>[1]</sup>, then

$$\mathcal{L}_{\mathcal{J}}(\mathcal{P}_{\Lambda}^{(t+1)}, \theta^{(t+1)}) = \mathbb{E}_{\lambda \sim \mathcal{P}_{\Lambda}^{(t+1)}}[\mathcal{L}_{\mathcal{J}}(\lambda, \theta_{\lambda}^{(t+1)})] \geq \mathbb{E}_{\lambda \sim \mathcal{P}_{\Lambda}^{(t)}}[\mathcal{L}_{\mathcal{J}}(\lambda, \theta_{\lambda}^{(t+1)})] = \mathcal{L}_{\mathcal{J}}(\mathcal{P}_{\Lambda}^{(t)}, \theta^{(t+1)}).$$

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[1] In paper, we require assumptions 1, 2, 3. This is assumption 2. The other two are assumptions of continuity and co-monotonicity.

# Implementation

## Soft Entropy Policy Space

$$\theta = (\theta_1, \theta_2), \lambda = (\tau_1, \tau_2, \epsilon),$$

$$\pi_{\theta_\lambda} = \epsilon \cdot \text{Softmax} \left( \frac{A_{\theta_1}}{\tau_1} \right) + (1 - \epsilon) \cdot \text{Softmax} \left( \frac{A_{\theta_2}}{\tau_2} \right) [1]$$

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[1]  $Q_{\theta_1} = A_{\theta_1} + V_{\theta_1}$ ,  $Q_{\theta_2} = A_{\theta_2} + V_{\theta_2}$ .  $Q_{\theta_1}$ ,  $V_{\theta_1}$ ,  $Q_{\theta_2}$ ,  $V_{\theta_2}$  are optimized by ReTrace and V-Trace with same/different reward shaping.  $\pi_{\theta_\lambda}$  is optimized by PPO.

# Performance

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	GDI-H <sup>3</sup>	GDI-I <sup>3</sup>	Muesli	RAINBOW	LASER	R2D2	NGU	Agent57
Training Scale (Num. Frames)	<b>2E+8</b>	<b>2E+8</b>	<b>2E+8</b>	<b>2E+8</b>	<b>2E+8</b>	1E+10	3.5E+10	1E+11
Playtime (Day)	<b>38.5</b>	<b>38.5</b>	<b>38.5</b>	<b>38.5</b>	<b>38.5</b>	1929	6751.5	19290
HWRB	<b>22</b>	17	5	4	7	15	8	18
Mean HNS(%)	<b>9620.33</b>	7810.1	2538.12	873.54	1740.94	3373.48	3169.07	4762.17
Median HNS(%)	1146.39	832.5	1077.47	230.99	454.91	1342.27	1174.92	<b>1933.49</b>
Mean HWRNS(%)	<b>154.27</b>	117.98	75.52	28.39	45.39	98.78	76.00	125.92
Median HWRNS(%)	<b>50.63</b>	35.78	24.86	4.92	8.08	33.62	21.19	43.62
Mean SABER(%)	71.26	61.66	48.74	28.39	36.78	60.43	50.47	<b>76.26</b>
Median SABER(%)	<b>50.63</b>	35.78	24.86	4.92	8.08	33.62	21.19	43.62

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# Hindsight

## Highlights & Drawbacks

### More General Action Space

In superior guarantee, we do NOT assume any constraint on  $\lambda$  and  $\theta$ .  $\pi_{\theta_\lambda}$  can be further extended, for instance, a combination with curiosity, planning, option or other techniques.

### More Detailed Characteristics

We apply  $I^k$  and  $H^k$  to character algorithms.  $k$  is the dimension of  $\Lambda$ .  $I$  and  $H$  represents whether all  $\theta_\lambda, \lambda \in \Lambda$  are identical. This is still rough.

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**Thanks!**