

# IMPALA: Scalable Distributed Deep-RL with Importance Weighted Actor-Learner Architectures

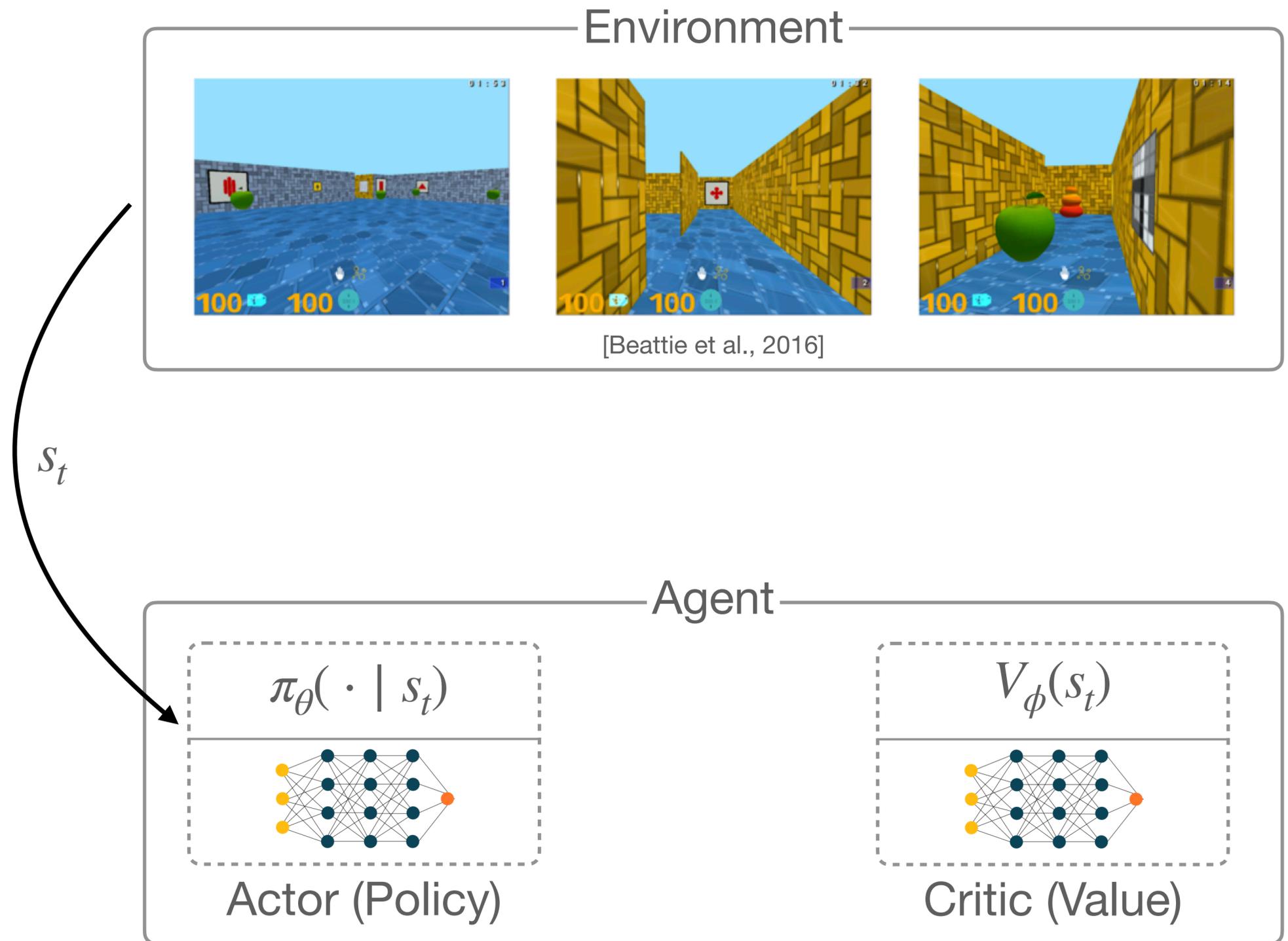
ICML 2018

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Yotam Doron, Vlad Firoiu, Tim Harley, Iain Dunning, Shane Legg, Koray Kavukcuoglu

Google DeepMind

Presenter - Aditya Thimmaiah

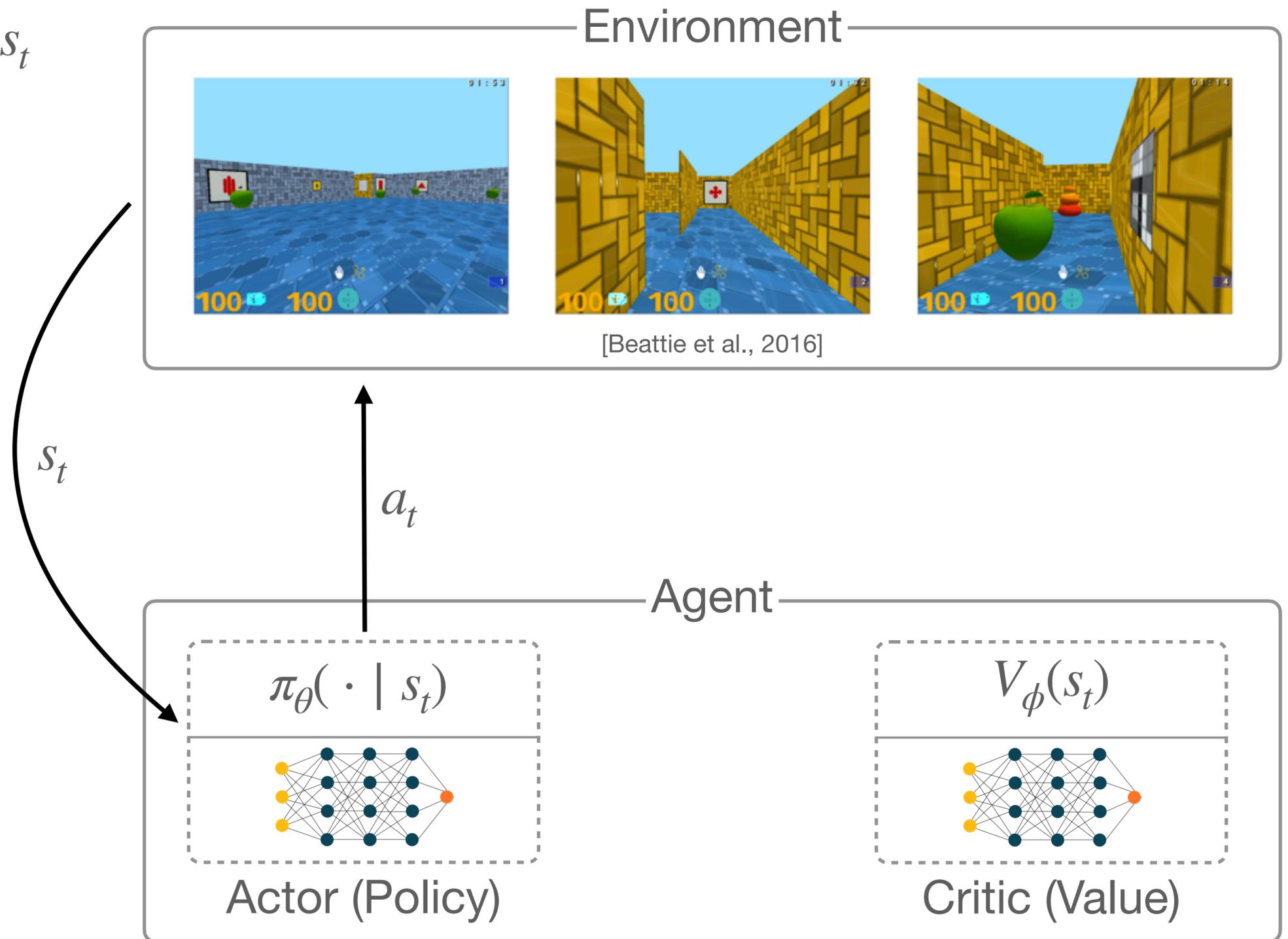
# Motivation | Multi-Task RL



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- 1 Sample an action with current policy for  $s_t$

$$a_t \sim \pi_{\theta}(\cdot | s_t)$$



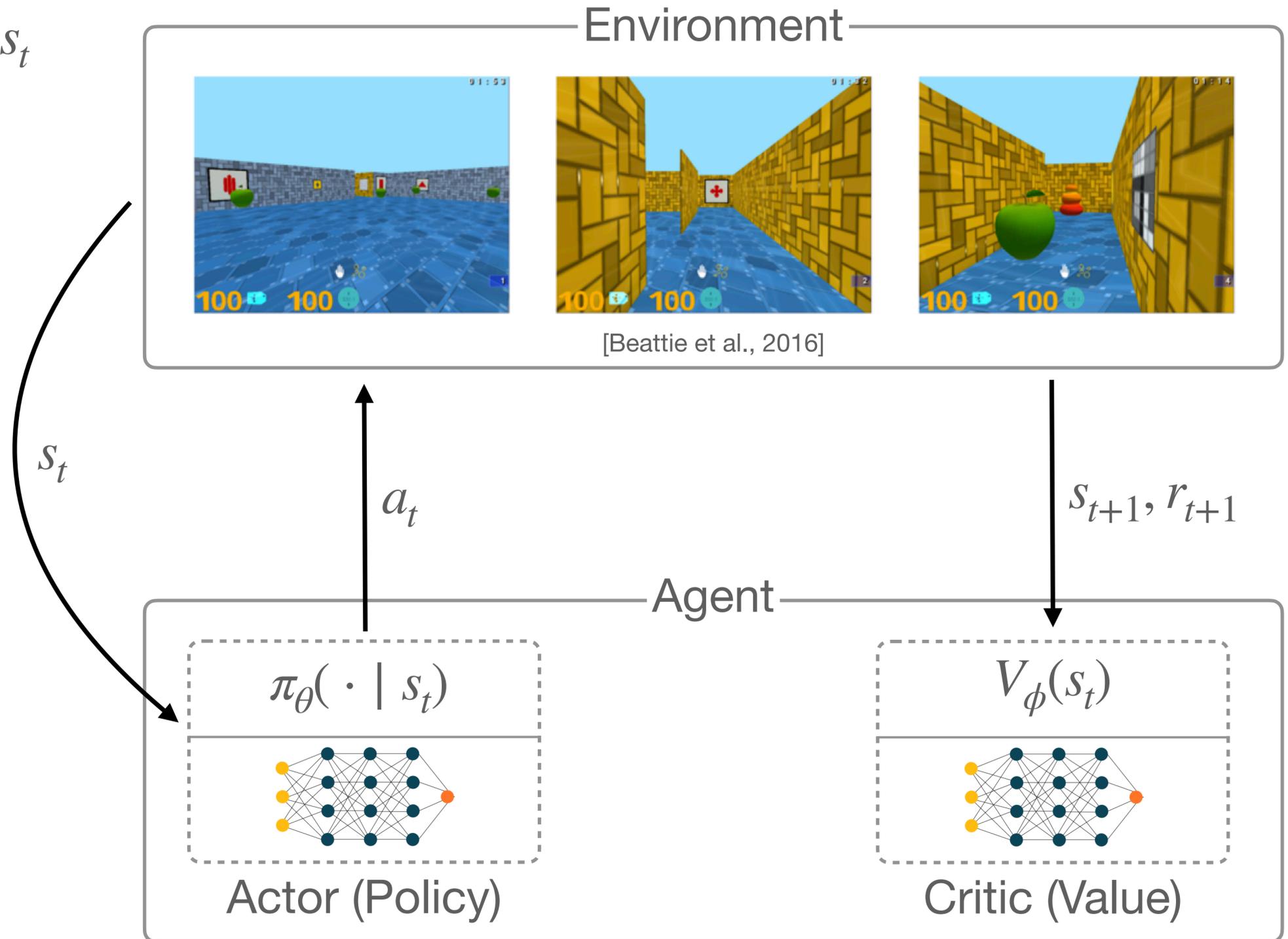
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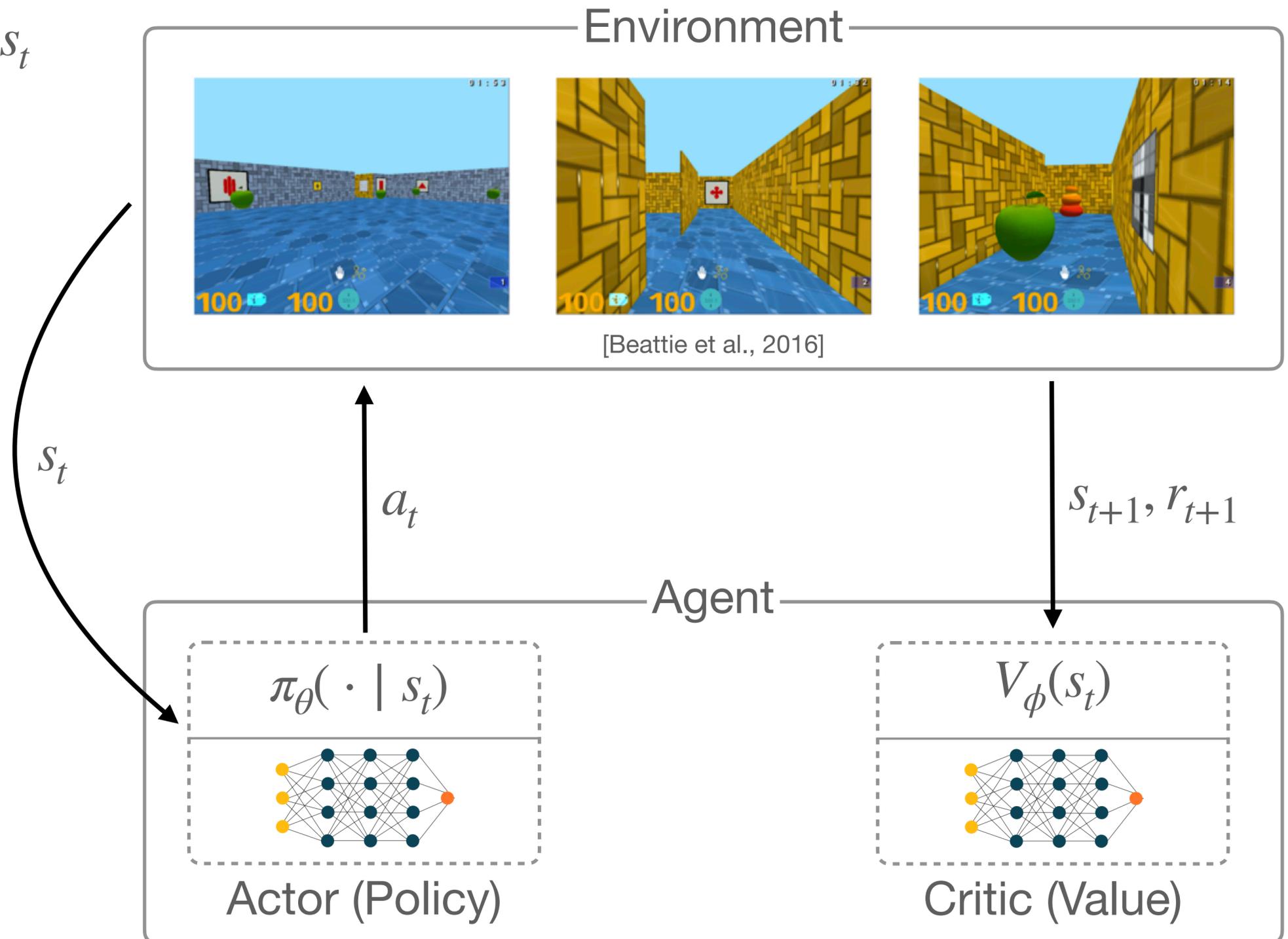
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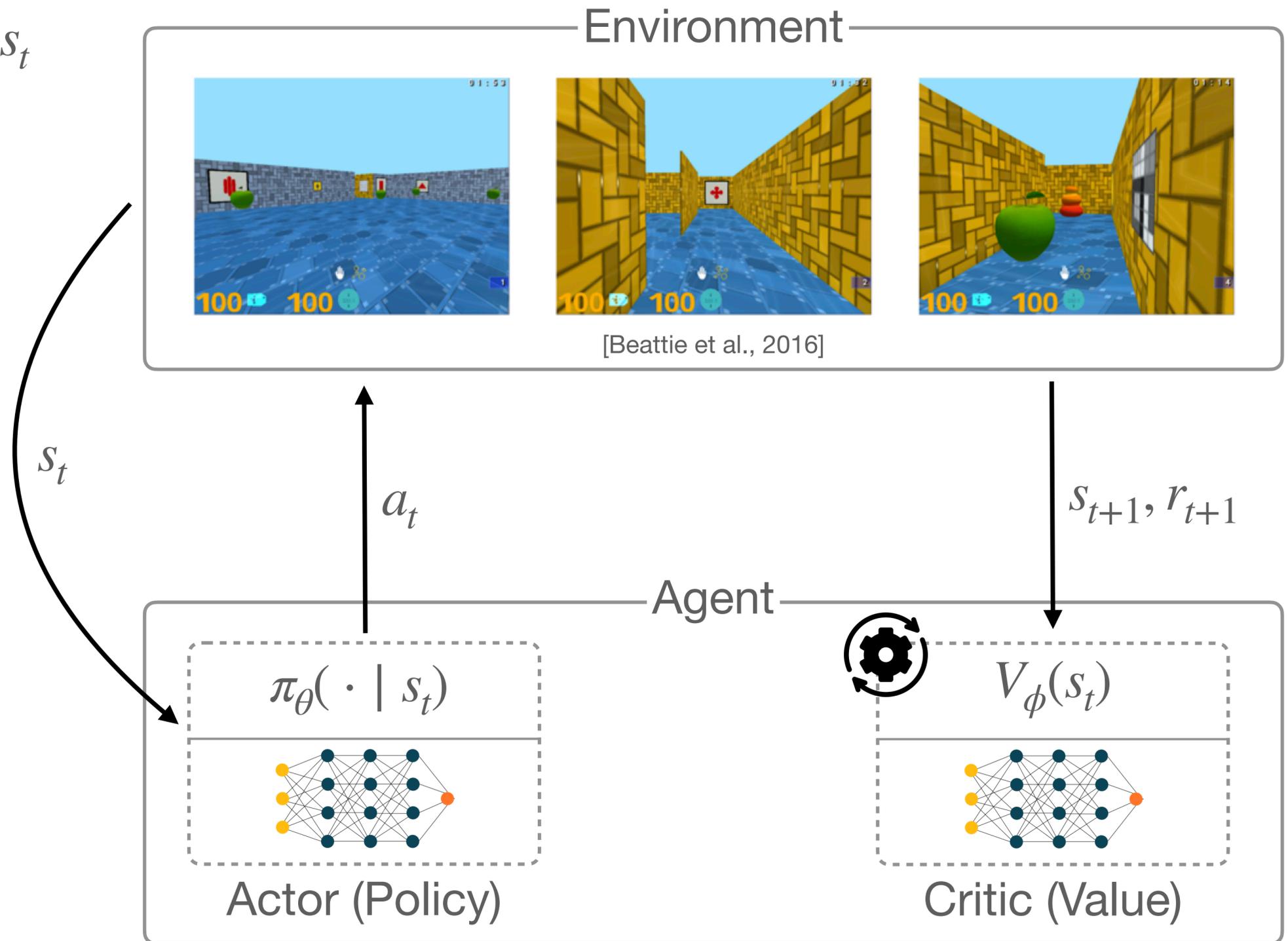
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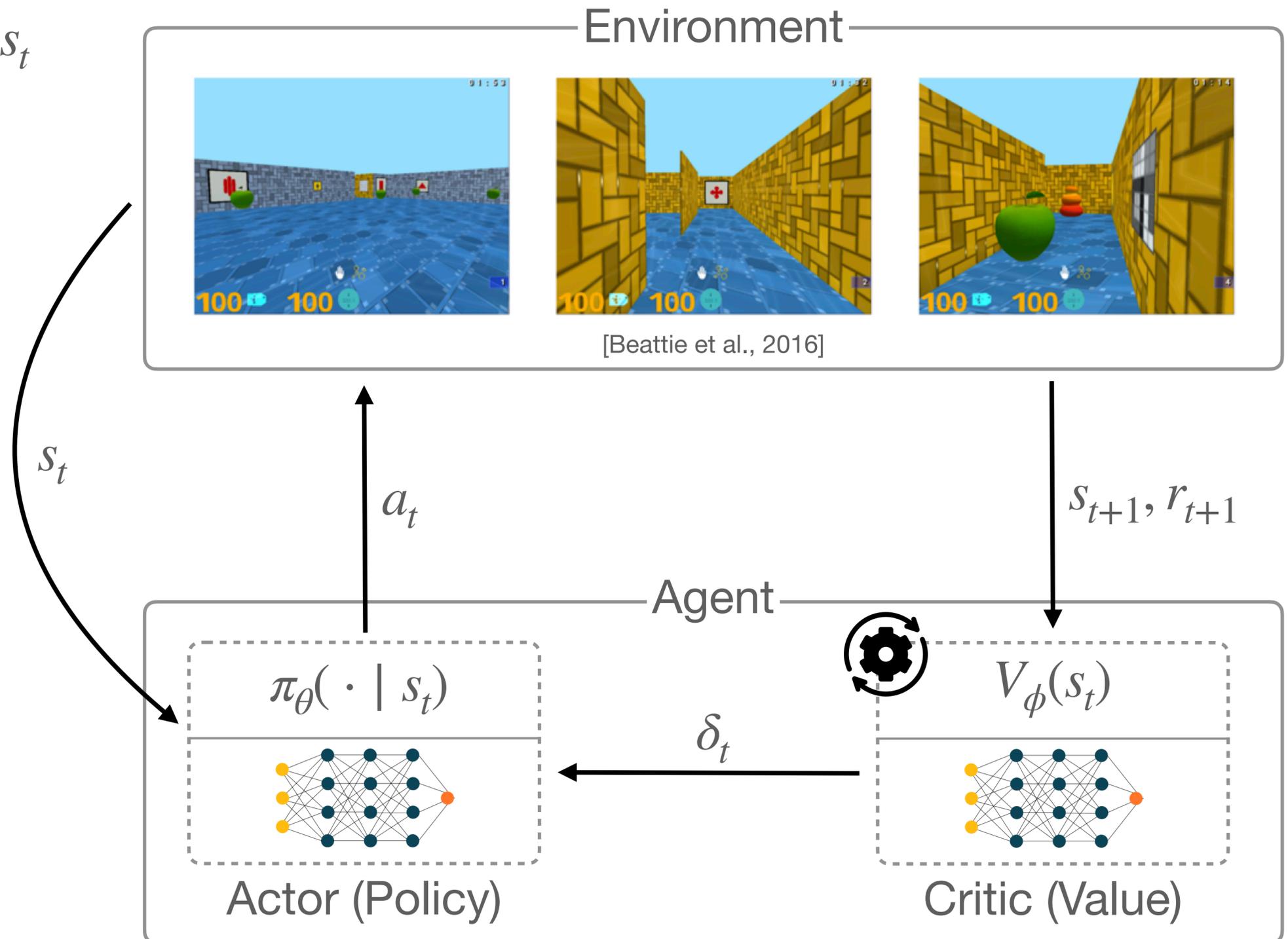
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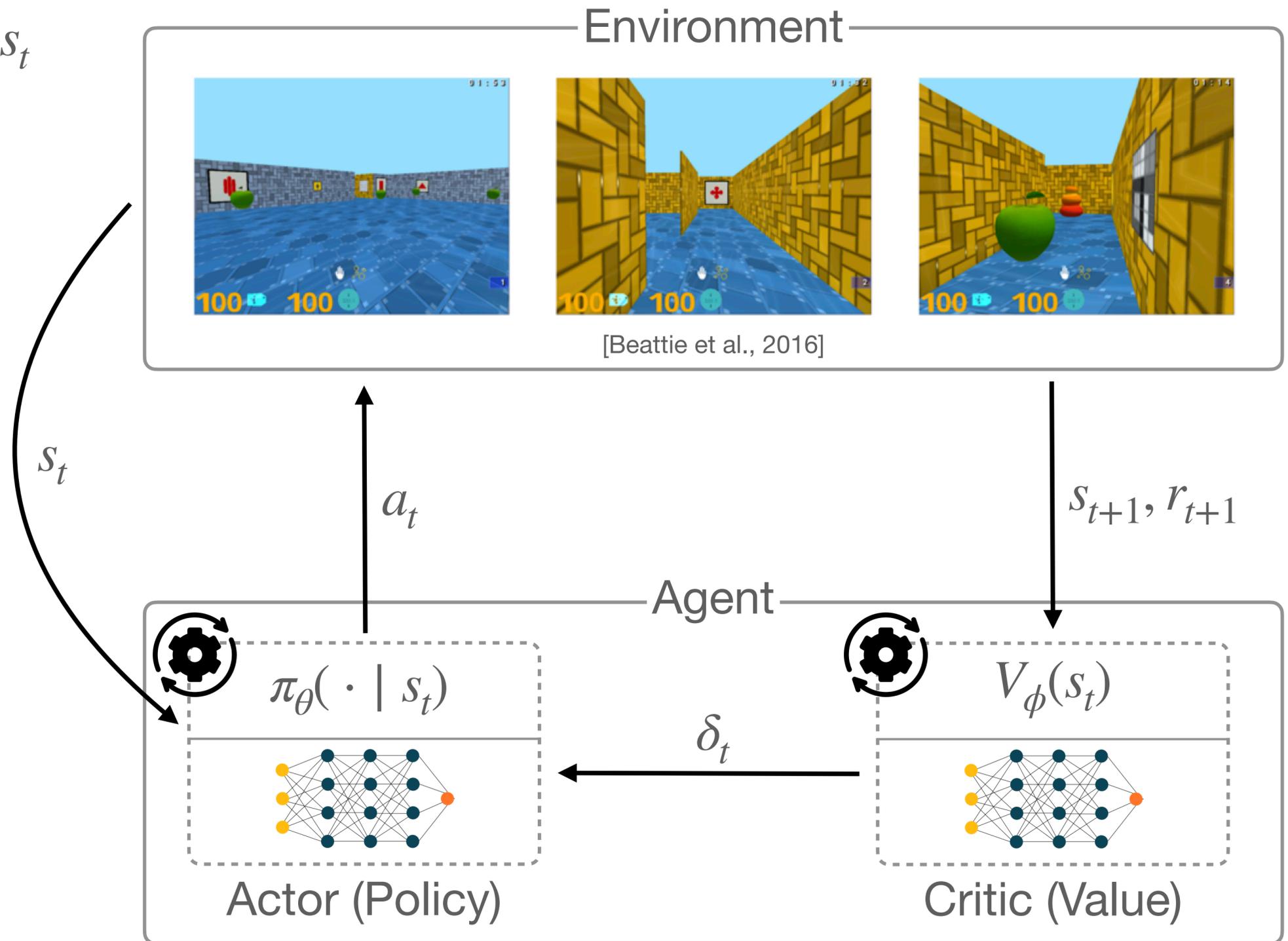
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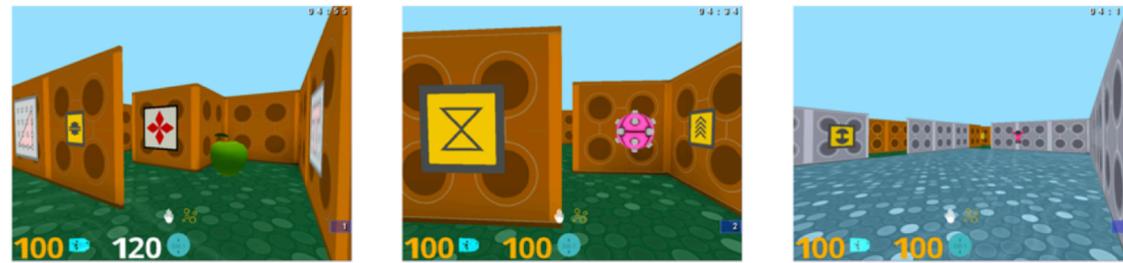


