

An Alternative to Variance: Gini Deviation for Risk-averse Policy Gradient

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Reinforcement Learning (RL)

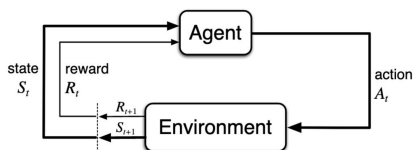


Figure 1: Markov Decision Process (MDP)

An agent interacts with environment using its policy $\pi(a|s)$.

- $\pi(a|s)$: mapping from state to action $\mathcal{S} \rightarrow \mathcal{A}$
- Stochastic policy: $\pi(a|s) = \mathbb{P}[A_t = a | S_t = s]$

By interaction, a trajectory $\tau = (S_0, A_0, R_1, S_1, A_1, R_2, \dots)$

- Total return random variable $G_0 = R_1 + \gamma R_2 + \gamma^2 R_3 + \dots$

Reinforcement Learning (RL)

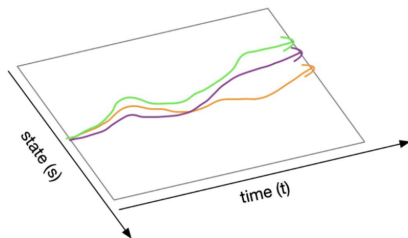


Figure 2: Random trajectories

- Traditional (Risk-neutral) RL: $\max_{\pi} \mathbb{E}[G_0]$
- Risk-averse RL: optimize $\rho[G_0]$, where ρ is a risk measure
 - tail risk measure: VaR, CVaR
 - measure of variability: Variance, Standard Deviation
- For measure of variability, variance is a common choice.

Mean-Variance RL

Mean-Variance RL: maximize the expected return, minimize the return variance

$$\max_{\pi} \mathbb{E}[G_0] - \lambda \mathbb{V}[G_0] \quad (1)$$

How to maximize $\mathbb{E}[G_0] - \lambda \mathbb{V}[G_0]$ w.r.t. π ?

- $\mathbb{E}[G_0]$: time consistent, Bellman equation, dynamic programming
- $\mathbb{V}[G_0]$: time inconsistent, minimizing variance at each step is not minimizing variance of G_0

Consider Policy Gradient

- Parameterize π by θ (π_{θ} e.g. deep neural network)
- $\nabla_{\theta}(\mathbb{E}[G_0] - \lambda \mathbb{V}[G_0])$, then gradient ascent.

Mean-Variance Policy Gradient

$$J(\theta) = \mathbb{E}[G_0] - \lambda \mathbb{V}[G_0] = \mathbb{E}[G_0] - \lambda(\mathbb{E}[G_0^2] - (\mathbb{E}[G_0])^2) \quad (2)$$

$$\nabla_{\theta} J(\theta) = \nabla_{\theta} \mathbb{E}[G_0] - \lambda(\nabla_{\theta} \mathbb{E}[G_0^2] - 2\mathbb{E}[G_0] \nabla_{\theta} \mathbb{E}[G_0]) \quad (3)$$

Policy Gradient Theorem (Sutton and Barto (2018))

$$\nabla_{\theta} \mathbb{E}[G_0] = \nabla_{\theta} \mathbb{E}_{\tau}[R(\tau)] = \mathbb{E}_{\tau} \left[R(\tau) \nabla_{\theta} \sum_{t=0}^{T-1} \log \pi_{\theta}(a_t | s_t) \right] \quad (4)$$

where $R(\tau)$ is the return of trajectory τ

- $\nabla_{\theta} \mathbb{E}[G_0] : \mathbb{E}_{\tau}[R(\tau)\omega(\theta)]$ $\omega(\theta) = \nabla_{\theta} \sum_{t=0}^{T-1} \log \pi_{\theta}(a_t | s_t)$
- $\nabla_{\theta} \mathbb{E}[G_0^2] : \mathbb{E}_{\tau}[R^2(\tau)\omega(\theta)]$
- $\mathbb{E}[G_0] \nabla_{\theta} \mathbb{E}[G_0]$: **requires double sampling**

Mean Variance PG Issue?

Mainly due to the square term

- The variance of the gradient is very high
 - $R^2(\tau)$ in $\nabla_{\theta}\mathbb{E}[G_0^2] = \mathbb{E}_{\tau}[R^2(\tau)\omega(\theta)]$
- Sensitive to numerical scale
 - $\mathbb{E}[cG_0] = c\mathbb{E}[G_0]$, $\mathbb{V}[cG_0] = c^2\mathbb{V}[G_0]$. **Change optimal solution**

For double sampling $\mathbb{E}[G_0]\nabla_{\theta}\mathbb{E}[G_0]$

- not an issue if we can sample multiple τ s.

