#### Oracle Efficient Reinforcement Learning for Max Value Ensembles

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# **Motivation**



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https://uwaterloo.ca/scholar/ajlobbez/reinforcement-learning-robo tic-control

#### Warm Up (Known Value Functions)



# Intuition



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# "The Problem of RL" → Batch ERM

#### **ERM Oracle Access**

• Regression oracle access insufficient to learn optimal policy [Golowich, Moitra, Rohatgi, 2024, *Exploration is Harder than Prediction...*]





(a) MDP in which two policies going either only left or right obtain low return but max-following them would be optimal.



(b) MDP with  $\mathcal{A} = \{ \mathsf{right}, \mathsf{left}, \mathsf{up} \}$  where starting from  $s_2$ , max-following is far worse than optimal and starting from  $s_0$ , different max-following policies have different values (depending on tie-breaking).



(a) MDP where small value approximation errors at  $s_0$  hinder max-following. Arrows representing transition dynamics are color-coded red to indicate actions taken by  $\pi^0$  and blue to indicate actions taken by  $\pi^1$ .



(b) MDP where the max-following value function is piecewise linear, but constituent policy's values are affine functions of the state for fixed actions.

# **Approximate Tie-Breaking Policy Class**

Approximate max-following policies: We define a set of  $\beta$ -good policies at state  $s \in S$  and time  $h \in [H]$ , selected from a set  $\Pi^k$ , as follows.

$$T_{\beta,h}(s) = \{ \pi \in \Pi^k : V_h^{\pi}(s) \ge \max_{k \in [K]} V_h^k(s) - \beta \}.$$

Then we define the set of approximate max-following policies for  $\Pi^k$  to be

$$\Pi_{\beta}^{k^*} = \{ \pi : \forall h \in [H], \forall s \in \mathcal{S}, \pi_h(s) = \pi_h^t(s) \text{ for some } \pi^t \in T_{\beta,h}(s) \}.$$

# Approximate Tie-Breaking Policy Class ( $\Pi_{\beta}^{k^*}$ )



 $\pi_h^3$ 



(b) MDP with  $\mathcal{A} = \{ \mathsf{right}, \mathsf{left}, \mathsf{up} \}$  where starting from  $s_2$ , max-following is far worse than optimal and starting from  $s_0$ , different max-following policies have different values (depending on tie-breaking).

# Algorithm

Algorithm 1 MaxIteration  $^{\mathcal{M}}_{\alpha}(\Pi^k)$ 1: for  $h \in [H]$  do for  $k \in [K]$  do 2:let  $\mu_h$  be the distribution sampled by executing the following procedure: 3: 4: sample a starting state  $s_0 \sim \mu_0$ for  $i \in [h]$  do 5:  $s_{i+1} \sim P(\ \cdot \mid s_i, \pi^{\operatorname{argmax}_k \hat{V}_i^k(s_i)}(s_i))$ 6: end for 7: 8: output  $s_h$  $\hat{V}_h^k \leftarrow \mathcal{O}_{lpha}^k(\mu_h,h)$ 9: end for 10: 11: end for 12: return policy  $\hat{\pi} = {\hat{\pi}_h}_{h \in [H]}$  where  $\hat{\pi}_h(s) = \pi^{\operatorname{argmax}_{k \in [K]}} \hat{V}_h^k(s)(s)$ 

# **Theoretical Results**

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Value of  $\pi$ ' from *MaxIteration* 

Value of worst  $\pi$  from  $\Pi_{B}^{k^{*}}$ 

Values of base policy class  $\Pi^{\mathsf{k}}$ 

# Theorem 3.1

[Theorem 3.1: MaxIteration provides algorithm competitive with worst-case of benchmark class] For any  $\varepsilon \in (0, 1]$ , any MDP  $\mathcal{M}$  with starting state distribution  $\mu_0$ , any episode length H, and any Kpolicies  $\Pi^k$  defined on  $\mathcal{M}$ , let  $\alpha \in \Theta(\frac{\varepsilon^3}{KH^4})$  and  $\beta \in \Theta(\frac{\varepsilon}{H})$ . Then MaxIteration $^{\mathcal{M}}_{\alpha}(\Pi^k)$  makes O(HK)oracle queries and outputs  $\hat{\pi}$  such that

$$\mathbb{E}_{s_0 \sim \mu_0} \left[ V^{\hat{\pi}}(s_0) \right] \ge \min_{\pi \in \Pi_{\beta}^{k^*}} \mathbb{E}_{s_0 \sim \mu_0} \left[ V^{\pi}(s_0) \right] - O(\varepsilon).$$

#### Lemma 4.1

[Lemma 4.1: Worst approximate max-following policy competes with best fixed policy] For any  $\varepsilon \in (0, 1]$  and any episode length H, let  $\beta \in \Theta(\frac{\varepsilon}{H})$ . Then for any MDP  $\mathcal{M}$  with starting state distribution  $\mu_0$ , and any K policies  $\Pi^k$  defined on  $\mathcal{M}$ ,

$$\min_{\pi \in \Pi_{\beta}^{k^*}} \mathbb{E}_{s_0 \sim \mu_0} \left[ V^{\hat{\pi}}(s_0) \right] \ge \max_{k \in [K]} \mathbb{E}_{s_0 \sim \mu_0} \left[ V^k(s_0) \right] - O(\varepsilon).$$

#### **Experiments**



(IIWA, box, no\_obstacle, pick-and-place)



(Jaco, hollow\_box, object\_door, push)



(Gen3, plate, goal\_wall, trash\_can)



(Panda, dumbbell, object\_wall, shelf)





2: Apx Max-Following Policy Class

1: Max-Iteration Algorithm (oracle-efficient)



3: Superior to base policy class (w.h.p.)

## References

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Thank You!