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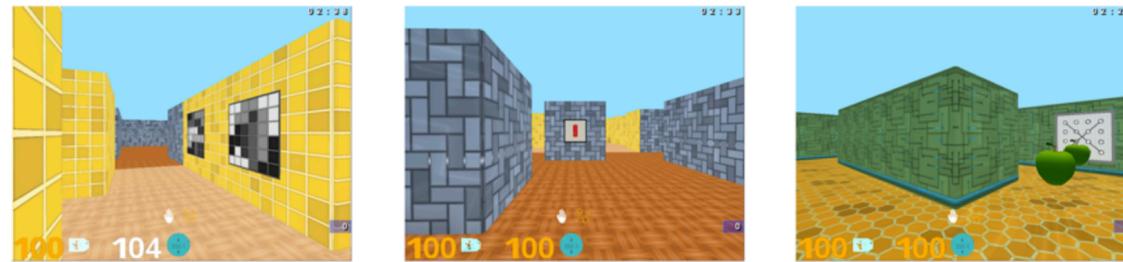
nav\_maze\*02



nav\_maze\*03

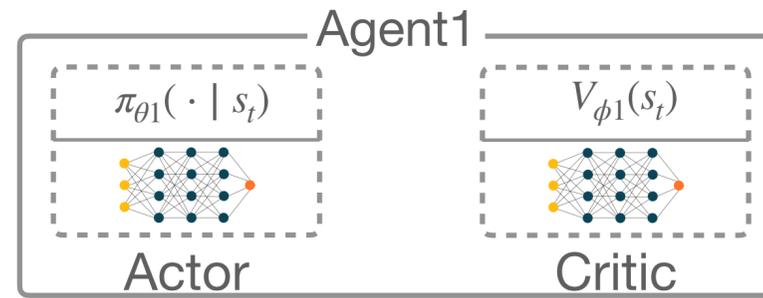


random\_maze

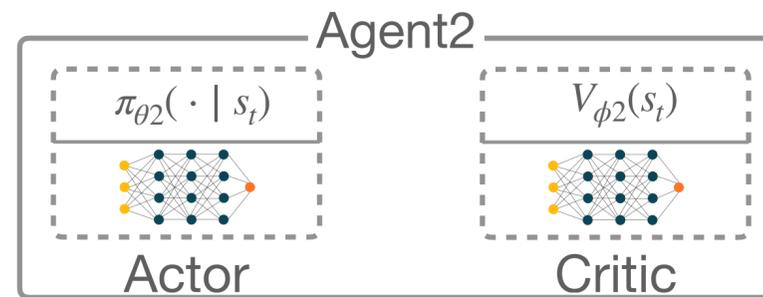


[Beattie et al., 2016]

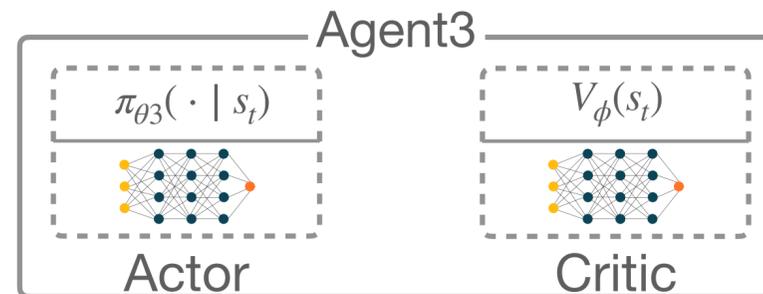
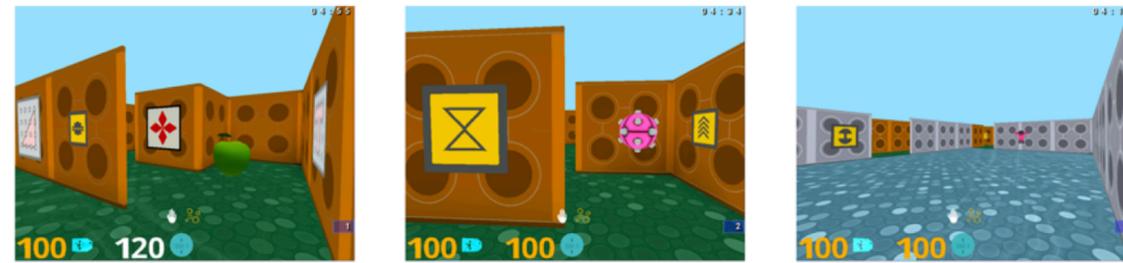
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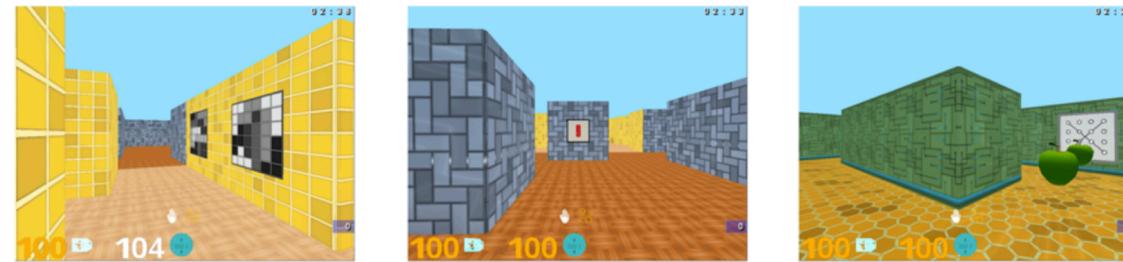
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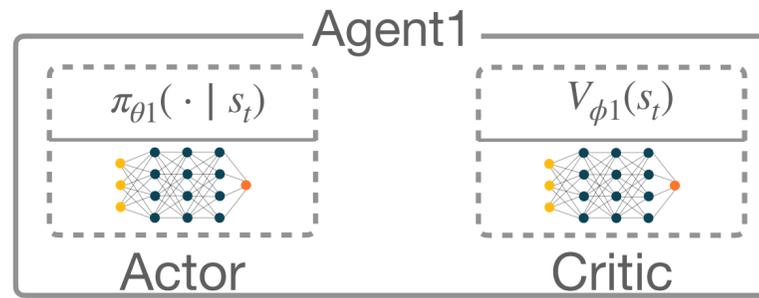


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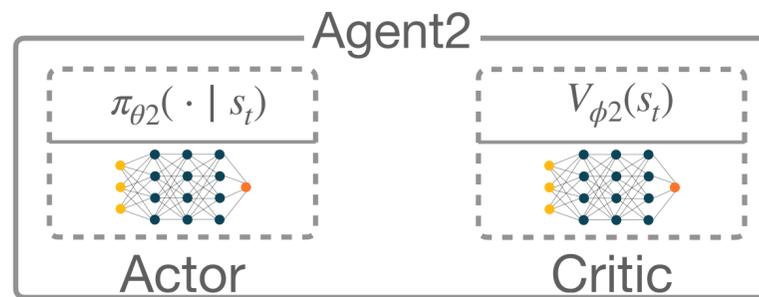


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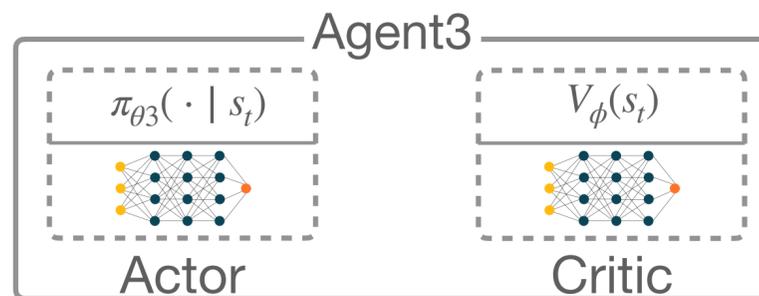
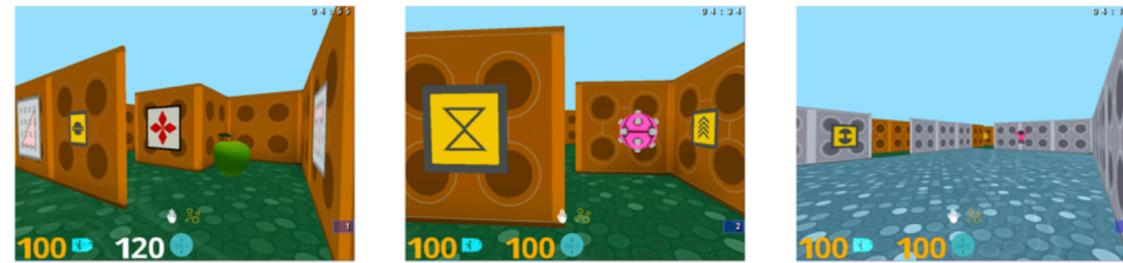
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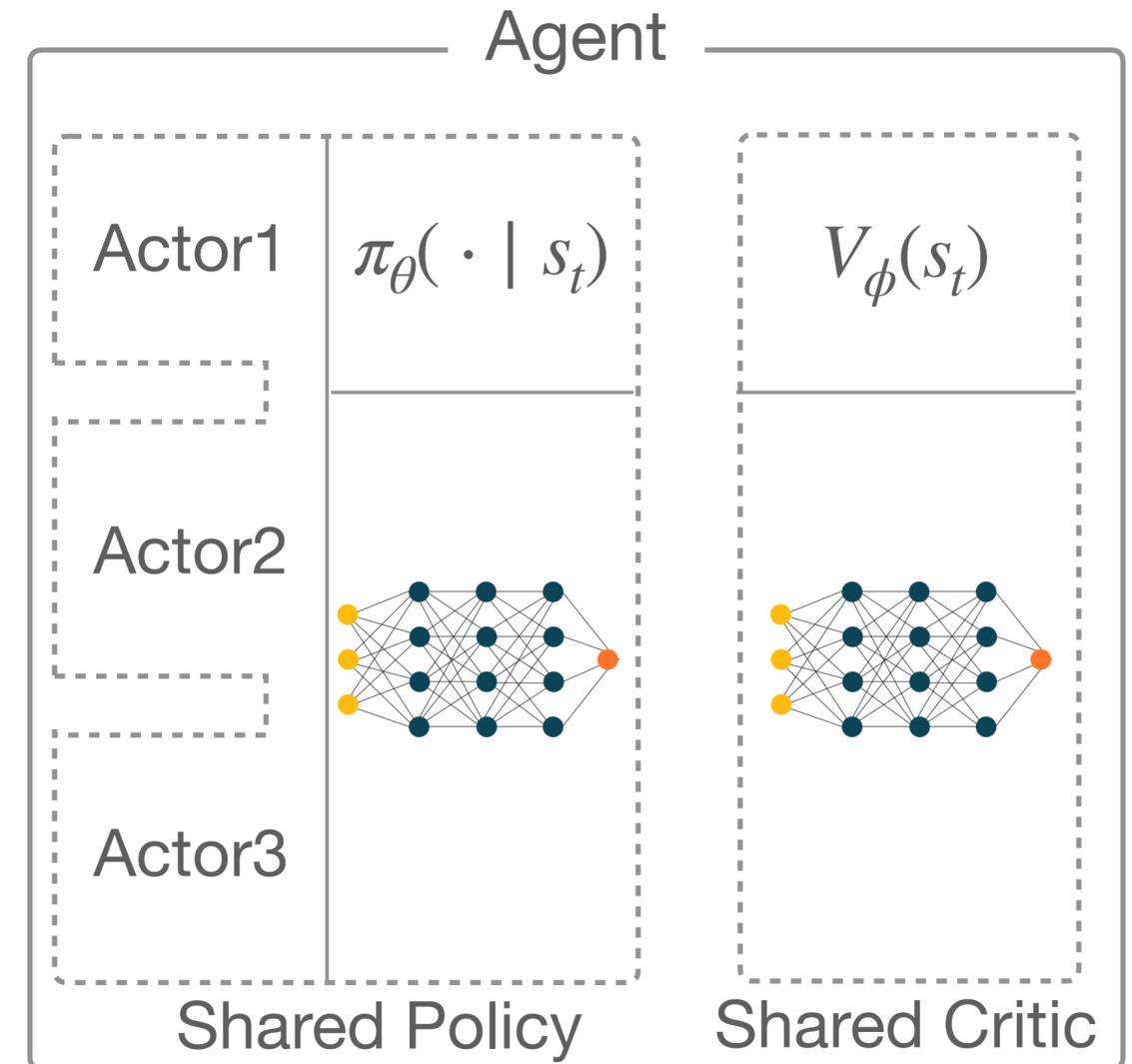
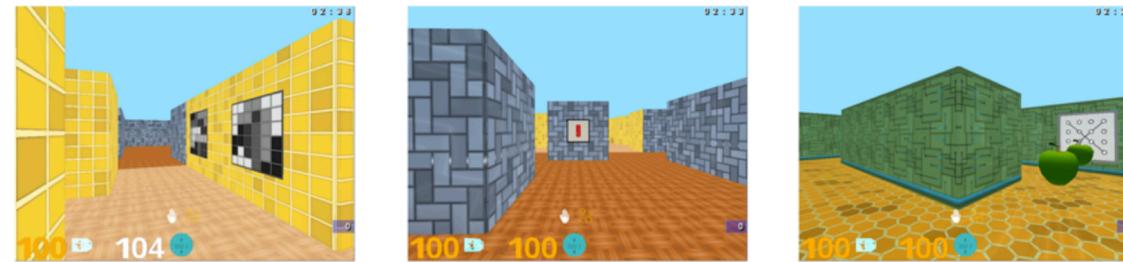
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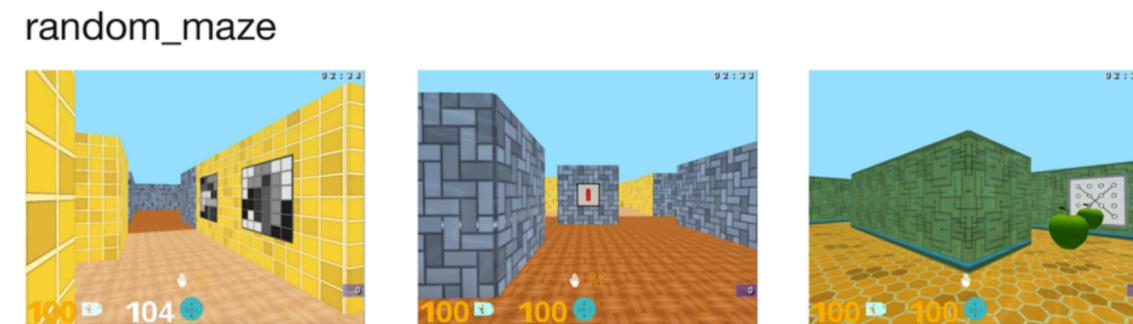
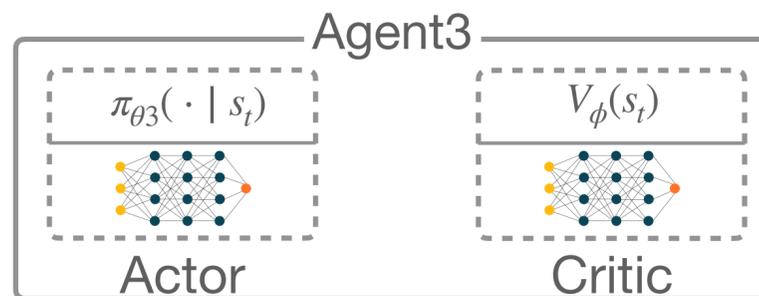
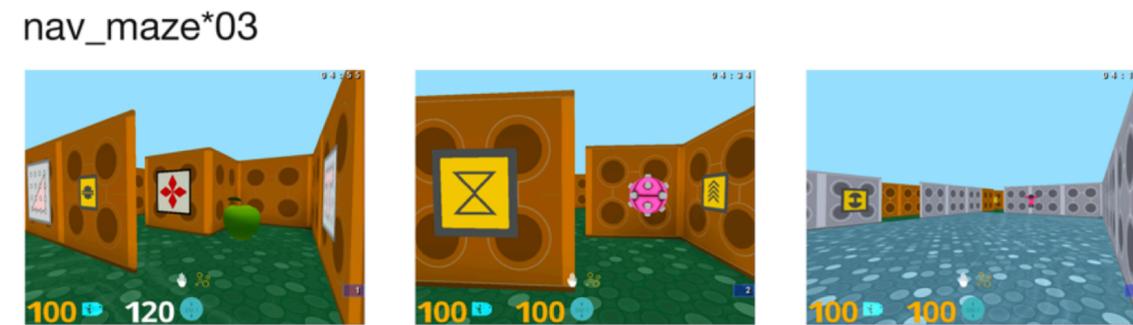
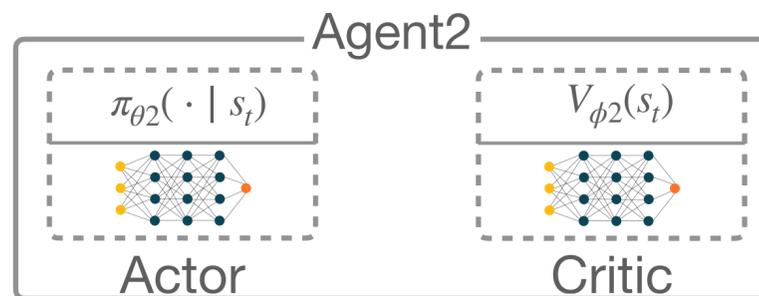
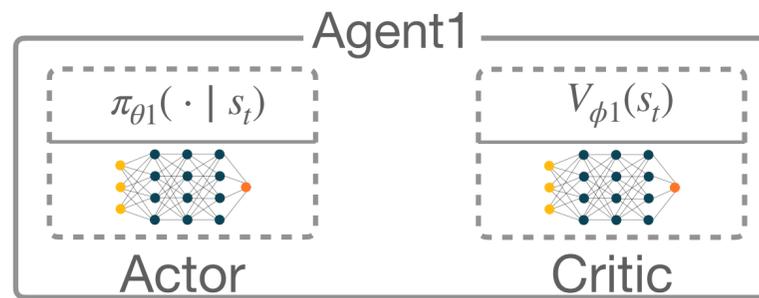


random\_maze

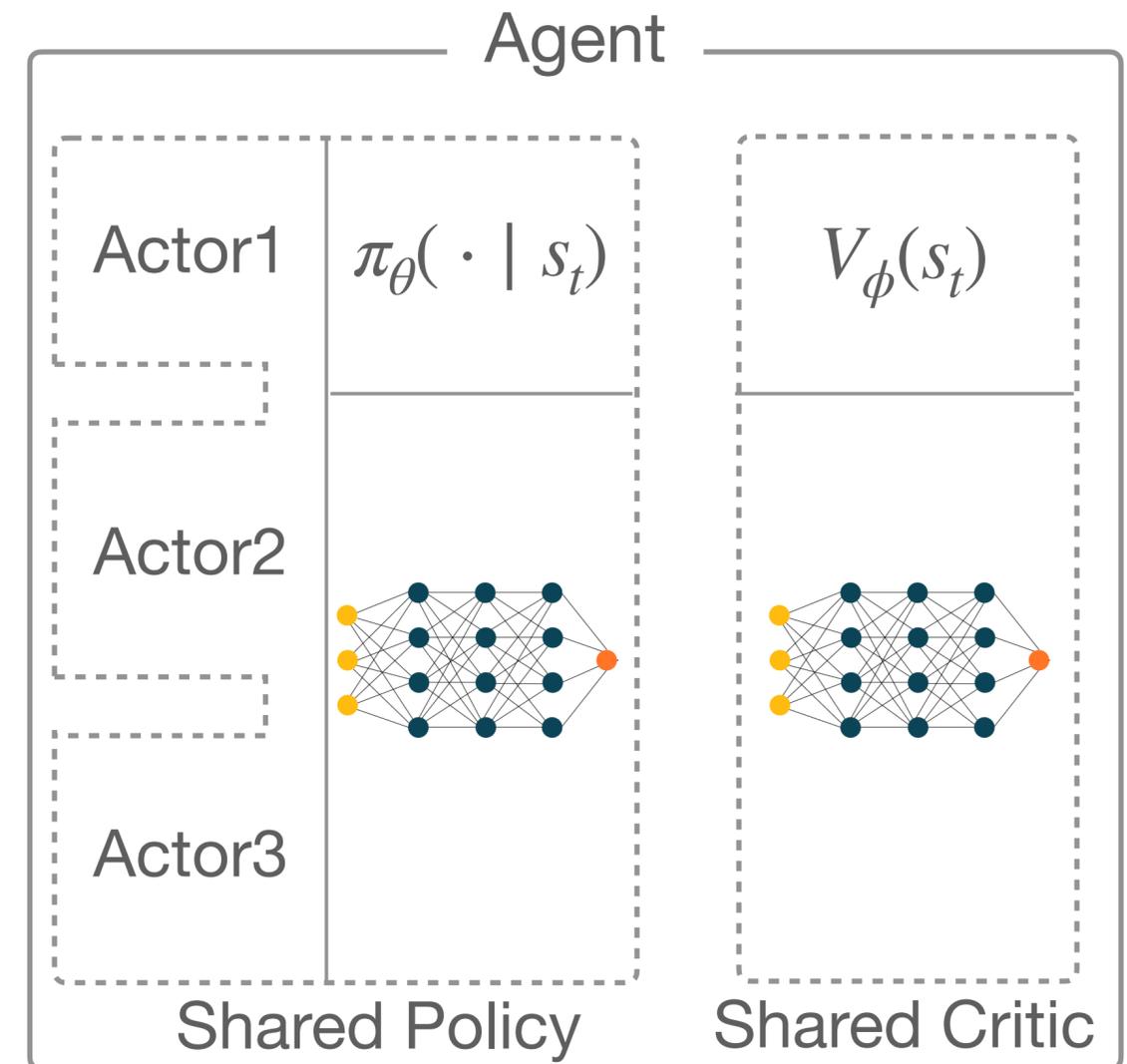


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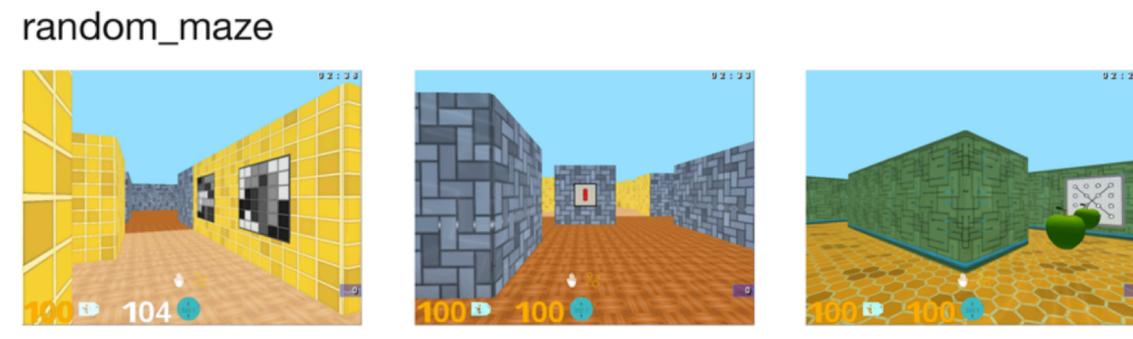
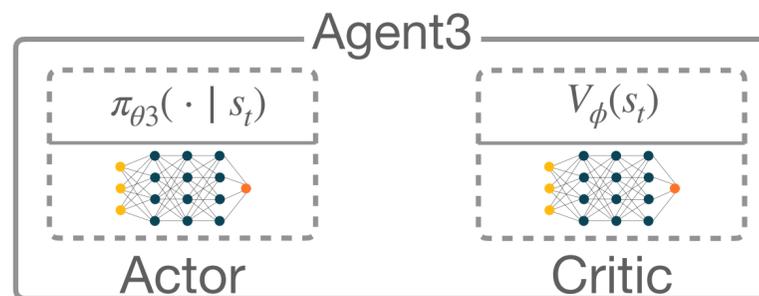
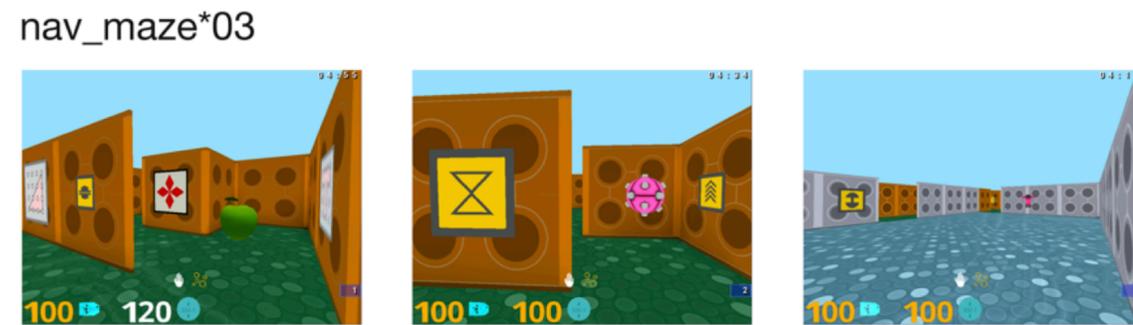
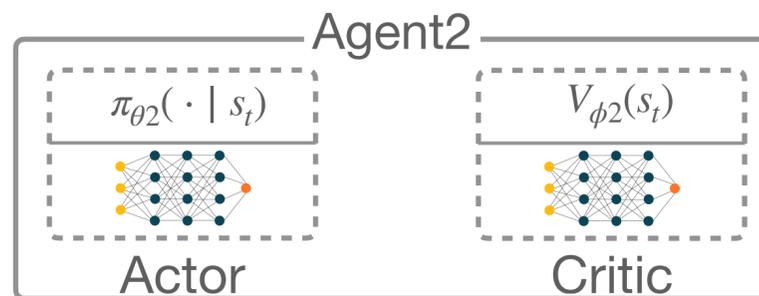
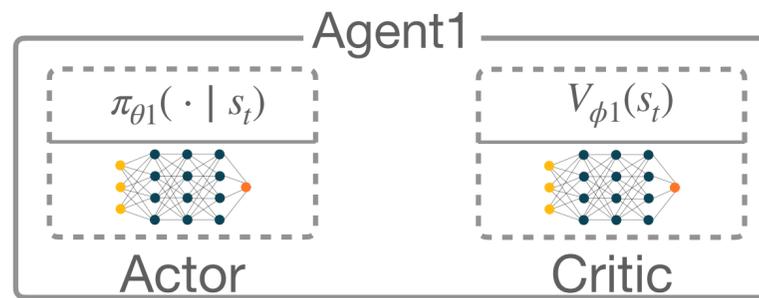


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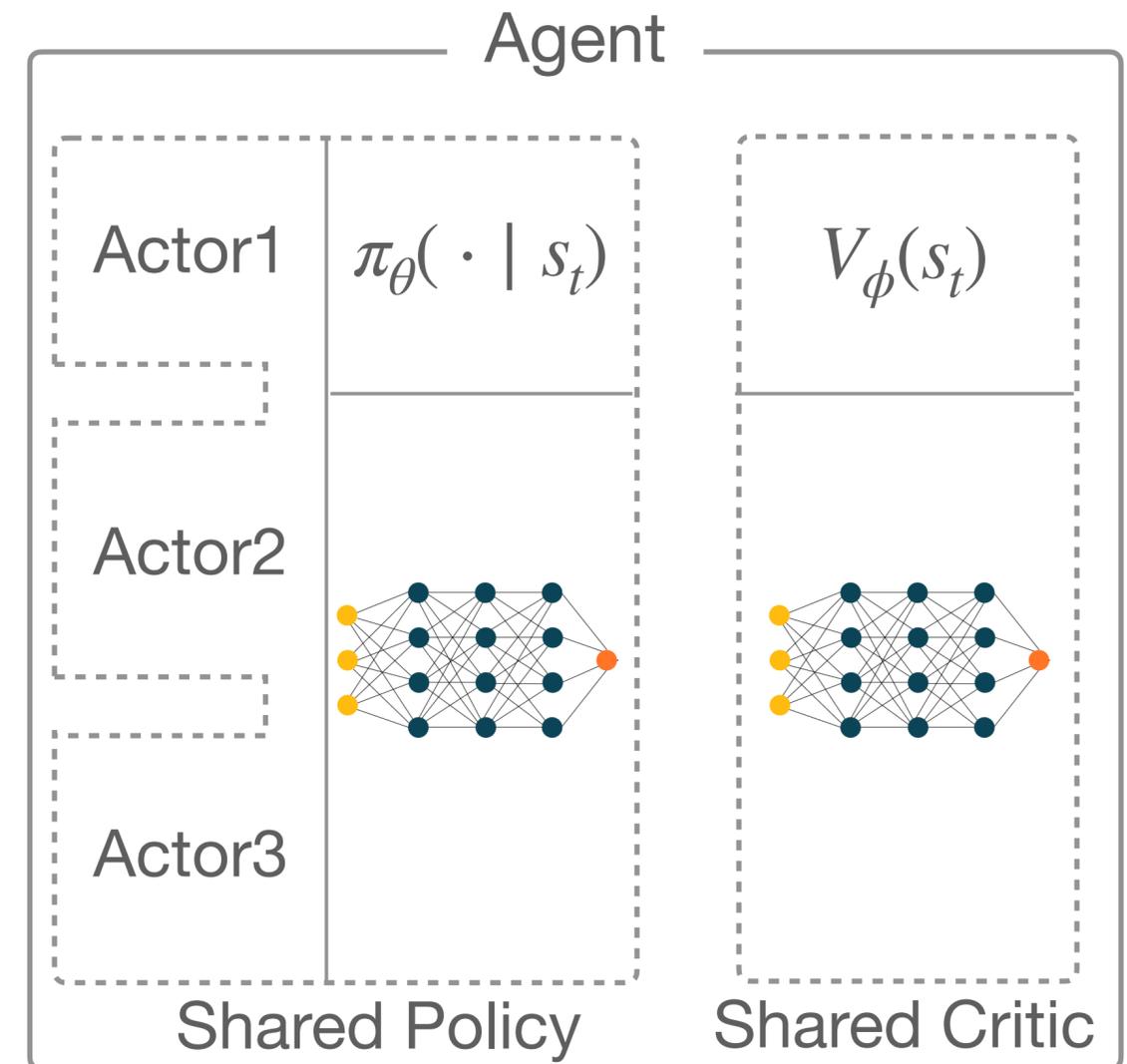


Positive transfer of learned features across tasks

# Motivation | Multi-Task RL

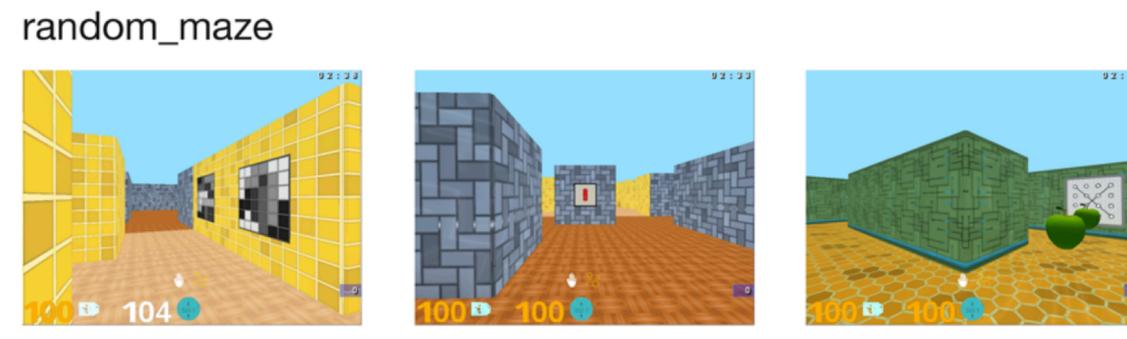
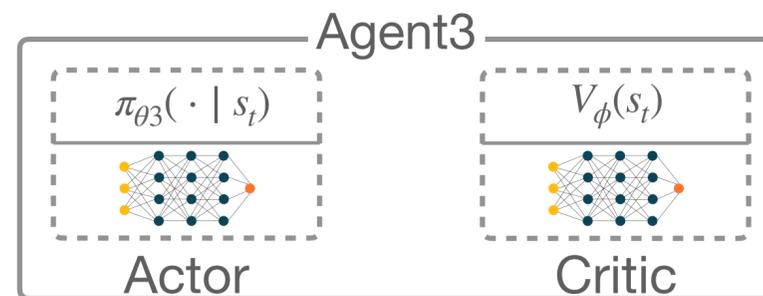
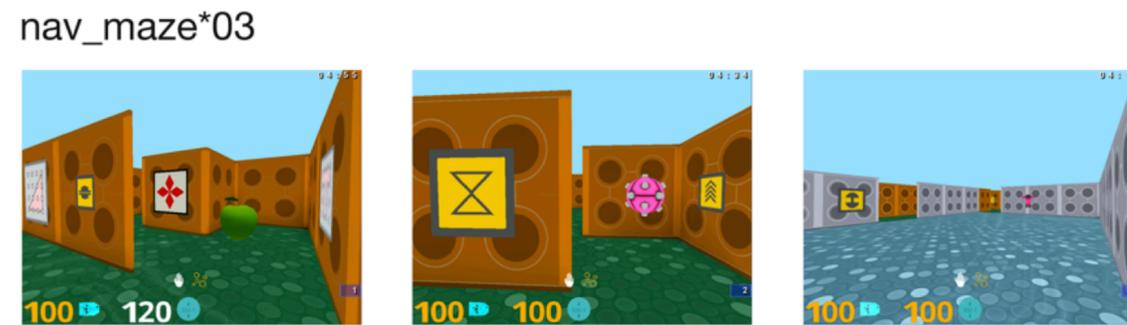
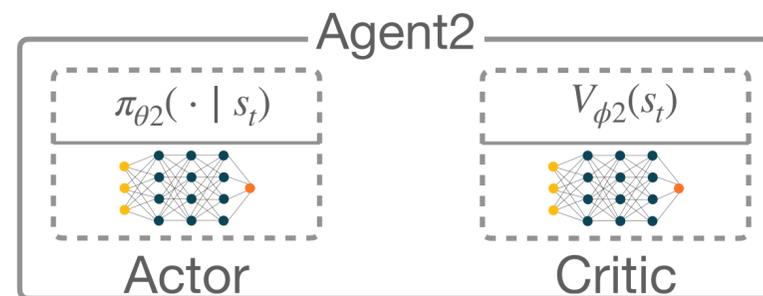
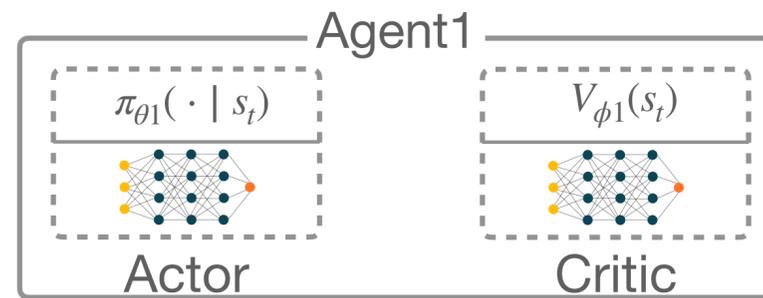


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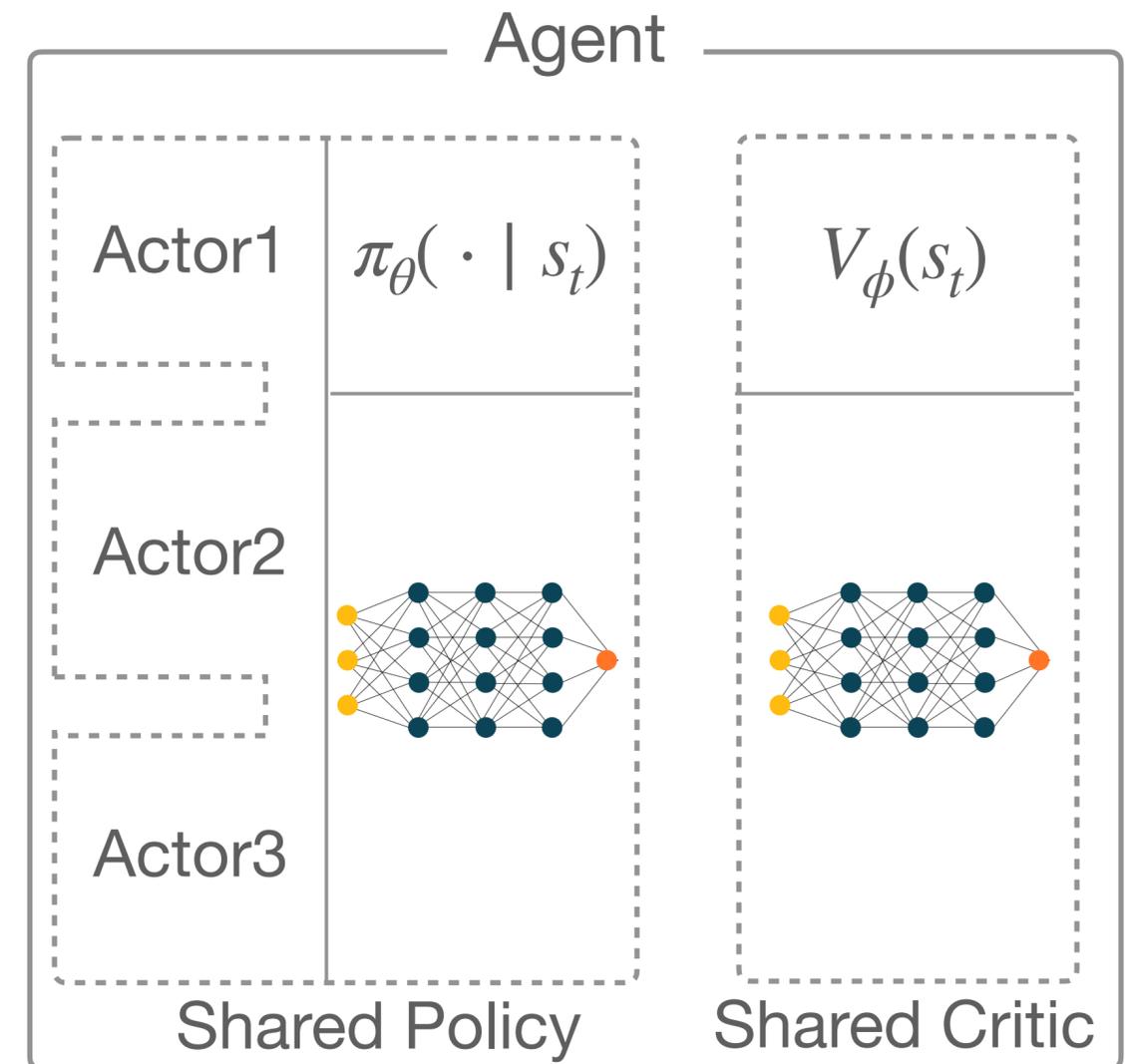


- ✓ Positive transfer of learned features across tasks
- ✓ Better compute efficiency

# Motivation | Multi-Task RL

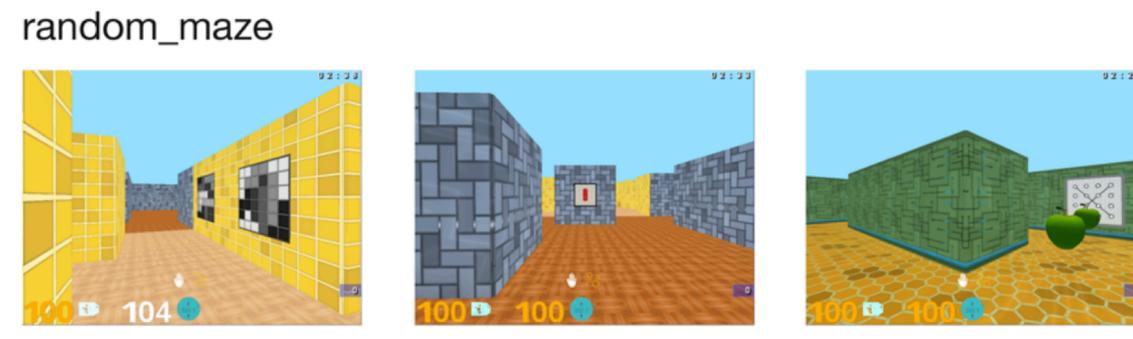
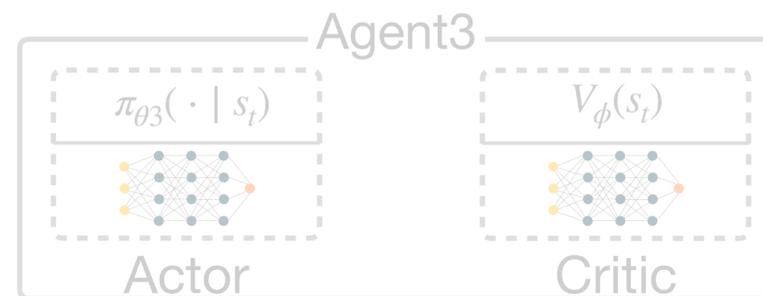
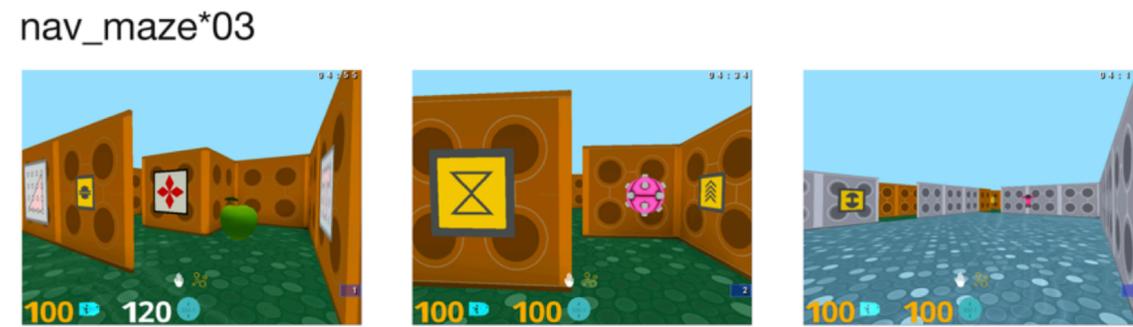
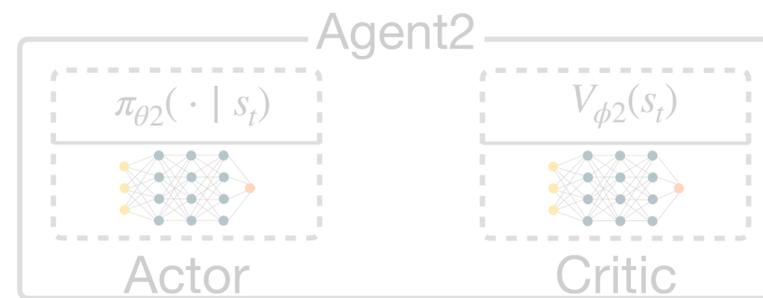
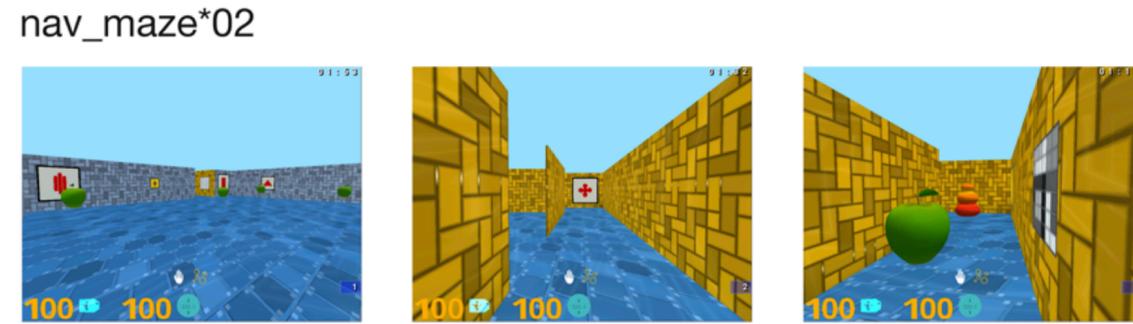
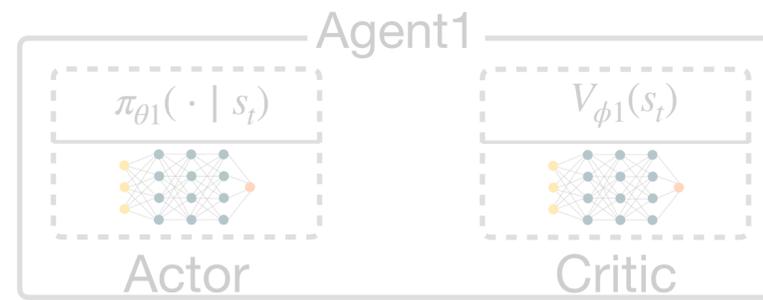


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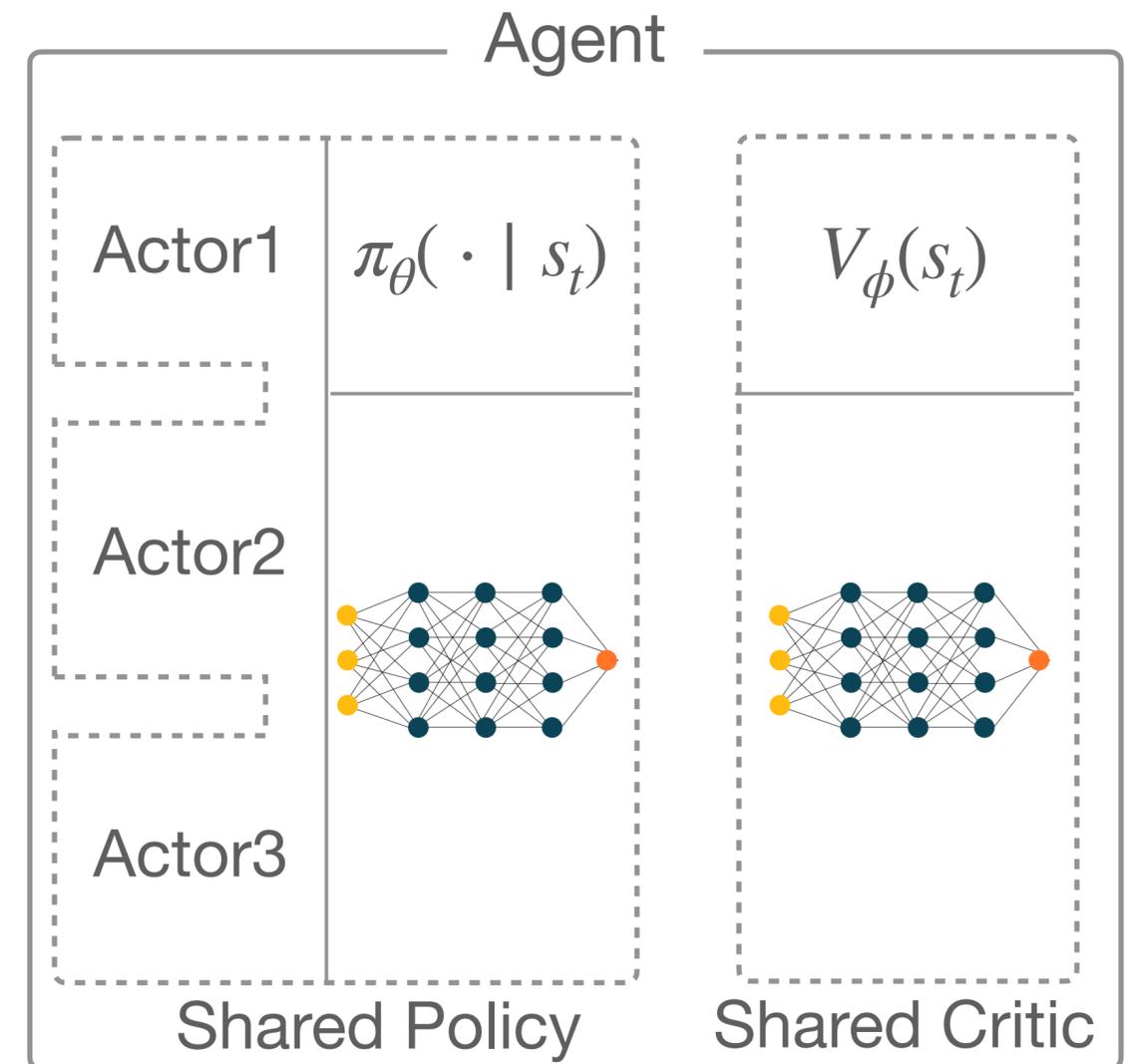


- ✓ Positive transfer of learned features across tasks
- ✓ Better compute efficiency
- ✗ Compatible action and state space

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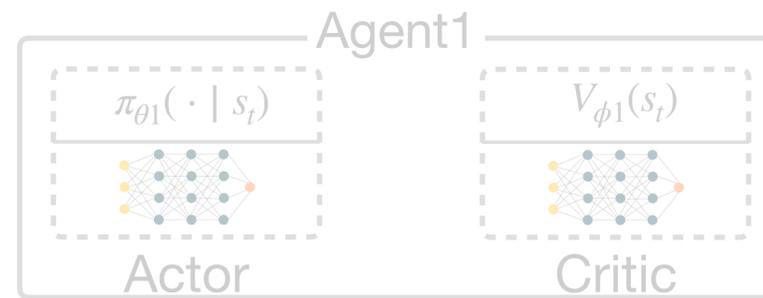


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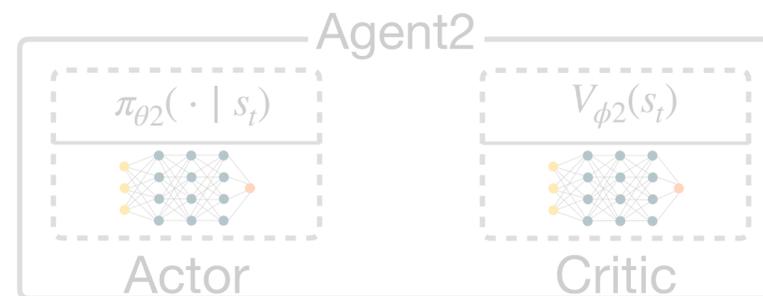


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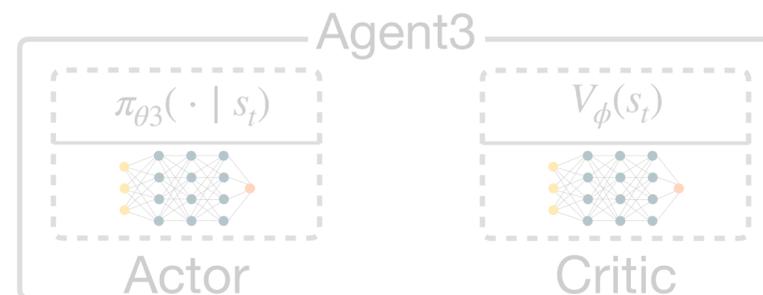
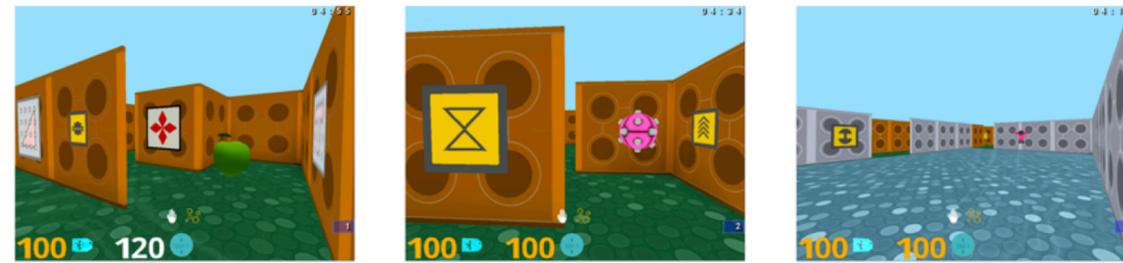
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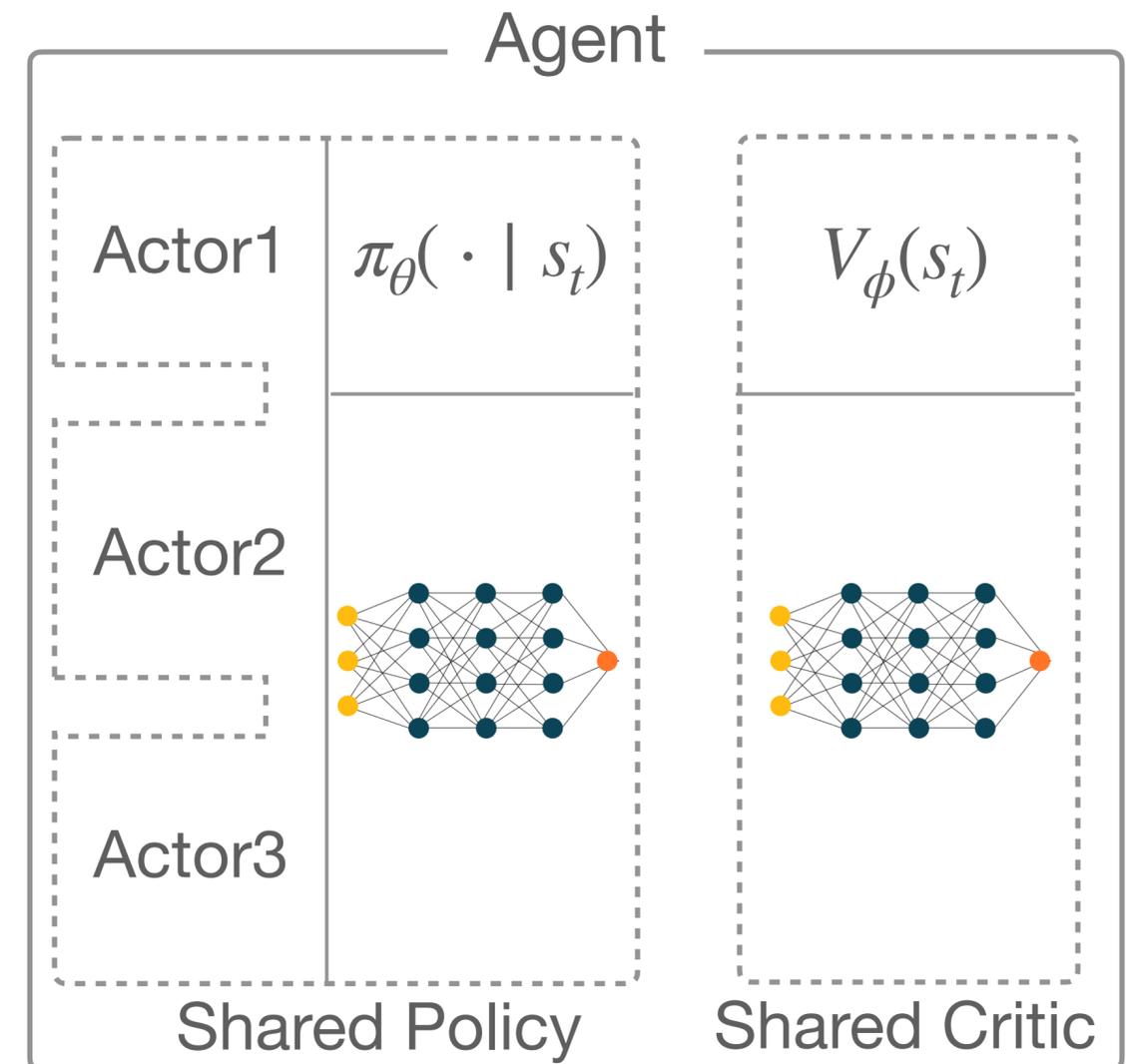
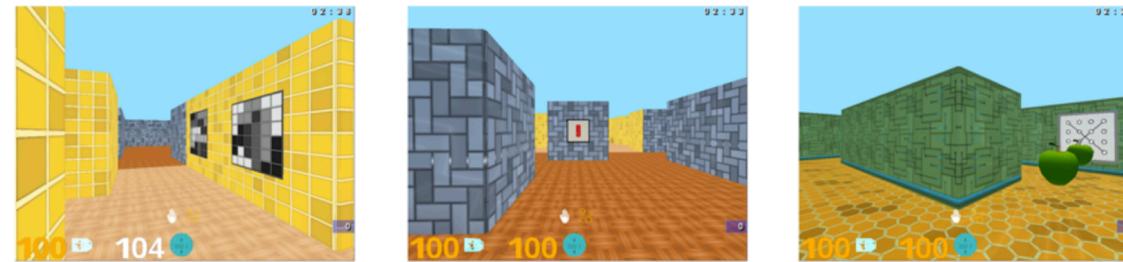
nav\_maze\*02



nav\_maze\*03



random\_maze



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One agent learns to perform optimally across several different tasks sharing similar characteristics

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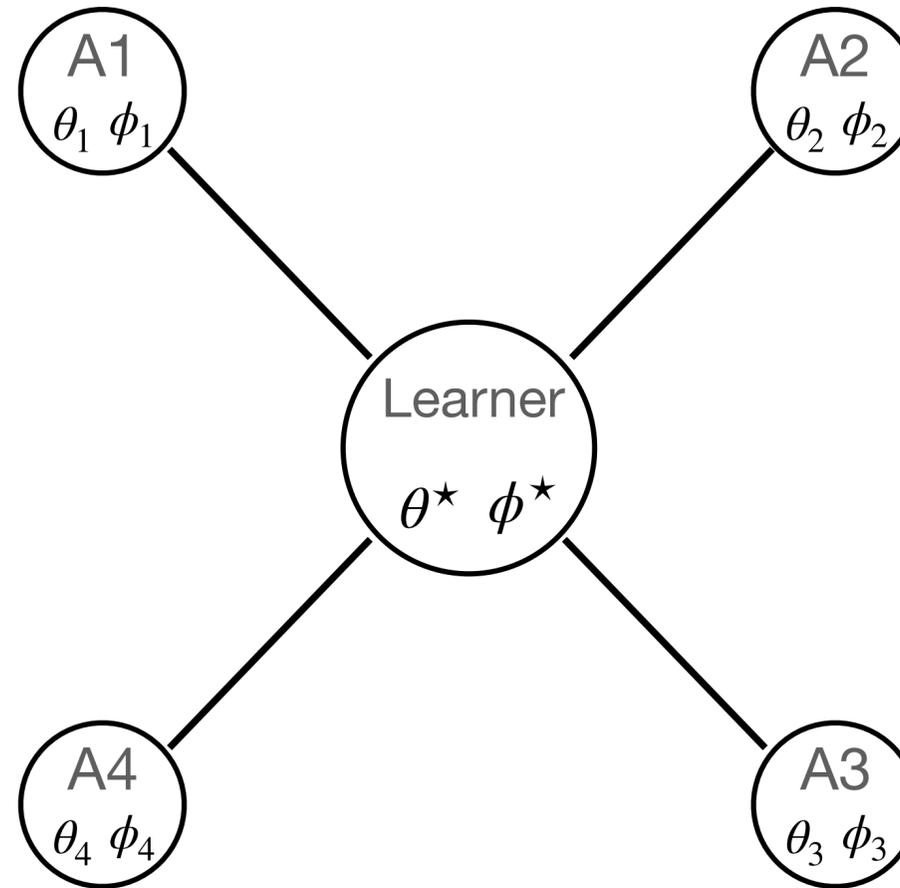
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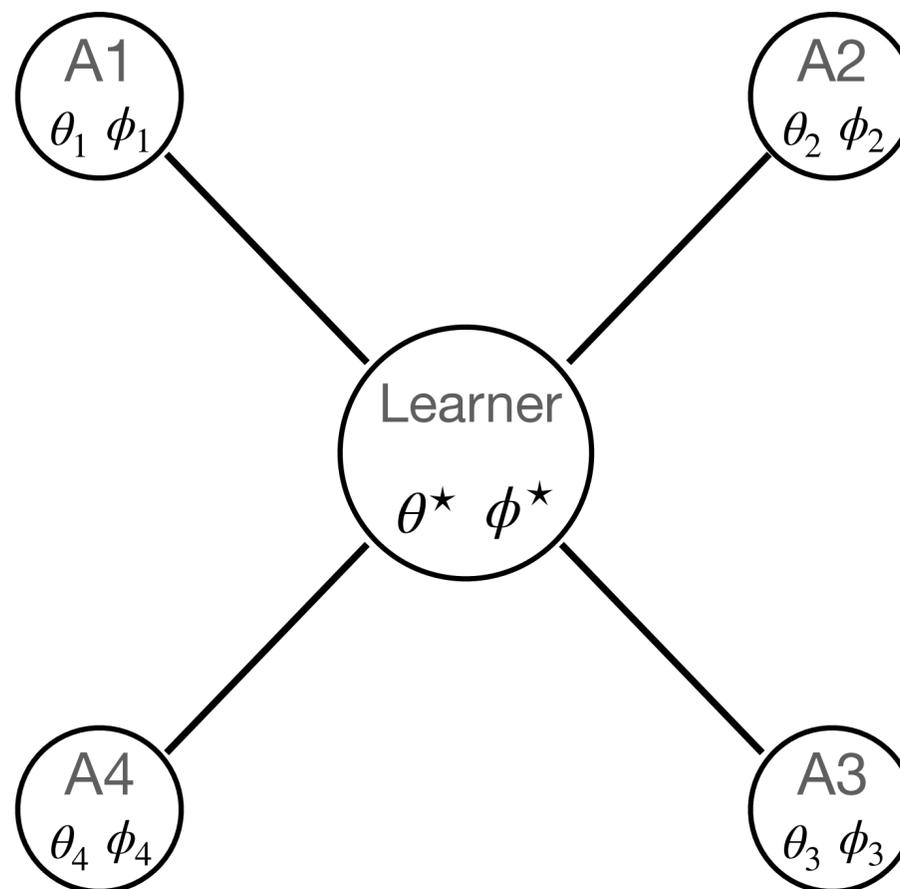
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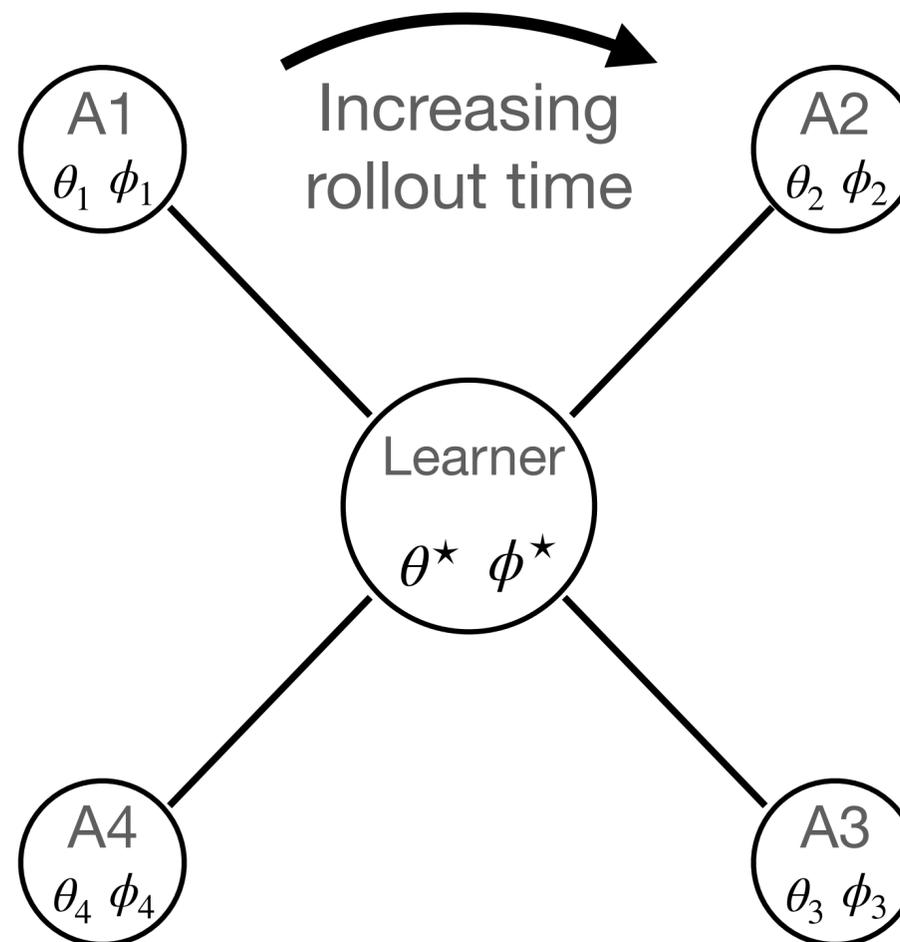
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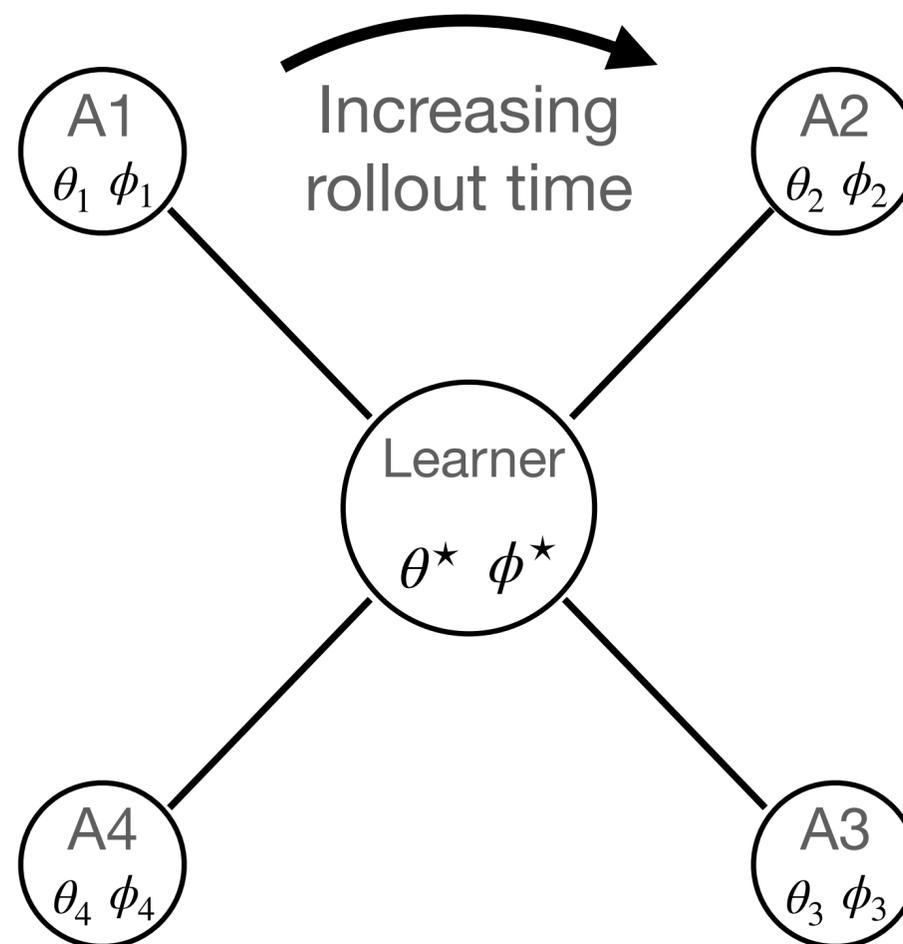
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Update global parameters for individual actor rollout completions  
OR  
Update global parameters for combined actor rollout completions

# Motivation | Multi-Task RL | Asynchronous Update

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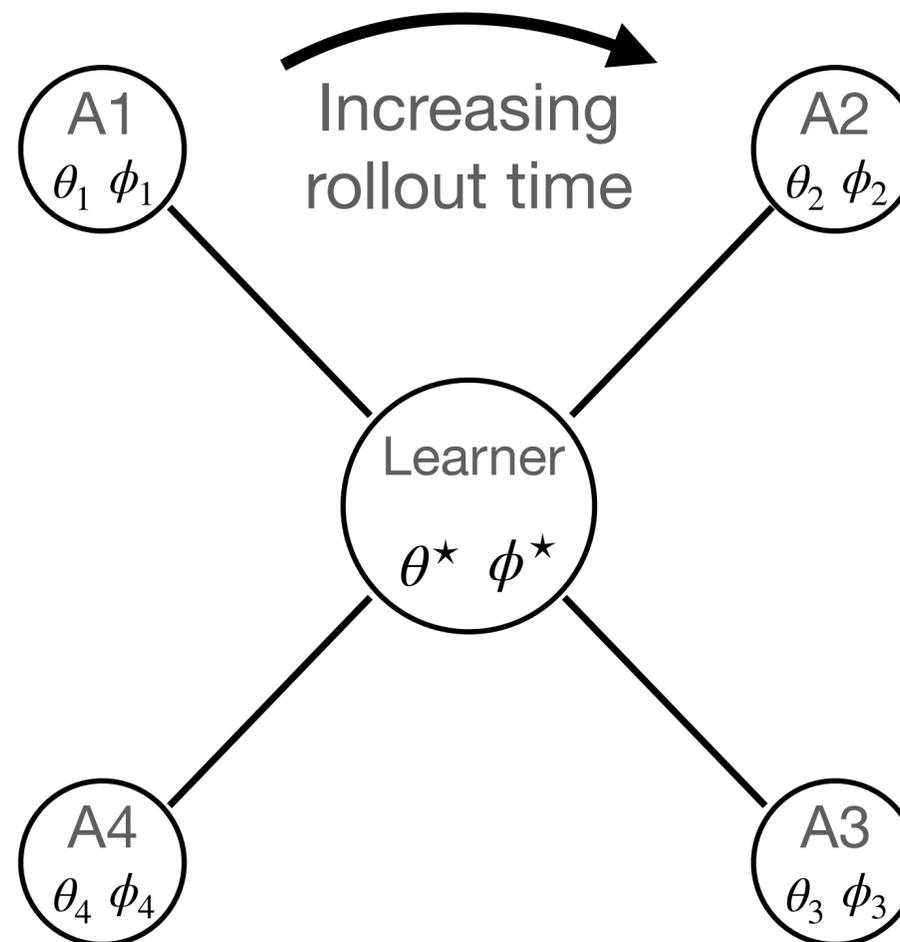
- 5 Policy Gradient  $\nabla_{\theta} \log \pi_{\theta}(a_t | s_t)$

- 6 Update Value parameters  $\phi$

$$\phi \leftarrow \phi + \alpha_{\phi} \delta_t \nabla_{\phi} V_{\phi}(s_t)$$

- 7 Update Policy parameters  $\theta$

$$\theta \leftarrow \theta + \alpha_{\theta} \delta_t \nabla_{\theta} \log \pi_{\theta}(a_t | s_t)$$



Initial

$$\theta_i \leftarrow \theta^* \quad \forall i \in [1,4]$$
$$\phi_i \leftarrow \phi^* \quad \forall i \in [1,4]$$

# Motivation | Multi-Task RL | Asynchronous Update

- 1 Sample an action with current policy for  $s_t$

$$a_t \sim \pi_{\theta}(\cdot | s_t)$$

- 2 Get trajectory for sampled action  $a_t$

$$s_t, a_t, s_{t+1}, r_{t+1} \leftarrow env.step(a_t, s_t)$$

- 3 Compute TD-Error  $\delta_t$

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- 4 Value Gradient  $\nabla_{\phi} V_{\phi}(s_t)$

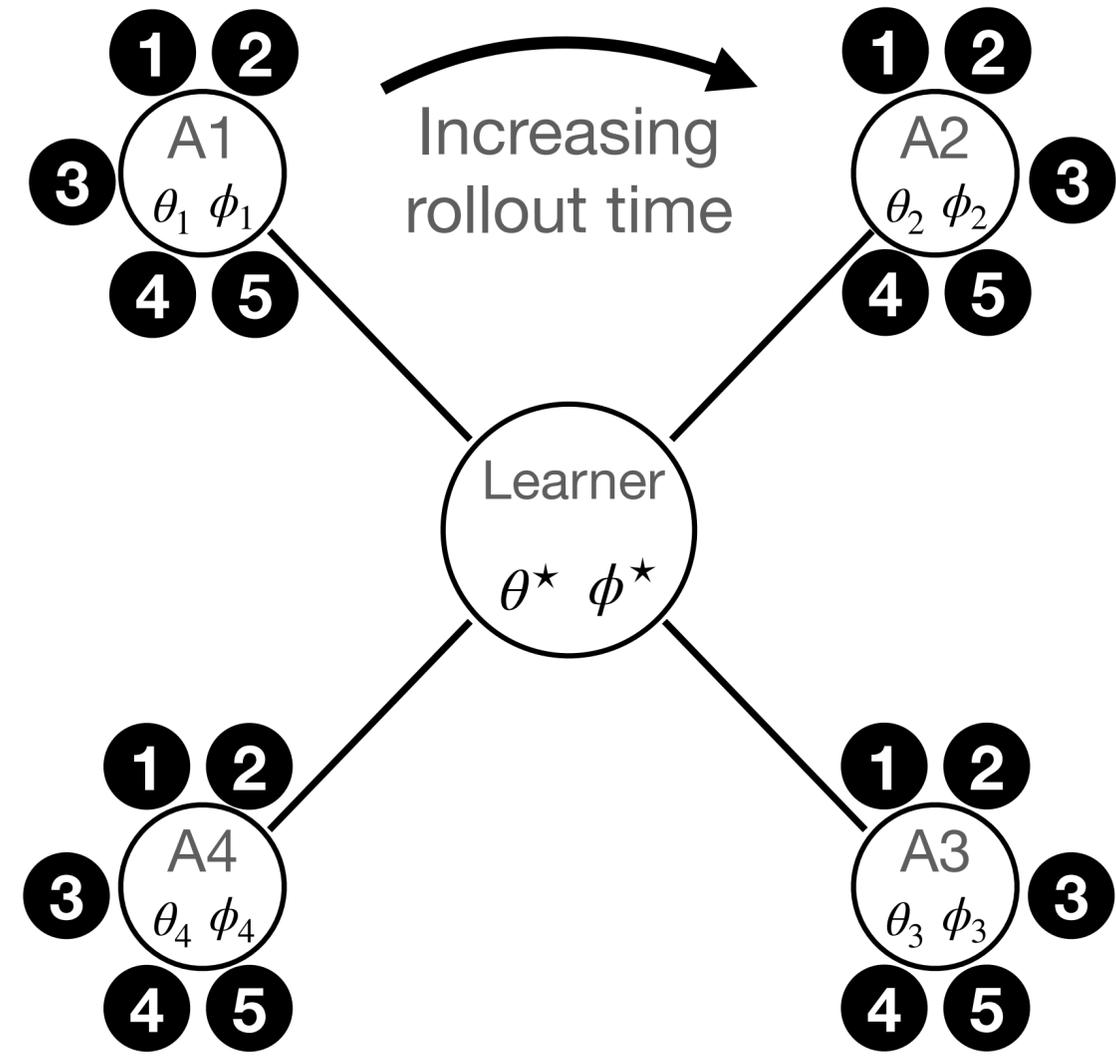
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- 7 Update Policy parameters  $\theta$

$$\theta \leftarrow \theta + \alpha_{\theta} \delta_t \nabla_{\theta} \log \pi_{\theta}(a_t | s_t)$$



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# Motivation | Multi-Task RL | Asynchronous Update

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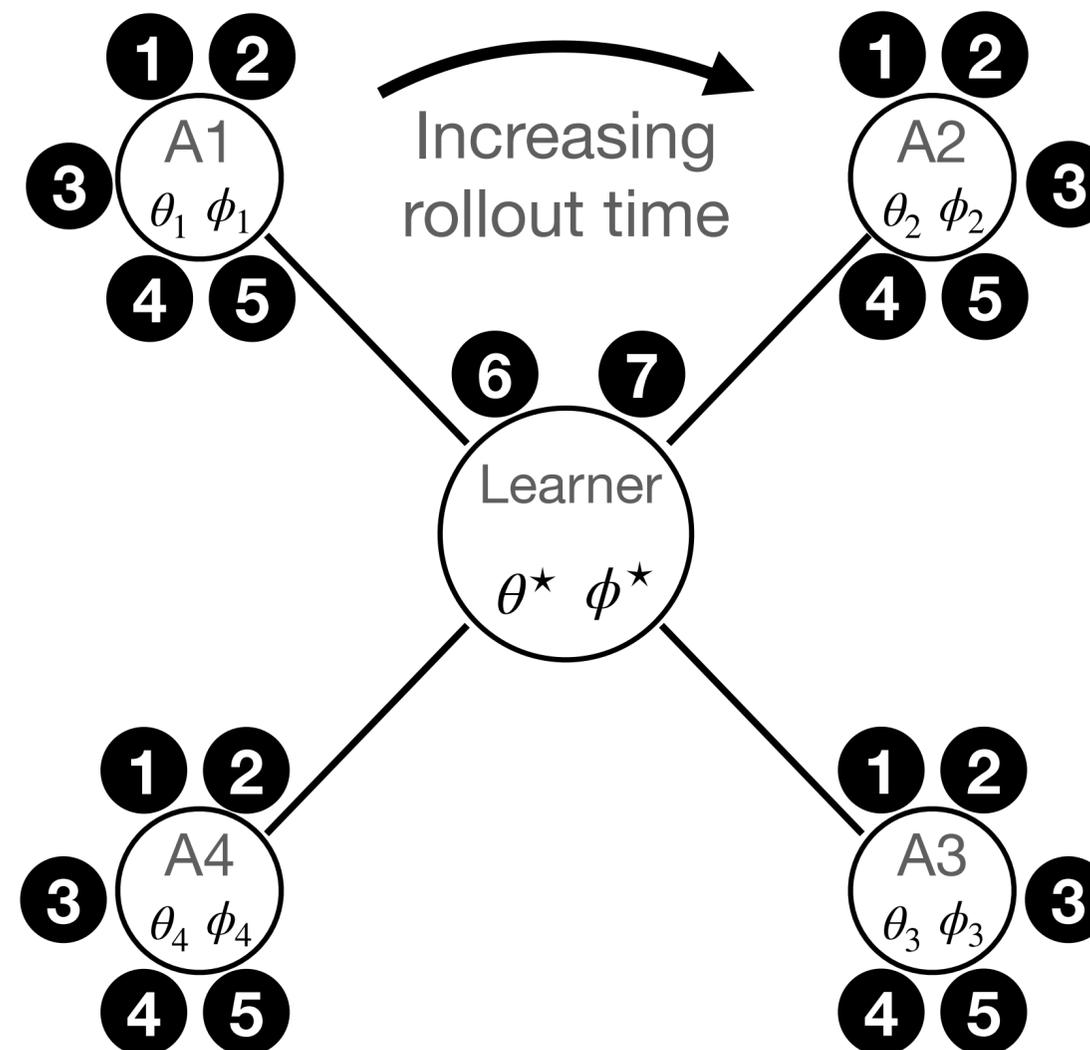
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Initial

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# Motivation | Multi-Task RL | Asynchronous Update

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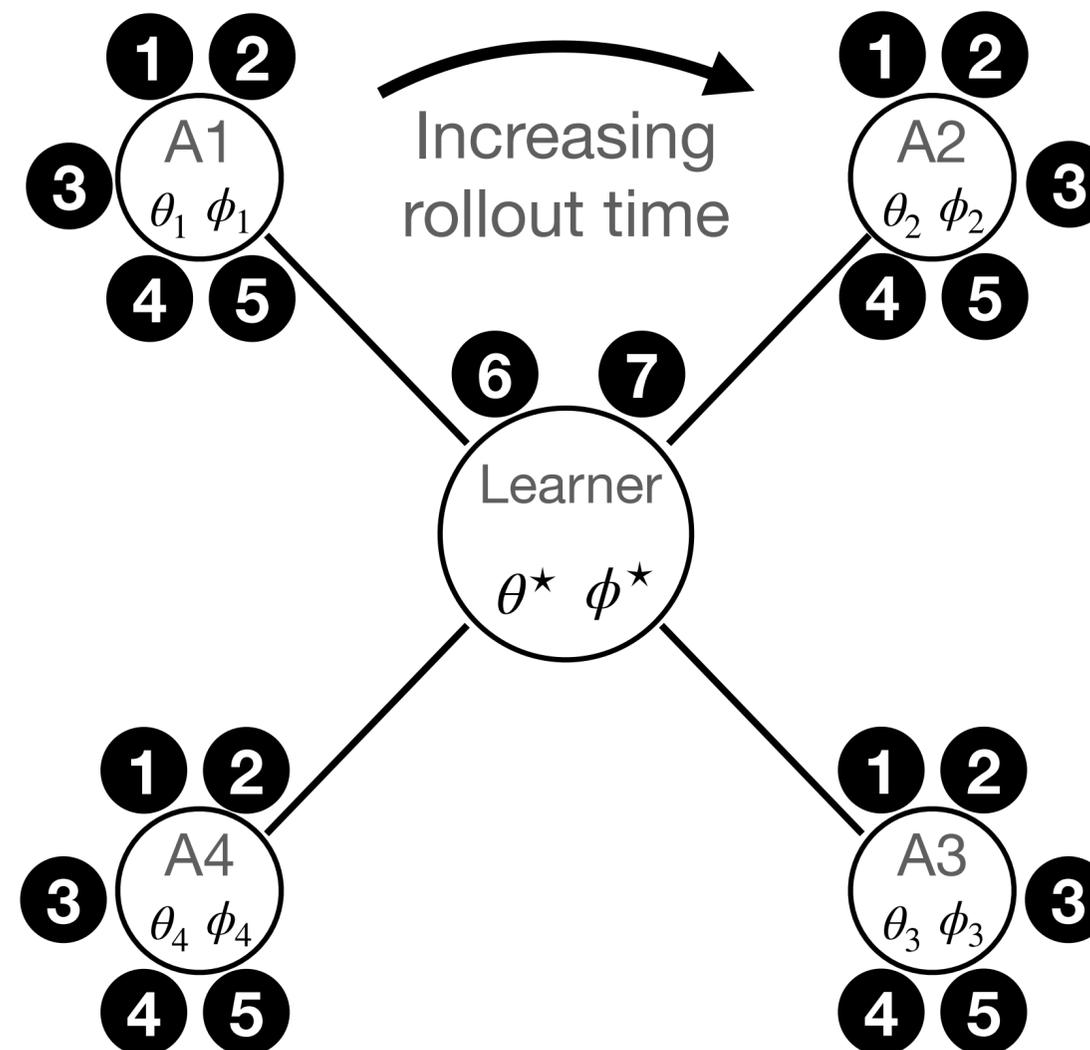
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Initial

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$$\phi_i \leftarrow \phi^* \quad \forall i \in [1, 4]$$

# Motivation | Multi-Task RL | Asynchronous Update

- 1 Sample an action with current policy for  $s_t$

$$a_t \sim \pi_{\theta}(\cdot | s_t)$$

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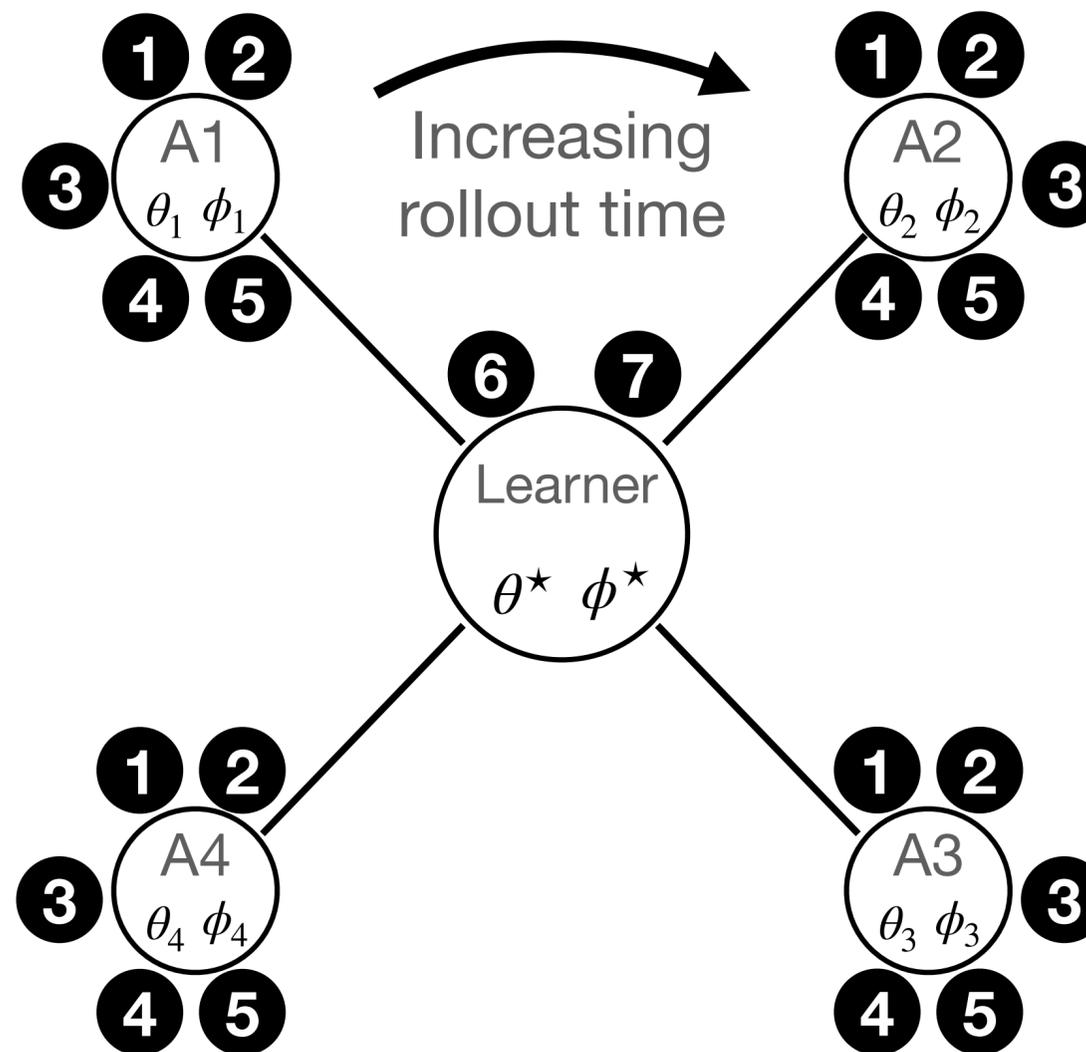
- 5 Policy Gradient  $\nabla_{\theta} \log \pi_{\theta}(a_t | s_t)$

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- 7 Update Policy parameters  $\theta$

$$\theta \leftarrow \theta + \alpha_{\theta} \delta_t \nabla_{\theta} \log \pi_{\theta}(a_t | s_t)$$



Initial

$$\theta_i \leftarrow \theta^* \quad \forall i \in [1,4]$$

$$\phi_i \leftarrow \phi^* \quad \forall i \in [1,4]$$

$$\phi_1^* \leftarrow \phi^* + \delta_t \nabla_{\phi} V_{\phi}(s_t)$$

$$\theta_1^* \leftarrow \theta^* + \delta_t \nabla_{\theta} \log \pi_{\theta}(a_t | s_t) \Big|_{\phi_1, \theta_1}$$

Global update for A1

# Motivation | Multi-Task RL | Asynchronous Update

- 1 Sample an action with current policy for  $s_t$

$$a_t \sim \pi_\theta(\cdot | s_t)$$

- 2 Get trajectory for sampled action  $a_t$

$$s_t, a_t, s_{t+1}, r_{t+1} \leftarrow env.step(a_t, s_t)$$

- 3 Compute TD-Error  $\delta_t$

$$\delta_t = r_{t+1} + \gamma V_\phi(s_{t+1}) - V_\phi(s_t)$$

- 4 Value Gradient  $\nabla_\phi V_\phi(s_t)$

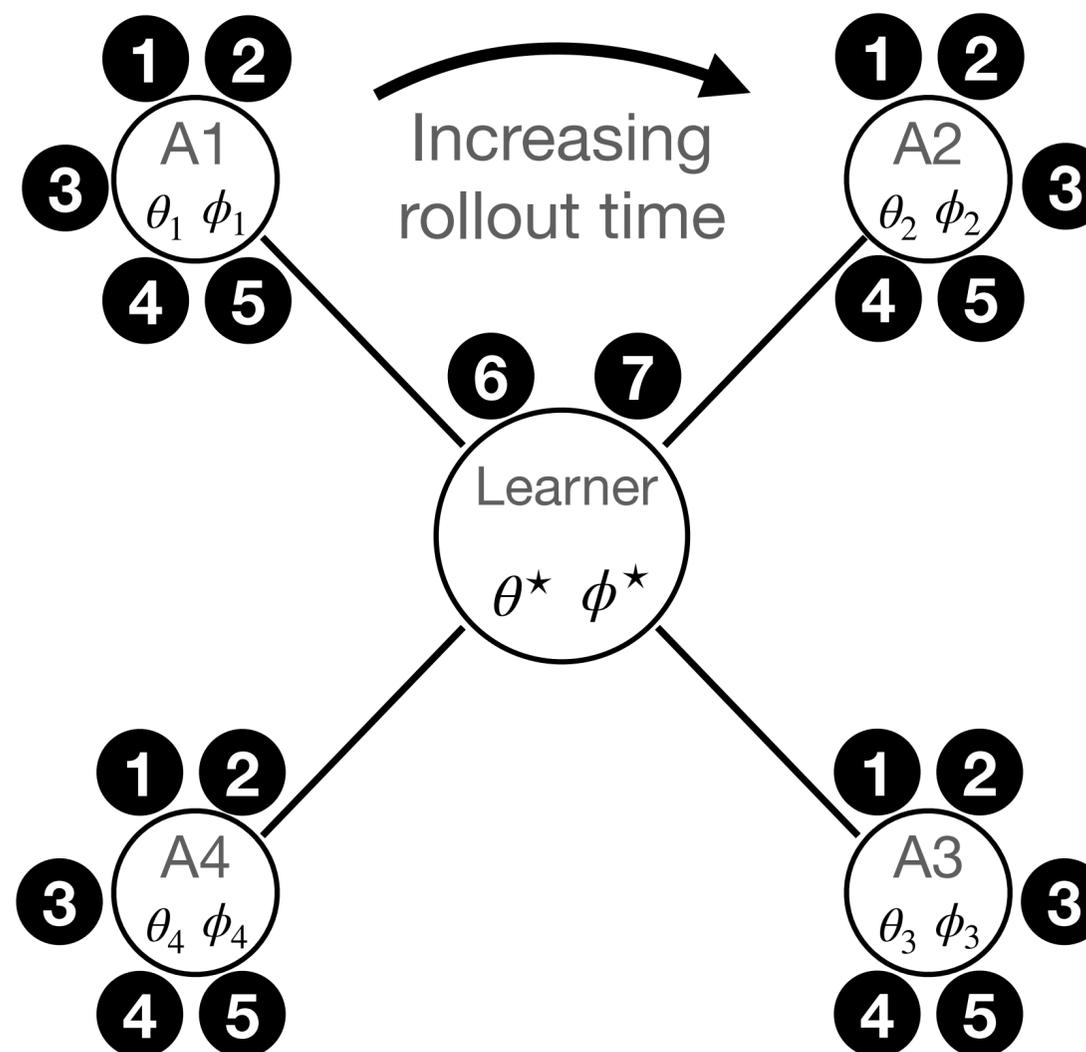
- 5 Policy Gradient  $\nabla_\theta \log \pi_\theta(a_t | s_t)$

- 6 Update Value parameters  $\phi$

$$\phi \leftarrow \phi + \alpha_\phi \delta_t \nabla_\phi V_\phi(s_t)$$

- 7 Update Policy parameters  $\theta$

$$\theta \leftarrow \theta + \alpha_\theta \delta_t \nabla_\theta \log \pi_\theta(a_t | s_t)$$



Initial

$$\theta_i \leftarrow \theta^* \quad \forall i \in [1,4]$$

$$\phi_i \leftarrow \phi^* \quad \forall i \in [1,4]$$

$$\begin{array}{l} \phi_1^* \leftarrow \phi^* + \delta_t \nabla_\phi V_\phi(s_t) \\ \theta_1^* \leftarrow \theta^* + \delta_t \nabla_\theta \log \pi_\theta(a_t | s_t) \end{array} \Big|_{\phi_1, \theta_1}$$

Global update for A1

$$\begin{array}{l} \phi_2^* \leftarrow \phi_1^* + \delta_t \nabla_\phi V_\phi(s_t) \\ \theta_2^* \leftarrow \theta_1^* + \delta_t \nabla_\theta \log \pi_\theta(a_t | s_t) \end{array} \Big|_{\phi_2, \theta_2} \dots$$

Global update for A2

# Motivation | Multi-Task RL | Asynchronous Update

- 1 Sample an action with current policy for  $s_t$

$$a_t \sim \pi_{\theta}(\cdot | s_t)$$

- 2 Get trajectory for sampled action  $a_t$

$$s_t, a_t, s_{t+1}, r_{t+1} \leftarrow env.step(a_t, s_t)$$

- 3 Compute TD-Error  $\delta_t$

$$\delta_t = r_{t+1} + \gamma V_{\phi}(s_{t+1}) - V_{\phi}(s_t)$$

- 4 Value Gradient  $\nabla_{\phi} V_{\phi}(s_t)$

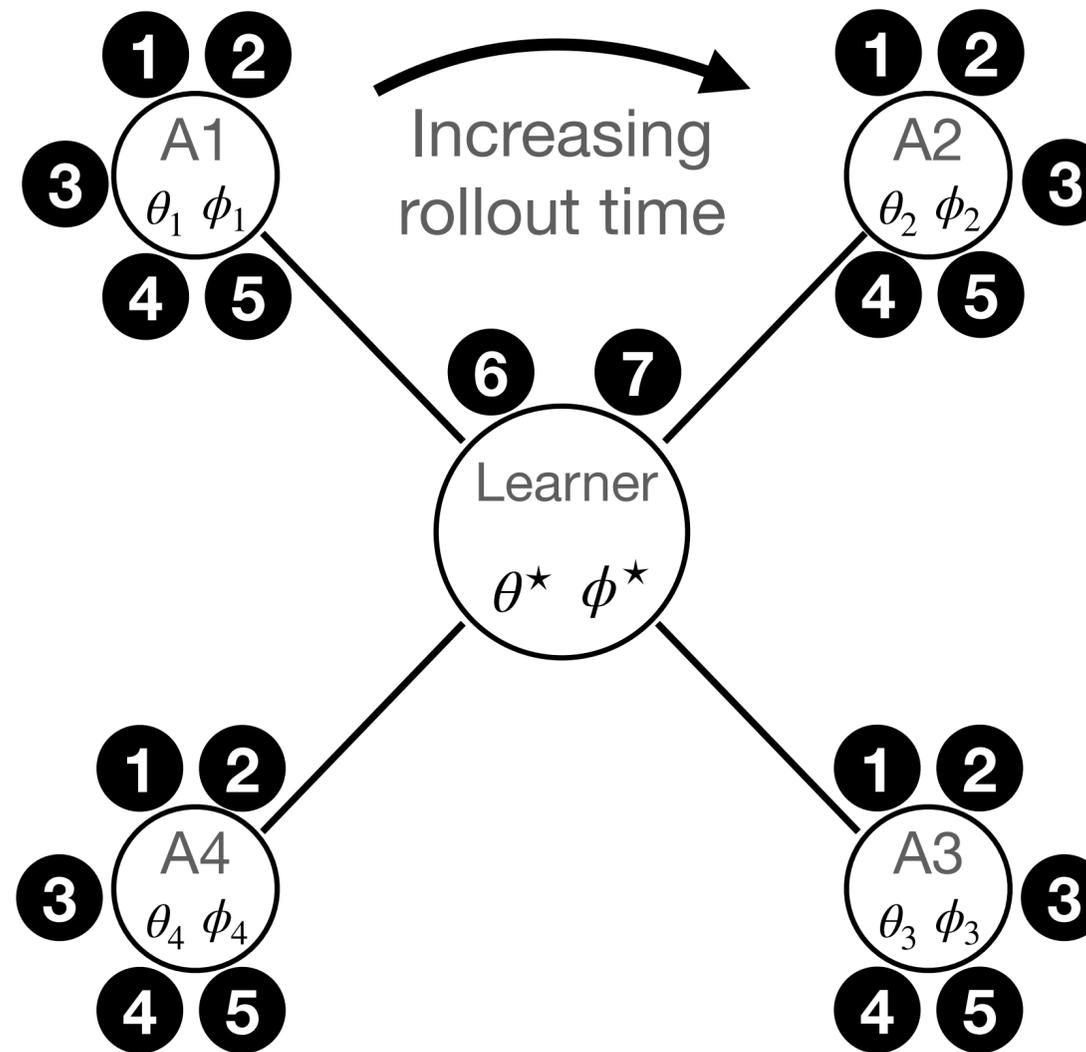
- 5 Policy Gradient  $\nabla_{\theta} \log \pi_{\theta}(a_t | s_t)$

- 6 Update Value parameters  $\phi$

$$\phi \leftarrow \phi + \alpha_{\phi} \delta_t \nabla_{\phi} V_{\phi}(s_t)$$

- 7 Update Policy parameters  $\theta$

$$\theta \leftarrow \theta + \alpha_{\theta} \delta_t \nabla_{\theta} \log \pi_{\theta}(a_t | s_t)$$



**A3C**  
 (Mnih et al., 2016)

Initial  
 $\theta_i \leftarrow \theta^* \quad \forall i \in [1,4]$   
 $\phi_i \leftarrow \phi^* \quad \forall i \in [1,4]$

$$\begin{aligned} \phi_1^* &\leftarrow \phi^* + \delta_t \nabla_{\phi} V_{\phi}(s_t) \\ \theta_1^* &\leftarrow \theta^* + \delta_t \nabla_{\theta} \log \pi_{\theta}(a_t | s_t) \Big|_{\phi_1, \theta_1} \end{aligned}$$

Global update for A1

$$\begin{aligned} \phi_2^* &\leftarrow \phi_1^* + \delta_t \nabla_{\phi} V_{\phi}(s_t) \\ \theta_2^* &\leftarrow \theta_1^* + \delta_t \nabla_{\theta} \log \pi_{\theta}(a_t | s_t) \Big|_{\phi_2, \theta_2} \dots \end{aligned}$$

Global update for A2

# Motivation | Multi-Task RL | Synchronous Update

- 1 Sample an action with current policy for  $s_t$

$$a_t \sim \pi_{\theta}(\cdot | s_t)$$

- 2 Get trajectory for sampled action  $a_t$

$$s_t, a_t, s_{t+1}, r_{t+1} \leftarrow env.step(a_t, s_t)$$

- 3 Compute TD-Error  $\delta_t$

$$\delta_t = r_{t+1} + \gamma V_{\phi}(s_{t+1}) - V_{\phi}(s_t)$$

- 4 Value Gradient  $\nabla_{\phi} V_{\phi}(s_t)$

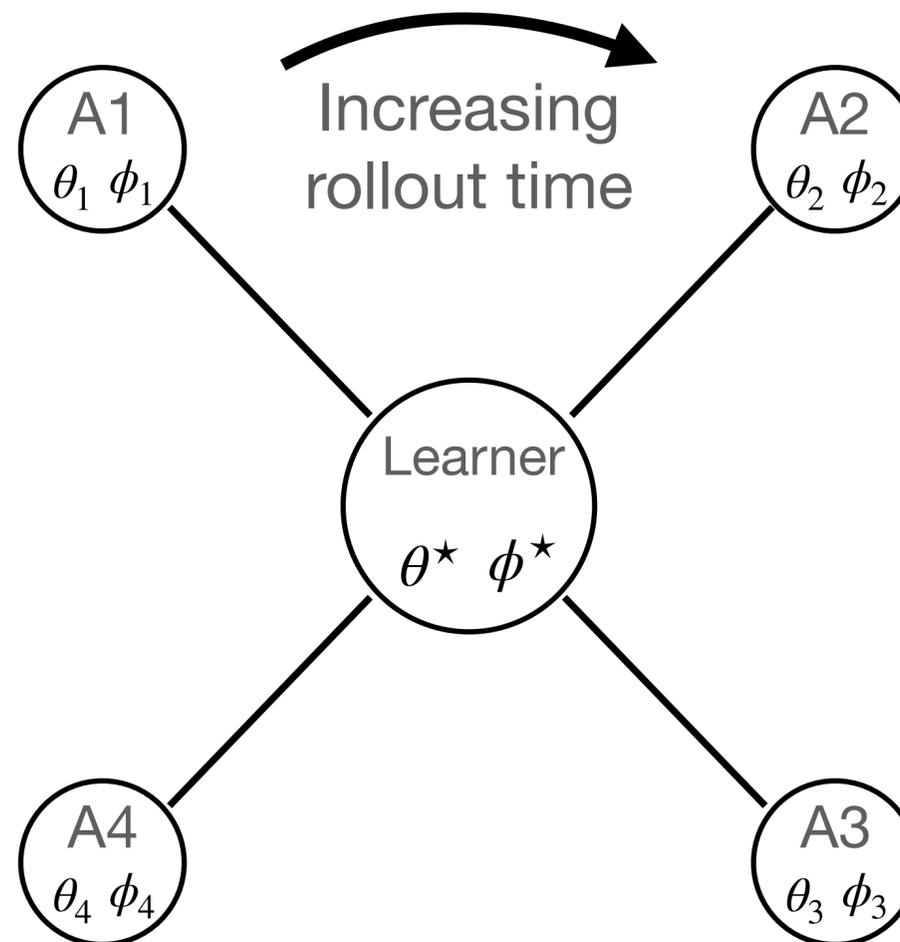
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Initial

$$\theta_i \leftarrow \theta^* \quad \forall i \in [1,4]$$
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# Motivation | Multi-Task RL | Synchronous Update

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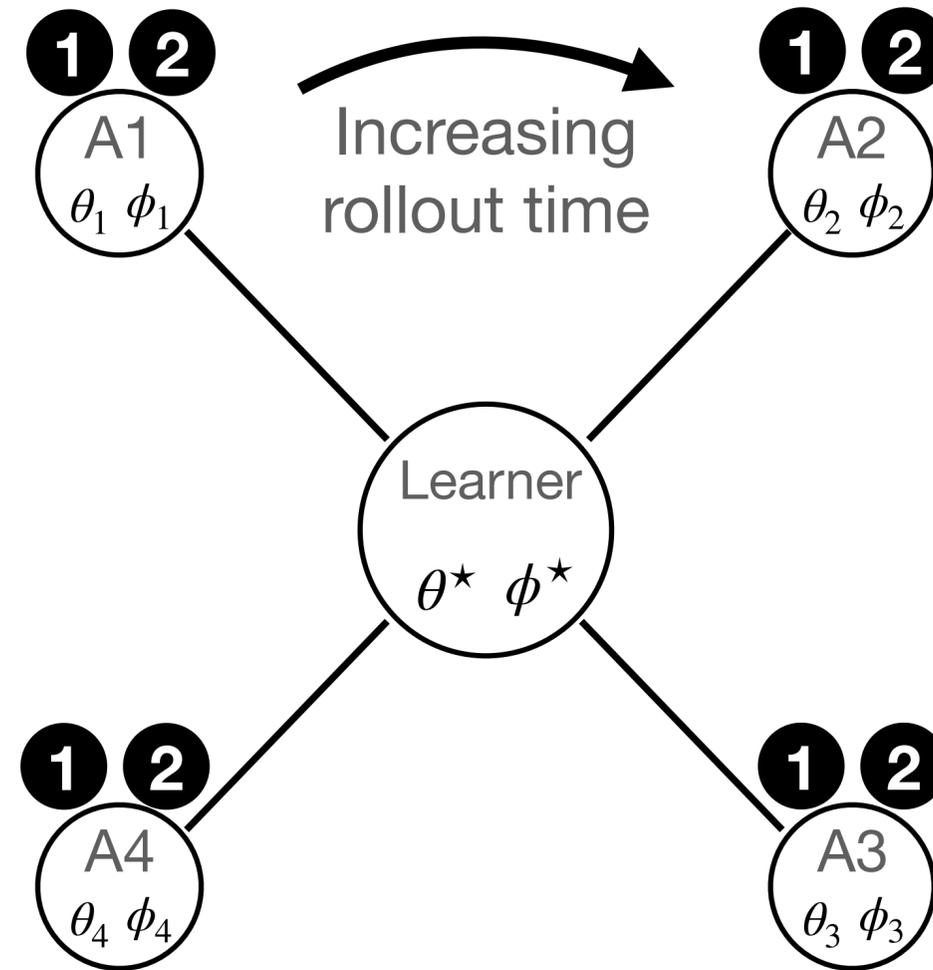
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# Motivation | Multi-Task RL | Synchronous Update

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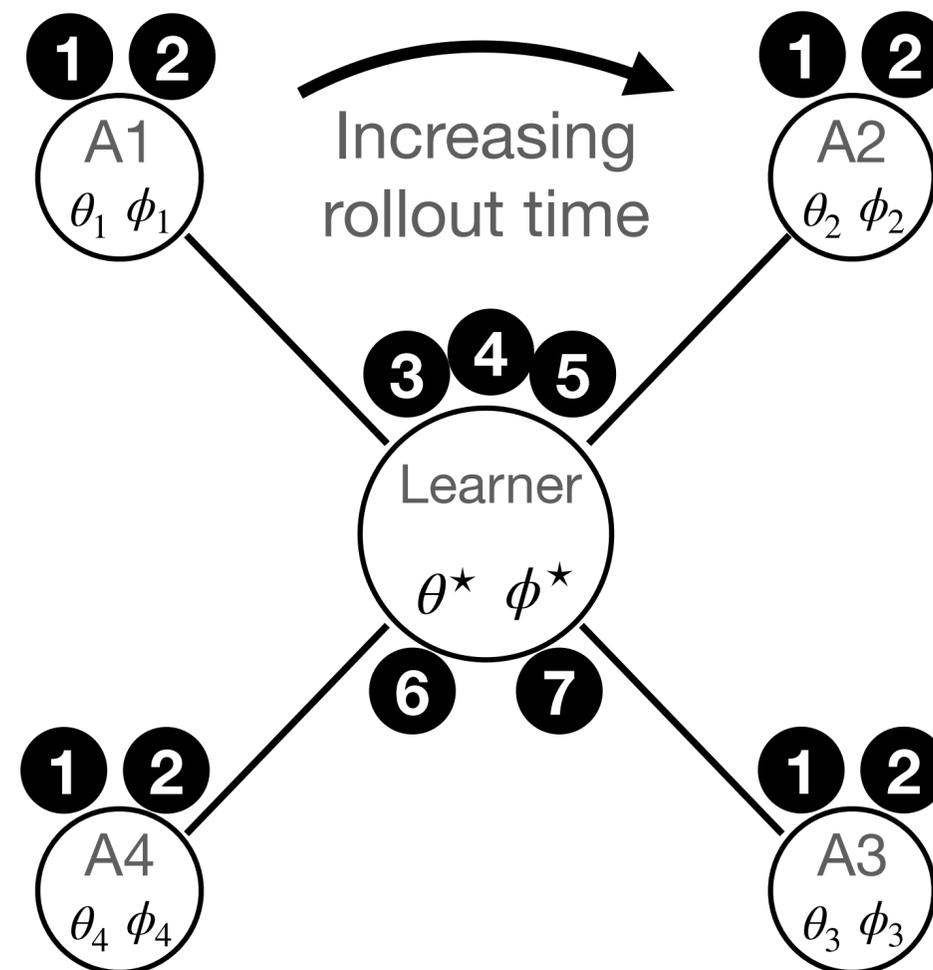
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# Motivation | Multi-Task RL | Synchronous Update

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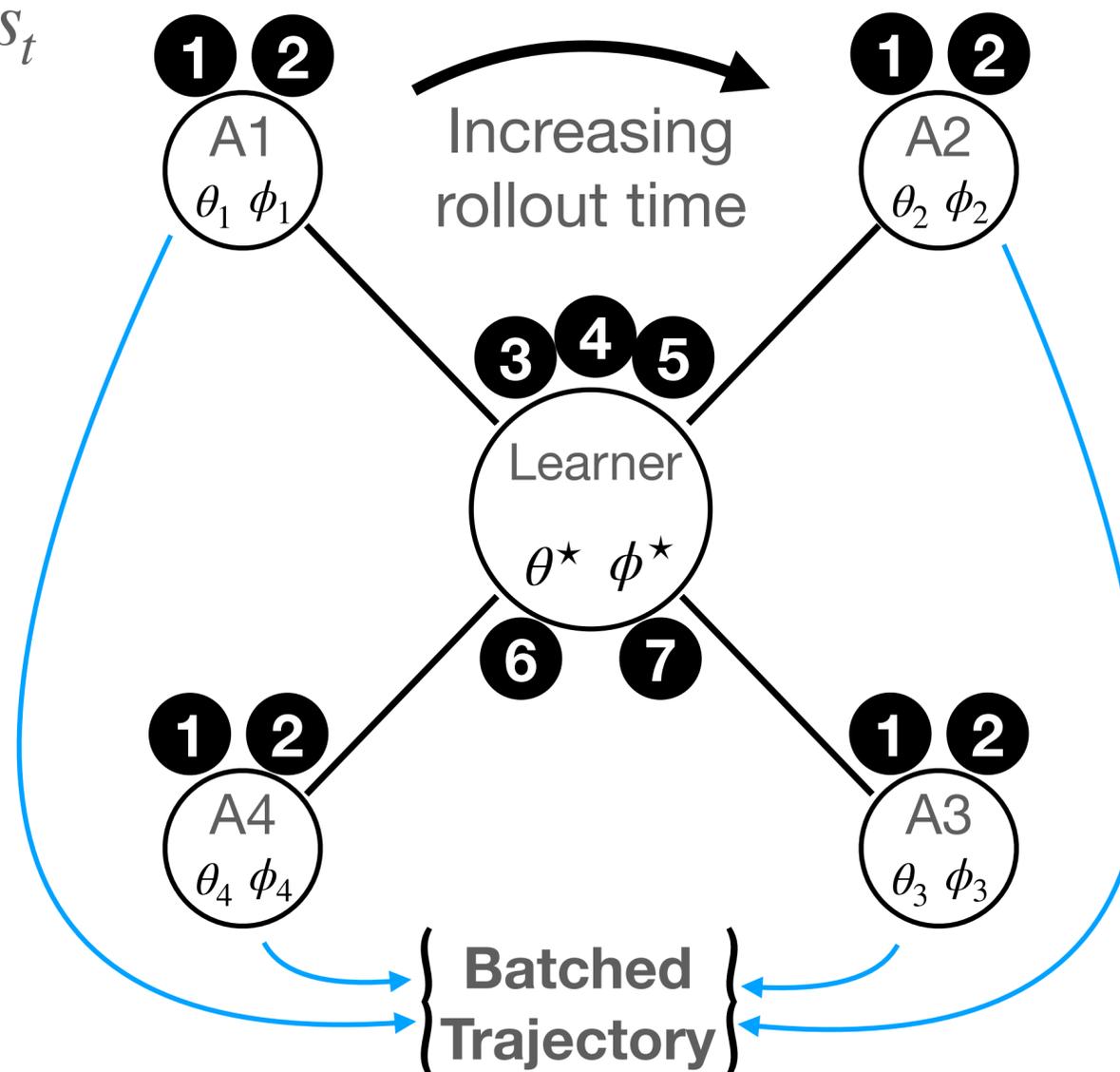
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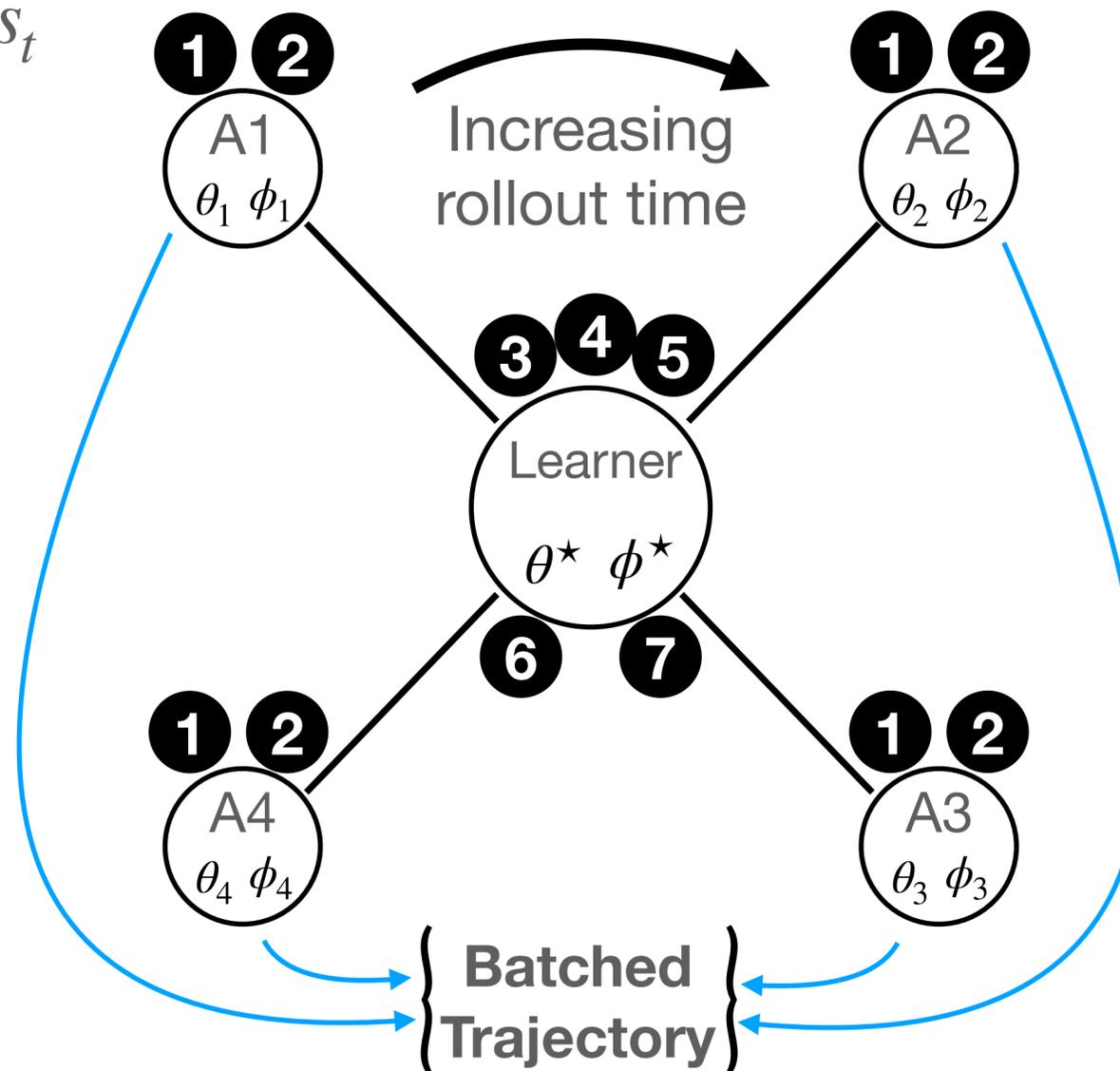
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Single Global Update

# Motivation | Multi-Task RL | Synchronous Update

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- 2 Get trajectory for sampled action  $a_t$

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$$\delta_t = r_{t+1} + \gamma V_{\phi}(s_{t+1}) - V_{\phi}(s_t)$$

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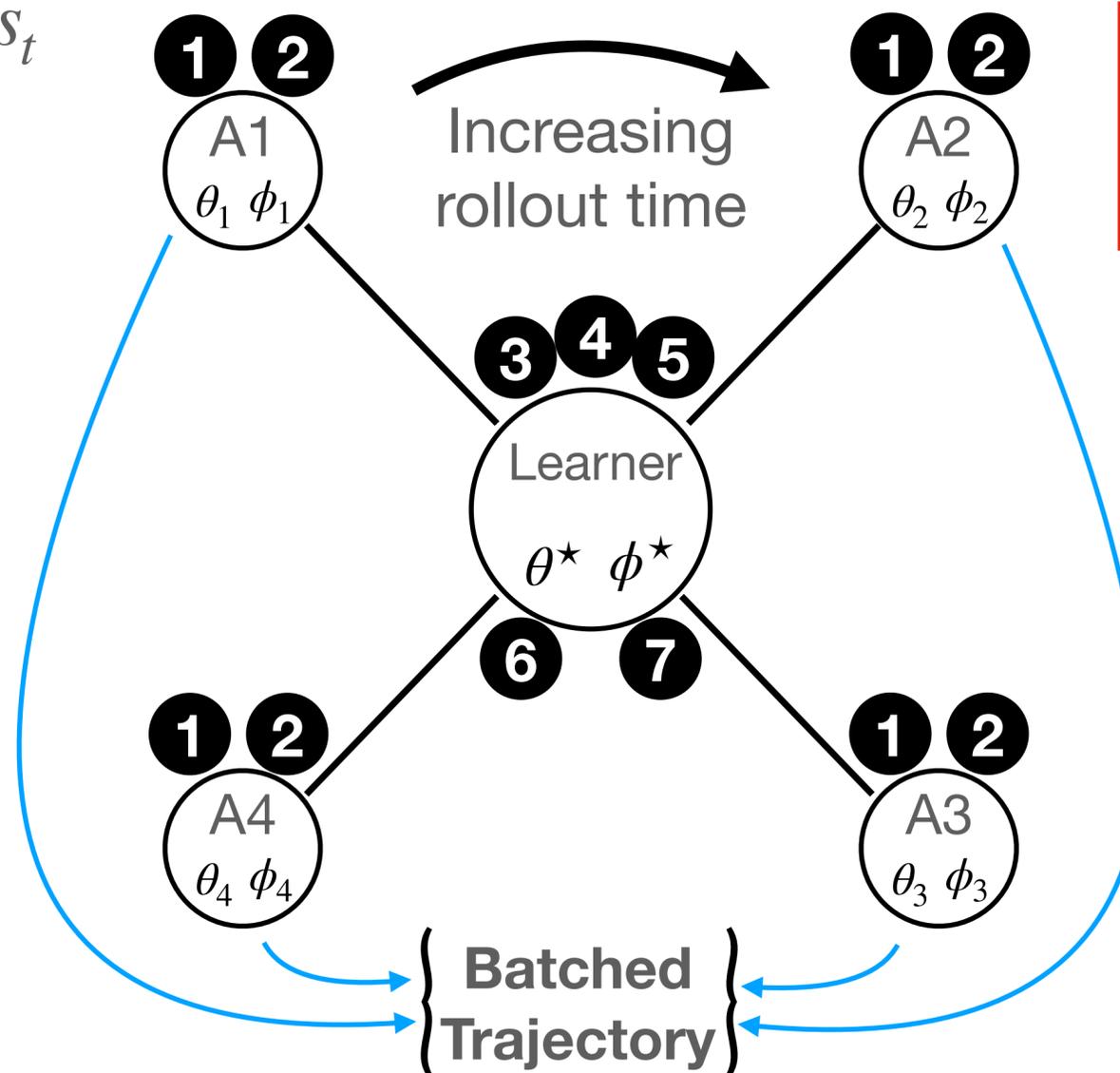
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**A2C**  
(Clemente et al., 2017)

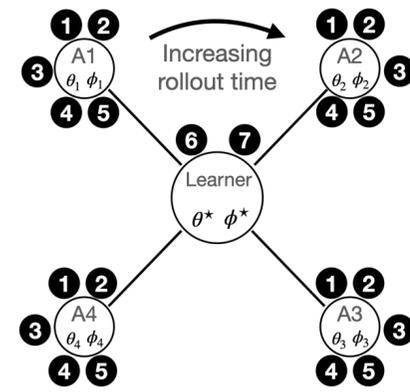
Initial  
 $\theta_i \leftarrow \theta^* \quad \forall i \in [1,4]$   
 $\phi_i \leftarrow \phi^*$

$$\left. \begin{aligned} \phi_1^* &\leftarrow \phi^* + \delta_t \nabla_{\phi} V_{\phi}(s_t) \\ \theta_1^* &\leftarrow \theta^* + \delta_t \nabla_{\theta} \log \pi_{\theta}(a_t | s_t) \end{aligned} \right|_{\phi^*, \theta^*}$$

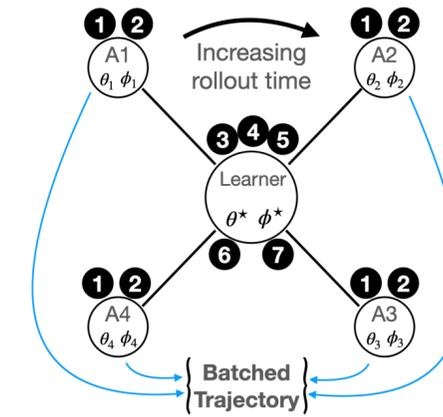
Single Global Update

# Motivation | Multi-Task RL | Trade-Offs

## A3C (Asynchronous)

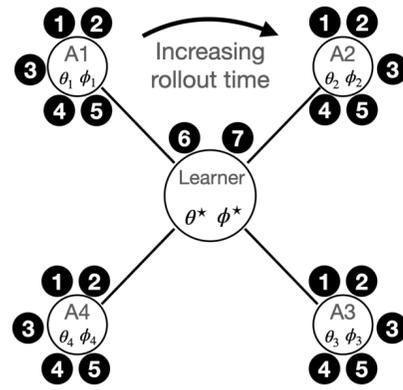


## A2C (Synchronous)



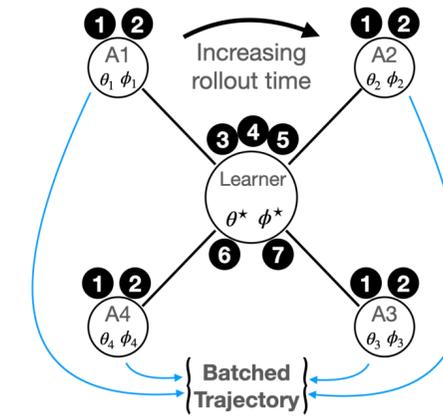
# Motivation | Multi-Task RL | Trade-Offs

## A3C (Asynchronous)



Global update per actor rollout

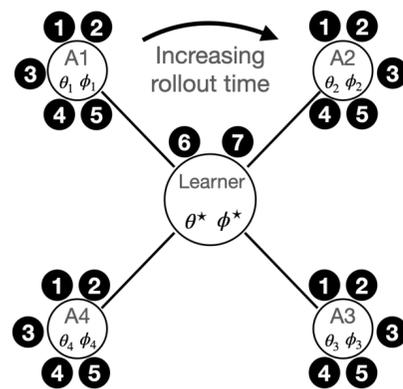
## A2C (Synchronous)



Global update bottlenecked by slowest actor

# Motivation | Multi-Task RL | Trade-Offs

## A3C (Asynchronous)

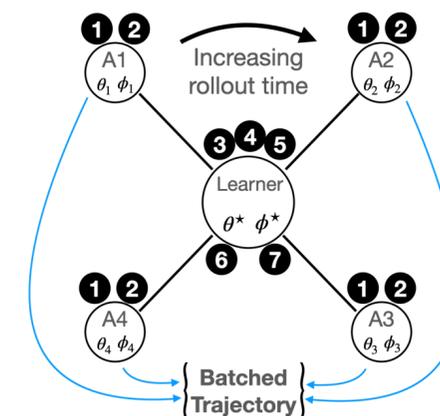


Global update per actor rollout



Local gradient computation - GPU underutilized

## A2C (Synchronous)



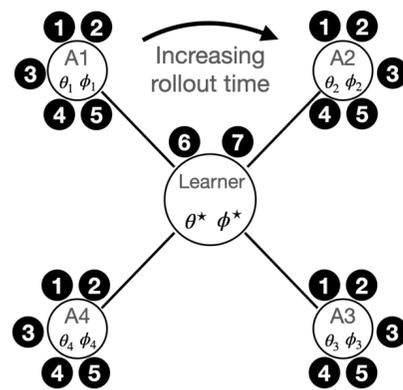
Global update bottlenecked by slowest actor



Batched gradient computation - GPU scalable

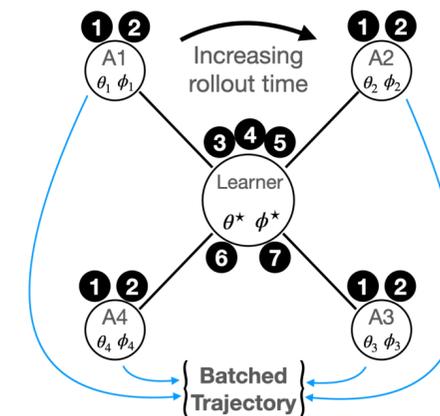
# Motivation | Multi-Task RL | Trade-Offs

## A3C (Asynchronous)



- ✓ Global update per actor rollout
- ✗ Local gradient computation - GPU underutilized
- ✗ Bandwidth Limited - Transfer massive gradients

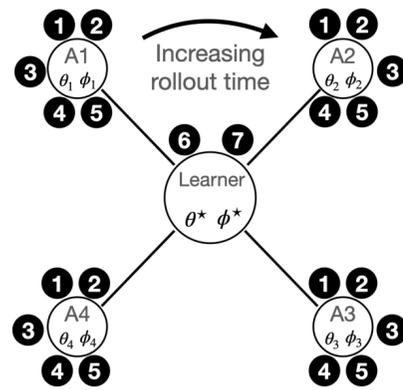
## A2C (Synchronous)



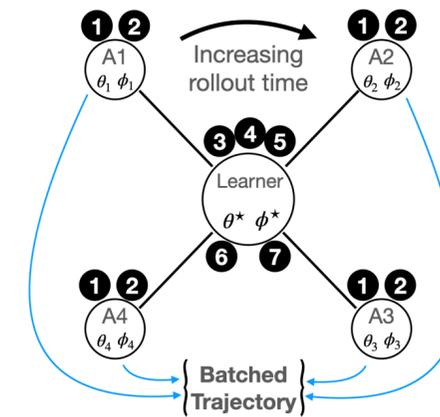
- ✗ Global update bottlenecked by slowest actor
- ✓ Batched gradient computation - GPU scalable
- ✓ Better bandwidth utilization - Transfer trajectories

# Motivation | Multi-Task RL | Trade-Offs

## A3C (Asynchronous)



## A2C (Synchronous)

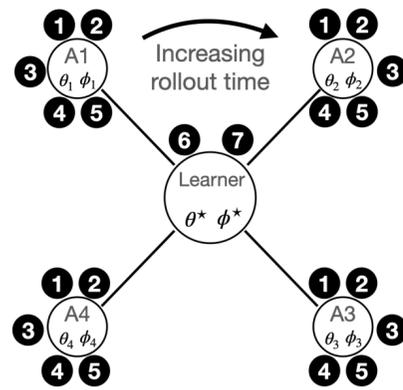


- ✓ Global update per actor rollout
- ✗ Local gradient computation - GPU underutilized
- ✗ Bandwidth Limited - Transfer massive gradients
- ✗ Unstable - Policy lag due to asynchronous updates

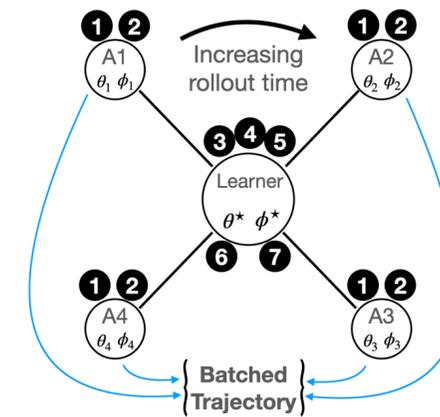
- ✗ Global update bottlenecked by slowest actor
- ✓ Batched gradient computation - GPU scalable
- ✓ Better bandwidth utilization - Transfer trajectories
- ✓ Stable - No Policy Lag

# Motivation | Multi-Task RL | Trade-Offs

## A3C (Asynchronous)



## A2C (Synchronous)



- ✓ Global update per actor rollout
- ✗ Local gradient computation - GPU underutilized
- ✗ Bandwidth Limited - Transfer massive gradients
- ✗ Unstable - Policy lag due to asynchronous updates

- ✗ Global update bottlenecked by slowest actor
- ✓ Batched gradient computation - GPU scalable
- ✓ Better bandwidth utilization - Transfer trajectories
- ✓ Stable - No Policy Lag

$$\left. \begin{aligned} \phi_1^* &\leftarrow \phi^* + \delta_t \nabla_{\phi} V_{\phi}(s_t) \\ \theta_1^* &\leftarrow \theta^* + \delta_t \nabla_{\theta} \log \pi_{\theta}(a_t | s_t) \end{aligned} \right|_{\phi_1, \theta_1}$$

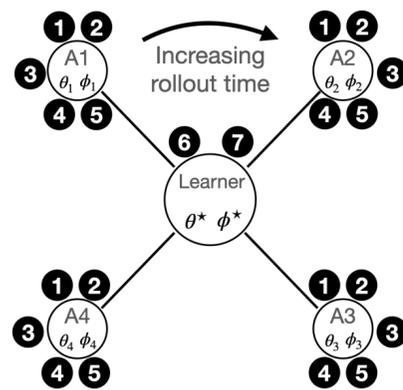
Global update for A1

$$\left. \begin{aligned} \phi_2^* &\leftarrow \phi_1^* + \delta_t \nabla_{\phi} V_{\phi}(s_t) \\ \theta_2^* &\leftarrow \theta_1^* + \delta_t \nabla_{\theta} \log \pi_{\theta}(a_t | s_t) \end{aligned} \right|_{\phi_2, \theta_2} \dots$$

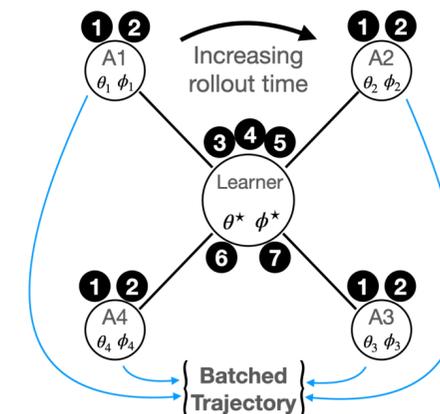
Global update for A2

# Motivation | Multi-Task RL | Trade-Offs

## A3C (Asynchronous)



## A2C (Synchronous)



- ✓ Global update per actor rollout
- ✗ Local gradient computation - GPU underutilized
- ✗ Bandwidth Limited - Transfer massive gradients
- ✗ Unstable - Policy lag due to asynchronous updates

- ✗ Global update bottlenecked by slowest actor
- ✓ Batched gradient computation - GPU scalable
- ✓ Better bandwidth utilization - Transfer trajectories
- ✓ Stable - No Policy Lag

$$\begin{aligned} \phi_1^* &\leftarrow \phi^* + \delta_t \nabla_{\phi} V_{\phi}(s_t) \\ \theta_1^* &\leftarrow \theta^* + \delta_t \nabla_{\theta} \log \pi_{\theta}(a_t | s_t) \Big|_{\phi_1, \theta_1} \end{aligned}$$

Global update for A1

$$\begin{aligned} \phi_2^* &\leftarrow \phi_1^* + \delta_t \nabla_{\phi} V_{\phi}(s_t) \\ \theta_2^* &\leftarrow \theta_1^* + \delta_t \nabla_{\theta} \log \pi_{\theta}(a_t | s_t) \Big|_{\phi_2, \theta_2} \end{aligned}$$

Global update for A2

...

Gradients computed for  $\phi^*, \theta^*$   
But update applied to  $\phi_1^*, \theta_1^*$

# IMPALA | V-Trace

- 1 Sample an action with current policy for  $s_t$

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- 2 Get trajectory for sampled action  $a_t$

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- 3 Compute TD-Error  $\delta_t$

$$\delta_t = r_{t+1} + \gamma V_\phi(s_{t+1}) - V_\phi(s_t)$$

- 4 Value Gradient  $\nabla_\phi V_\phi(s_t)$

- 5 Policy Gradient  $\nabla_\theta \log \pi_\theta(a_t | s_t)$

- 6 Update Value parameters  $\phi$

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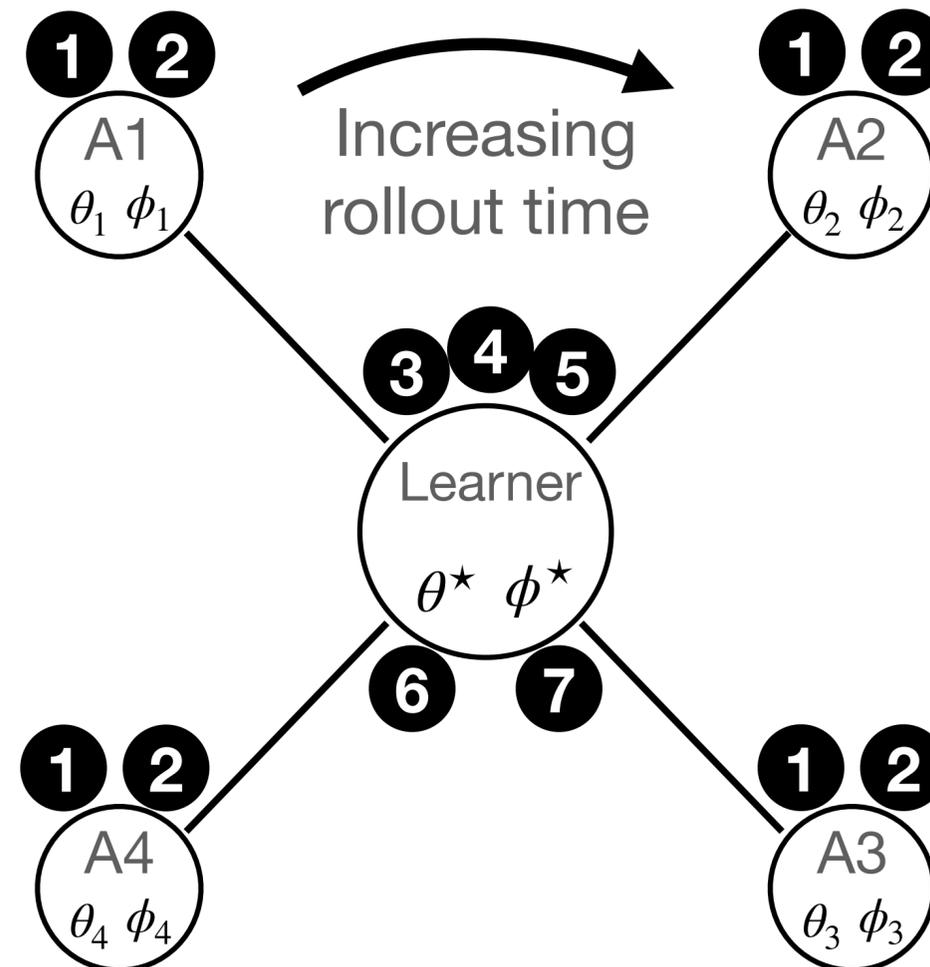
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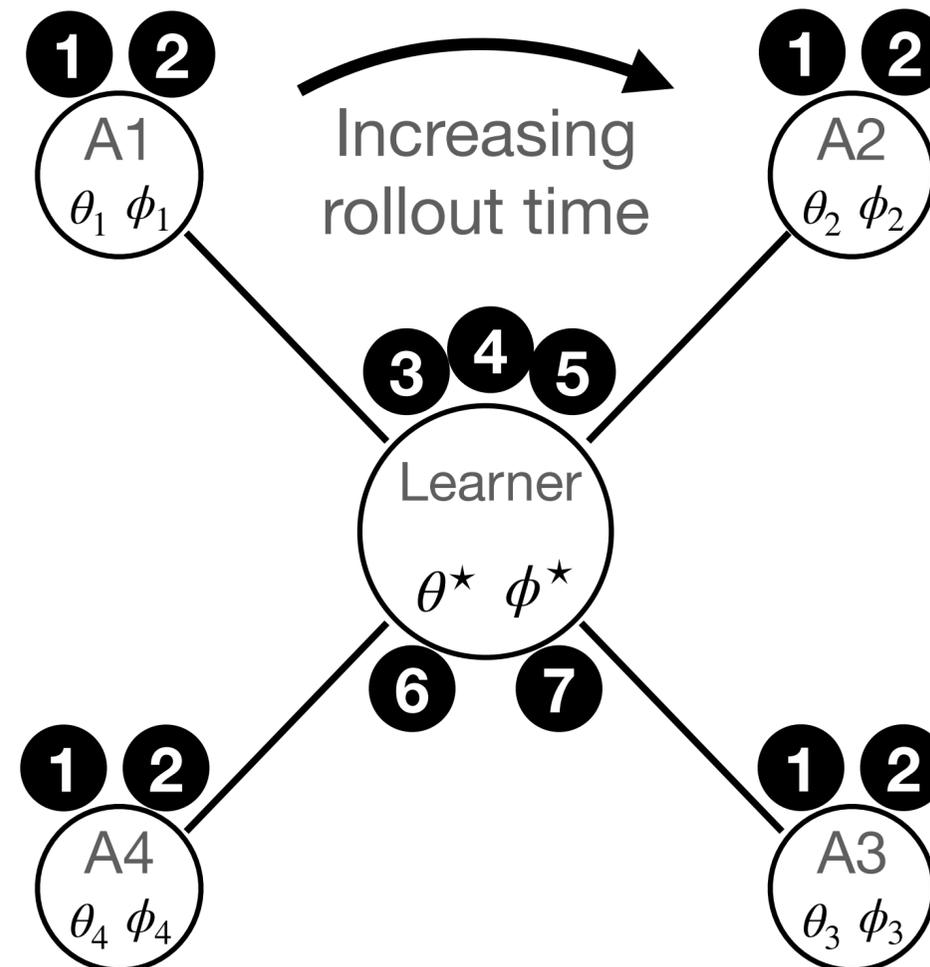
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$$\theta_i \neq \theta^* \quad \phi_i \neq \phi^*$$

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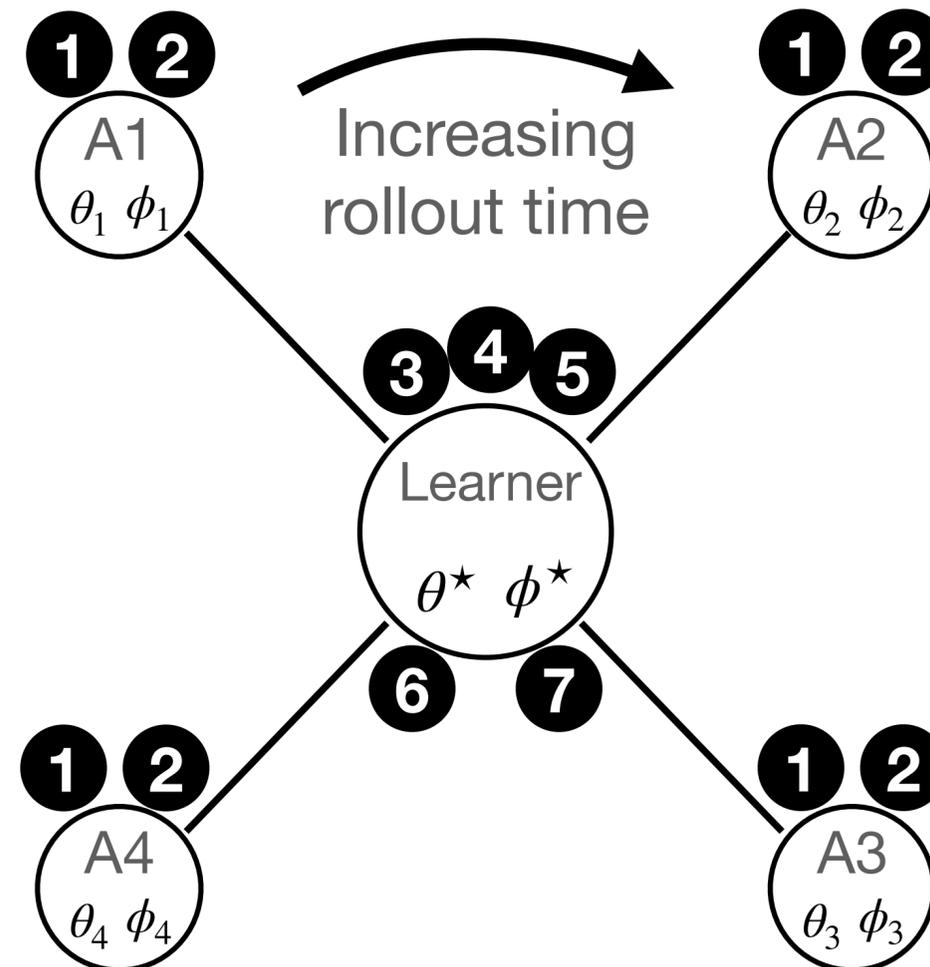
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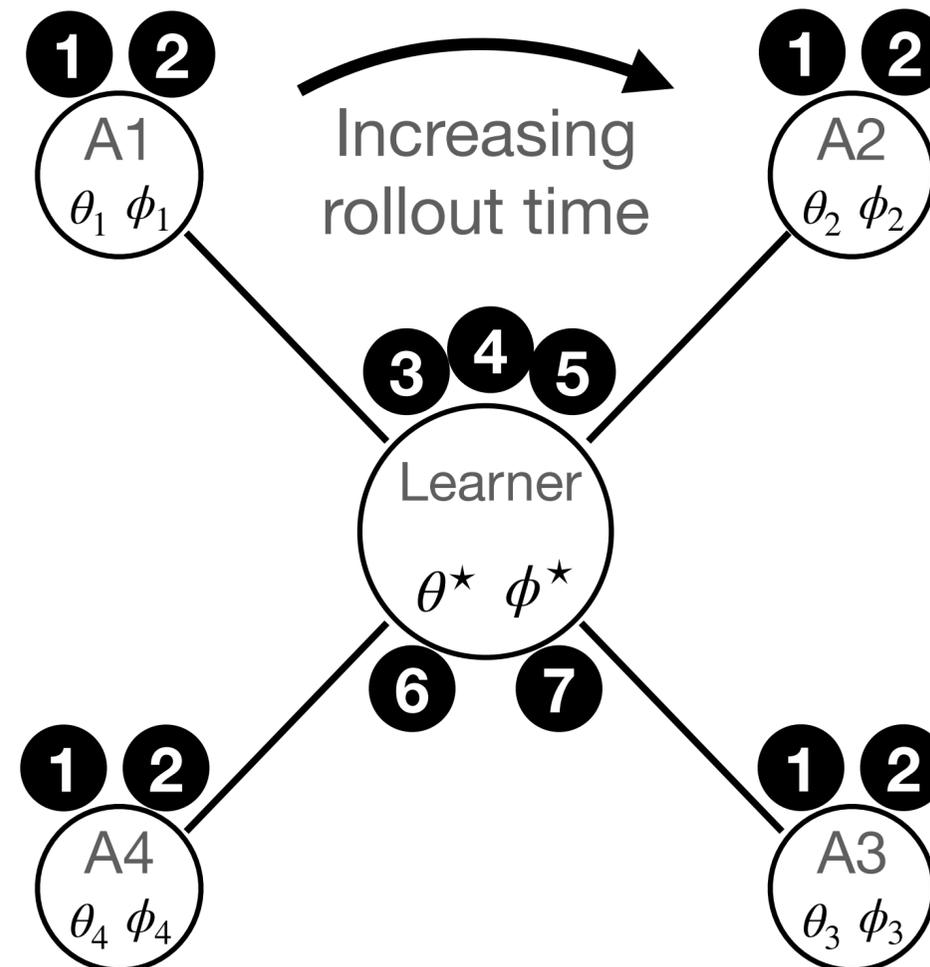
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How do we do this?



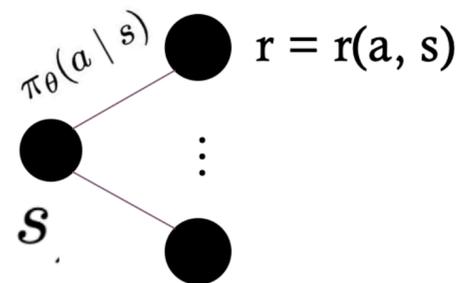
## CHANGE OF VARIABLE - IMPORTANCE SAMPLING

Given two densities  $p$  and  $q$ :

$$\mathbb{E}_{x \sim p}[f(x)] = \sum_{x \in \mathcal{X}} p(x) f(x) = \sum_{x \in \mathcal{X}} q(x) \frac{p(x)}{q(x)} f(x) = \mathbb{E}_{x \sim q} \left[ \frac{p(x)}{q(x)} f(x) \right]$$

Example: Single transition following  $\pi_{\theta'}$ , but sampled from  $\pi_{\theta}$ :

$$J(\pi_{\theta'}) = \mathbb{E}_{(s,a,r) \sim \pi_{\theta'}} [r(\cdot, s) | s] = \sum_{a \in \mathcal{A}} \pi_{\theta'}(a | s) r(a, s) = \sum_{a \in \mathcal{A}} \pi_{\theta}(a | s) \frac{\pi_{\theta'}(a | s)}{\pi_{\theta}(a | s)} r(a, s) = \mathbb{E}_{(s,a,r) \sim \pi_{\theta}} \left[ \frac{\pi_{\theta'}(\cdot | s)}{\pi_{\theta}(\cdot | s)} r(\cdot, s) | s \right]$$



Lecture 16 - Slide 24

How do we do this?

$$\theta \leftarrow \theta + \alpha_{\theta} \delta_t \nabla_{\theta} \log \pi_{\theta}(a_t | s_t)$$

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....  
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$e \theta^*$



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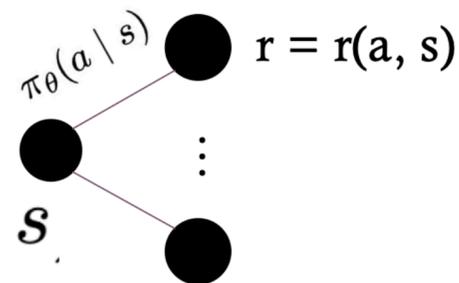
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We can borrow **Importance Sampling** from TRPO and PPO (Kahn et al., 1953)

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Lecture 16 - Slide 24

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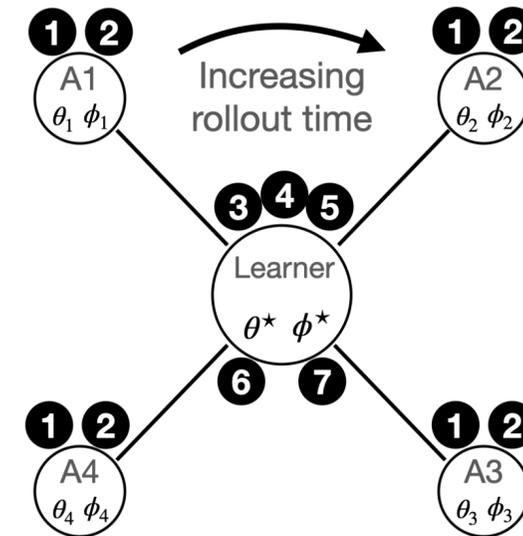
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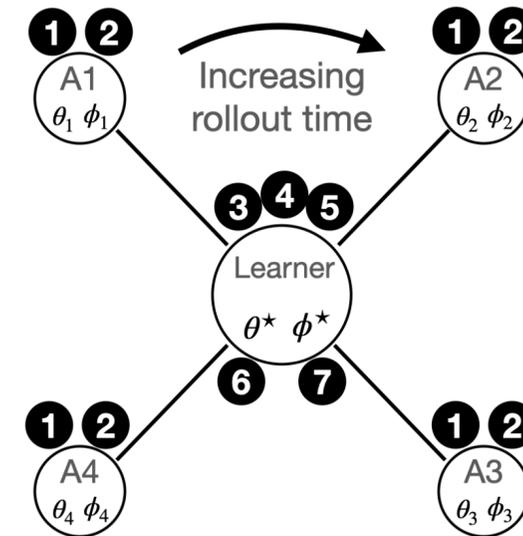
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$$V_{\phi^*}(s_t) \leftarrow V_{\phi^*}(s_t) + \alpha_{\phi^*} \times (r_{t+1} + \gamma V_{\phi^*}(s_{t+1}) - V_{\phi^*}(s_t))$$

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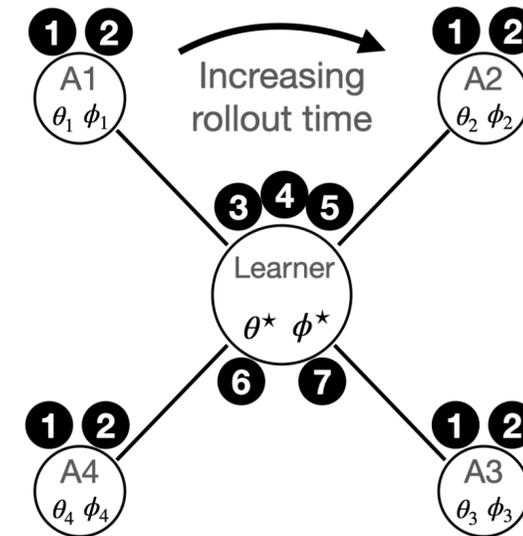
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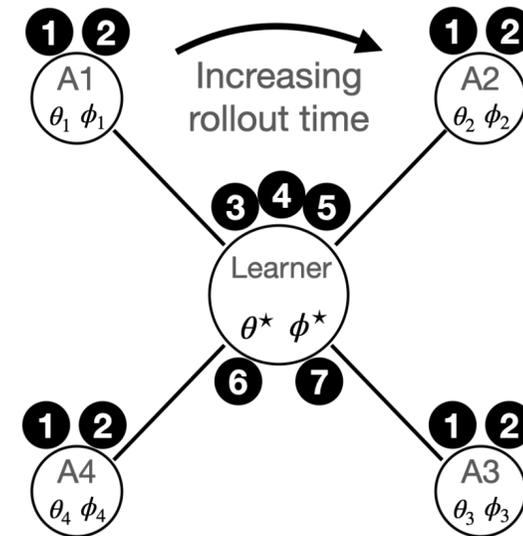
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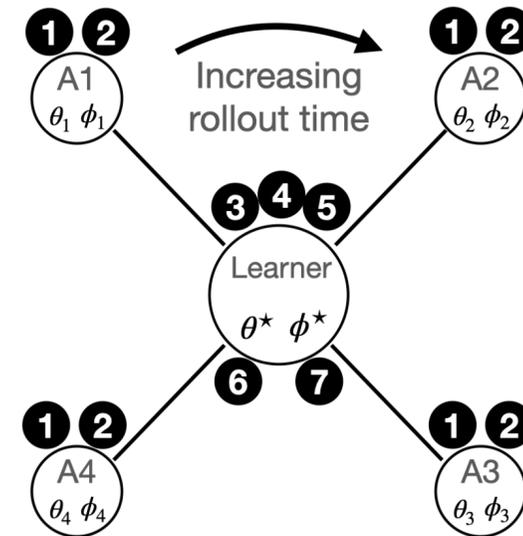
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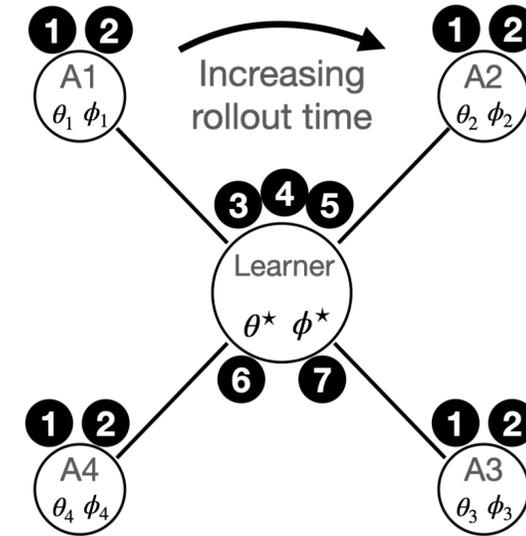
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V-Trace correction for TD(0)

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Naive V-Trace Bellman update for TD(n)

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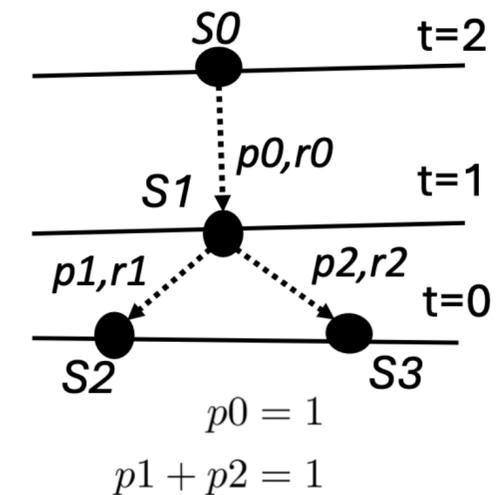
Naive V-Trace Bellman update for TD(n)

$$V_{\phi^*}(s_0) \leftarrow V_{\phi^*}(s_0) + \alpha_{\phi^*} \times (\rho_0(r_1 + \gamma V_{\phi^*}(s_1) - V_{\phi^*}(s_0)) + \rho_1(r_2 + \gamma V_{\phi^*}(s_2) - V_{\phi^*}(s_1)))$$

## Example

**Bellman:**  $V(S_0) = p_0 * (r_0 + (p_1 * r_1 + p_2 * r_2))$   
 $= p_0 * r_0 + p_0 * p_1 * r_1 + p_0 * p_2 * r_2$

**Trajectories:**  $V(S_0) = p_0 * p_1 * (r_0 + r_1) + p_0 * p_2 * (r_0 + r_2)$   
 $= p_0 * p_1 * r_0 + p_0 * p_1 * r_1 + p_0 * p_2 * r_0 + p_0 * p_2 * r_2$   
 $= p_0 * r_0 * \underbrace{(p_1 + p_2)}_{=1} + p_0 * p_1 * r_1 + p_0 * p_2 * r_2$   
 $= p_0 * r_0 + p_0 * p_1 * r_1 + p_0 * p_2 * r_2$



Unrolled MDP for H = 2, policy  $\pi$

Intuition: rooted DAG  $\rightarrow$  set of paths starting at root

Contribution of each edge to expected reward at  $S_0$  is distributed over trajectories that contain it

Lecture 7 - Slide 24

7 Update Policy parameters  $\theta$

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$V_{\phi^*}(s_k)$

## Example

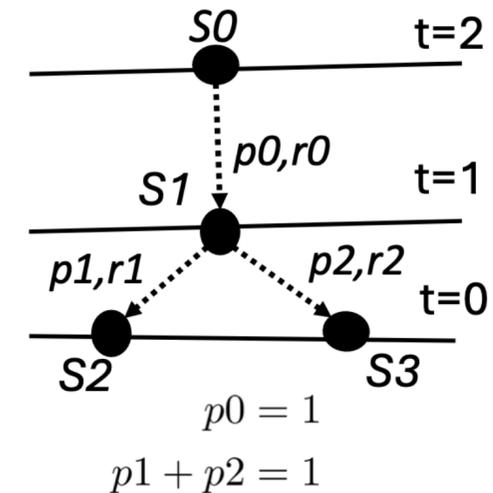
Bellman:  $V(S_0) = p_0 * (r_0 + (p_1 * r_1 + p_2 * r_2))$   
 $= p_0 * r_0 + p_0 * p_1 * r_1 + p_0 * p_2 * r_2$

Trajectories:  $V(S_0) = p_0 * p_1 * (r_0 + r_1) + p_0 * p_2 * (r_0 + r_2)$   
 $= p_0 * p_1 * r_0 + p_0 * p_1 * r_1 + p_0 * p_2 * r_0 + p_0 * p_2 * r_2$   
 $= p_0 * r_0 * \underbrace{(p_1 + p_2)}_{=1} + p_0 * p_1 * r_1 + p_0 * p_2 * r_2$   
 $= p_0 * r_0 + p_0 * p_1 * r_1 + p_0 * p_2 * r_2$

Reward contribution proportional to probability of its \*Path\*  
 We need to weight future samples (t + n) from t

Intuition: rooted DAG → set of paths starting at root

Contribution of each edge to expected reward at  $S_0$  is distributed over trajectories that contain it



Unrolled MDP for H = 2, policy  $\pi$

Lecture 7 - Slide 24

7 Update Policy parameters  $\theta$

$$\theta \leftarrow \theta + \alpha_{\theta} \delta_t \nabla_{\theta} \log \pi_{\theta}(a_t | s_t)$$

$V_{\phi^*}(s_k)$

# IMPALA | V-Trace | TD(n)

- 1 Sample an action with current policy for  $s_t$

$$a_t \sim \pi_\theta(\cdot | s_t)$$

- 2 Get trajectory for sampled action  $a_t$

$$s_t, a_t, s_{t+1}, r_{t+1} \leftarrow env.step(a_t, s_t)$$

- 3 Compute TD-Error  $\delta_t$

$$\delta_t = r_{t+1} + \gamma V_\phi(s_{t+1}) - V_\phi(s_t)$$

- 4 Value Gradient  $\nabla_\phi V_\phi(s_t)$

- 5 Policy Gradient  $\nabla_\theta \log \pi_\theta(a_t | s_t)$

- 6 Update Value parameters  $\phi$

$$\phi \leftarrow \phi + \alpha_\phi \delta_t \nabla_\phi V_\phi(s_t)$$

- 7 Update Policy parameters  $\theta$

$$\theta \leftarrow \theta + \alpha_\theta \delta_t \nabla_\theta \log \pi_\theta(a_t | s_t)$$

# IMPALA | V-Trace | TD(n)

- 1 Sample an action with current policy for  $s_t$

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- 4 Value Gradient  $\nabla_{\phi} V_{\phi}(s_t)$

- 5 Policy Gradient  $\nabla_{\theta} \log \pi_{\theta}(a_t | s_t)$

- 6 Update Value parameters  $\phi$

$$\phi \leftarrow \phi + \alpha_{\phi} \delta_t \nabla_{\phi} V_{\phi}(s_t)$$

- 7 Update Policy parameters  $\theta$

$$\theta \leftarrow \theta + \alpha_{\theta} \delta_t \nabla_{\theta} \log \pi_{\theta}(a_t | s_t)$$

$$V_{\phi^*}(s_0) \leftarrow V_{\phi^*}(s_0) + \alpha_{\phi^*} \times (\rho_0(r_1 + \gamma V_{\phi^*}(s_1) - V_{\phi^*}(s_0)) \\ + \rho_1(r_2 + \gamma V_{\phi^*}(s_2) - V_{\phi^*}(s_1)))$$

# IMPALA | V-Trace | TD(n)

- 1 Sample an action with current policy for  $s_t$

$$a_t \sim \pi_{\theta}(\cdot | s_t)$$

- 2 Get trajectory for sampled action  $a_t$

$$s_t, a_t, s_{t+1}, r_{t+1} \leftarrow env.step(a_t, s_t)$$

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$$\delta_t = r_{t+1} + \gamma V_{\phi}(s_{t+1}) - V_{\phi}(s_t)$$

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- 6 Update Value parameters  $\phi$

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- 7 Update Policy parameters  $\theta$

$$\theta \leftarrow \theta + \alpha_{\theta} \delta_t \nabla_{\theta} \log \pi_{\theta}(a_t | s_t)$$

$$V_{\phi^*}(s_0) \leftarrow V_{\phi^*}(s_0) + \alpha_{\phi^*} \times (\rho_0(r_1 + \gamma V_{\phi^*}(s_1) - V_{\phi^*}(s_0)) + \rho_0 \rho_1(r_2 + \gamma V_{\phi^*}(s_2) - V_{\phi^*}(s_1)))$$

# IMPALA | V-Trace | TD(n)

- 1 Sample an action with current policy for  $s_t$

$$a_t \sim \pi_\theta(\cdot | s_t)$$

- 2 Get trajectory for sampled action  $a_t$

$$s_t, a_t, s_{t+1}, r_{t+1} \leftarrow env.step(a_t, s_t)$$

- 3 Compute TD-Error  $\delta_t$

$$\delta_t = r_{t+1} + \gamma V_\phi(s_{t+1}) - V_\phi(s_t)$$

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- 6 Update Value parameters  $\phi$

$$\phi \leftarrow \phi + \alpha_\phi \delta_t \nabla_\phi V_\phi(s_t)$$

- 7 Update Policy parameters  $\theta$

$$\theta \leftarrow \theta + \alpha_\theta \delta_t \nabla_\theta \log \pi_\theta(a_t | s_t)$$

$$V_{\phi^*}(s_0) \leftarrow V_{\phi^*}(s_0) + \alpha_{\phi^*} \times (\rho_0(r_1 + \gamma V_{\phi^*}(s_1) - V_{\phi^*}(s_0)) + \rho_0 \rho_1(r_2 + \gamma V_{\phi^*}(s_2) - V_{\phi^*}(s_1)))$$

$$V_{\phi^*}(s_t) \leftarrow V_{\phi^*}(s_t) + \alpha_{\phi^*} \times \sum_{k=t}^{t+n} \gamma^{k-t} \times \left( \prod_{i=t}^{k-1} \rho_i \right) \times \rho_k \times (r_{k+1} + \gamma V_{\phi^*}(s_{k+1}) - V_{\phi^*}(s_k))$$

Final V-Trace correction for TD(n)

# IMPALA | Evaluation

Architecture	CPU	GPU <sup>1</sup>	FPS <sup>2</sup>	
<b>Single-Machine</b>			Task 1	Task 2
A3C 32 workers	64	0	6.5K	9K
Batched A2C (sync step)	48	0	9K	5K
Batched A2C (sync step)	48	1	13K	5.5K
Batched A2C (sync traj.)	48	0	16K	17.5K
Batched A2C (dyn. batch)	48	1	16K	13K
IMPALA 48 actors	48	0	17K	20.5K
IMPALA (dyn. batch) 48 actors <sup>3</sup>	48	1	21K	24K
<b>Distributed</b>				
A3C	200	0	46K	50K
IMPALA	150	1	80K	
IMPALA (optimised)	375	1	200K	
IMPALA (optimised) batch 128	500	1	250K	

<sup>1</sup> Nvidia P100 <sup>2</sup> In frames/sec (4 times the agent steps due to action repeat). <sup>3</sup> Limited by amount of rendering possible on a single machine.

*Table 1.* Throughput on `seekavoid_arena_01` (task 1) and `rooms_keys_doors_puzzle` (task 2) with the shallow model in Figure 3. The latter has variable length episodes and slow restarts. Batched A2C and IMPALA use batch size 32 if not otherwise mentioned.

## Throughput Evaluation

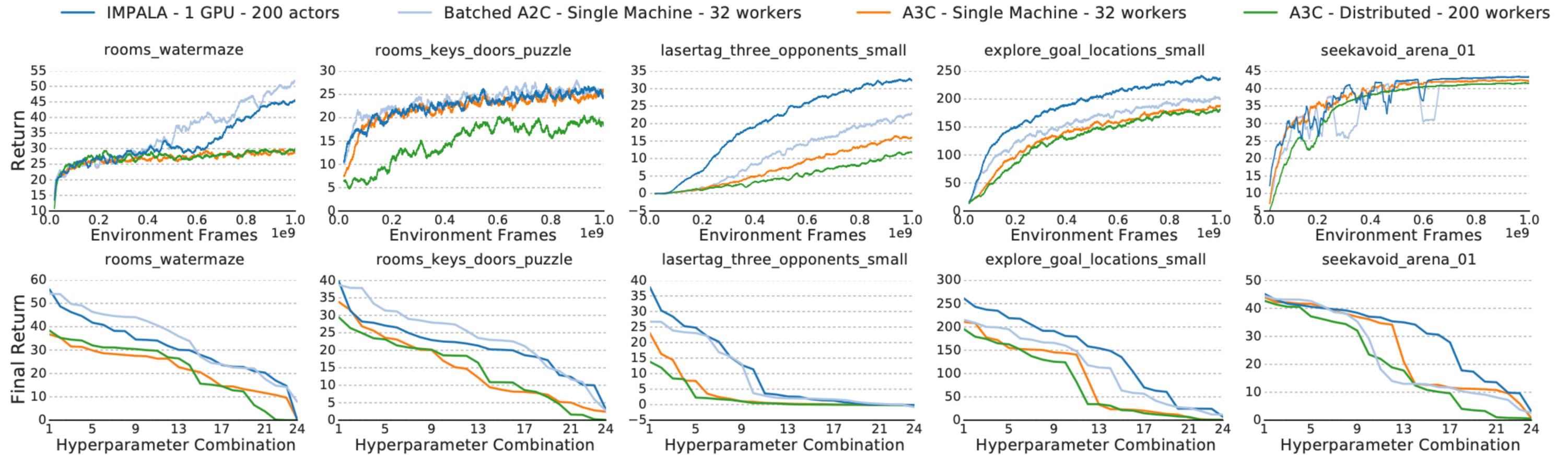
	Task 1	Task 2	Task 3	Task 4	Task 5
<b>Without Replay</b>					
V-trace	46.8	32.9	<b>31.3</b>	<b>229.2</b>	<b>43.8</b>
1-Step	<b>51.8</b>	<b>35.9</b>	25.4	215.8	43.7
$\epsilon$ -correction	44.2	27.3	4.3	107.7	41.5
No-correction	40.3	29.1	5.0	94.9	16.1
<b>With Replay</b>					
V-trace	47.1	<b>35.8</b>	<b>34.5</b>	<b>250.8</b>	<b>46.9</b>
1-Step	<b>54.7</b>	34.4	26.4	204.8	41.6
$\epsilon$ -correction	30.4	30.2	3.9	101.5	37.6
No-correction	35.0	21.1	2.8	85.0	11.2

Tasks: `rooms_watermaze`, `rooms_keys_doors_puzzle`, `lasertag_three_opponents_small`, `explore_goal_locations_small`, `seekavoid_arena_01`

*Table 2.* Average final return over 3 best hyperparameters for different off-policy correction methods on 5 DeepMind Lab tasks. When the lag in policy is negligible both V-trace and 1-step importance sampling perform similarly well and better than  $\epsilon$ -correction/No-correction. However, when the lag increases due to use of experience replay, V-trace performs better than all other methods in 4 out of 5 tasks.

## Policy Lag Correction Evaluation

# IMPALA | Evaluation



**Figure 4. Top Row:** Single task training on 5 DeepMind Lab tasks. Each curve is the mean of the best 3 runs based on final return. IMPALA achieves better performance than A3C. **Bottom Row:** Stability across hyperparameter combinations sorted by the final performance across different hyperparameter combinations. IMPALA is consistently more stable than A3C.

Stability Evaluation