Some works aim to do per trajectory update

- Tamar et al. (2012) used different learning rates for value and policy
- Xie et al. (2018) used Fenchel duality ($x^2 = \max_y(2xy - y^2)$) to avoid $(\mathbb{E}[G_0])^2$

Per-step Reward Variance

Consider $\mathbb{V}[R]$ as a proxy of $\mathbb{V}[G_0]$ due to the following inequality (Bisi et al. (2020))

$$\mathbb{V}[G_0] \leq \frac{\mathbb{V}[R]}{(1 - \gamma)^2} \quad (5)$$

Change the objective function to

$$\max_{\pi} \mathbb{E}[R] - \lambda \mathbb{V}[R] = \max_{\pi} \mathbb{E}[R] - \lambda(\mathbb{E}[R^2] - (\mathbb{E}[R])^2) \quad (6)$$

Benefit of using $\mathbb{V}[R]$

- Eq 6 new reward $R - \lambda R^2 + \lambda(\mathbb{E}_{\pi}[R])^2$
- Fenchel duality (Zhang et al. (2021)): $\mathbb{E}[R] = \max_y (2\mathbb{E}[R]y - y^2)$
- New reward $R - \lambda R^2 + 2\lambda y R$ **A risk neutral learning problem**

Per-step Reward Variance Issue?

- $\mathbb{V}[R]$ is not an appropriate surrogate for $\mathbb{V}[G_0]$
 - In deterministic case, $\mathbb{V}[G_0] = 0$, while $\mathbb{V}[R] \neq 0$ in general
 - Shift a deterministic $r(s, a)$ may affect $\mathbb{V}[R]$ a lot
- Reward modification hinders policy learning
 - In $R - \lambda R^2 + 2\lambda yR$, $-\lambda R^2$ can make a positive reward to negative, even λ is small
 - Prevent agent from visiting the "good" state.

Gini Deviation

Random variable X , i.i.d. copies X_1, X_2 . Variance is

$$\mathbb{V}[X] = \frac{1}{2} \mathbb{E}[(X_1 - X_2)^2] \quad (7)$$

Gini deviation (GD) is

$$\mathbb{D}[X] = \frac{1}{2} \mathbb{E}[|X_1 - X_2|] \quad (8)$$

Both consider the variability or dispersion of a random variable.

- Get rid of the square function
- **Positive homogeneity** $\mathbb{D}[cX] = c\mathbb{D}[X]$ for $c > 0$

New objective

$$\max_{\pi} \mathbb{E}[G_0] - \lambda \mathbb{D}[G_0] \quad (9)$$

Gini Deviation

Lemma 1 (Wang et al. (2020)) Gini deviation is a signed Choquet integral with a concave h given by $h(\alpha) = -\alpha^2 + \alpha, \alpha \in [0, 1]$.

$$\mathbb{D}[X] = \int_{-\infty}^0 \left(h(\Pr(X \geq x)) - h(1) \right) dx + \int_0^{\infty} h(\Pr(X \geq x)) dx \quad (10)$$

Lemma 2 (Wang et al. (2020), Lemma3) If F_X^{-1} is continuous, then

$$\mathbb{D}[X] = \int_0^1 F_X^{-1}(1 - \alpha) dh(\alpha) \quad (F_X^{-1} \text{ is the inverse CDF})$$

$$\mathbb{D}[X] = \int_0^1 F_X^{-1}(\alpha)(2\alpha - 1) d\alpha \quad (11)$$

Gini Deviation Gradient Formula

$$\mathbb{D}[X] = \int_0^1 F_X^{-1}(\alpha)(2\alpha - 1)d\alpha$$

Suppose the density function of X is $f_X(x; \theta)$ with parameter θ .

- Interested in computing $\nabla_{\theta} \mathbb{D}[X_{\theta}]$
- In RL, may think X is G_0 , θ is policy.

Gini Deviation Gradient Formula

Define the α -level quantile value as $q_\alpha(X; \theta)$

Assumptions

X is a continuous random variable, and bounded in range $[-b, b]$ for all θ .

$\frac{\partial}{\partial \theta_i} q_\alpha(X; \theta)$ exists and is bounded for all θ , where θ_i is the i -th element of θ .

$\frac{\partial f_X(x; \theta)}{\partial \theta_i} / f_X(x; \theta)$ exists and is bounded for all θ, x . θ_i is the i -th element of θ .

$$\nabla_\theta \mathbb{D}[X_\theta] = -\mathbb{E}_{x \sim X_\theta} [\nabla_\theta \log f_X(x; \theta) \int_x^b (2F_{X_\theta}(t) - 1) dt] \quad (12)$$

Gini Deviation Gradient Formula

Get back to RL.

$$\nabla_{\theta} \mathbb{D}[G_0] = -\mathbb{E}_{R(\tau) \sim G_0} \left[\nabla_{\theta} \log f_{G_0}(R(\tau); \theta) \int_{R(\tau)}^b (2F_{G_0}(t) - 1) dt \right] \quad (13)$$

- $\nabla_{\theta} \log f_{G_0}(R(\tau); \theta)$: in policy gradient is $\nabla_{\theta} \sum_{t=0}^{T-1} \log \pi_{\theta}(a_t | s_t)$
- $\int_{R(\tau)}^b F_{G_0}(t) dt$: use ordered statistics, e.g., $R(\tau_1) \leq R(\tau_2) \leq \dots \leq R(\tau_n)$.

Combine with mean, whole learning procedure

- Sample n trajectories $\{\tau_i\}_{i=1}^n$. Compute $\{R(\tau_i)\}_{i=1}^n$
- Update θ by $\nabla_{\theta} \mathbb{E}[G_0]$ Equation (4)
- Sort $\{R(\tau_i)\}_{i=1}^n$. Update θ by $-\lambda \nabla_{\theta} \mathbb{D}[G_0]$ Equation (13)

LunarLander

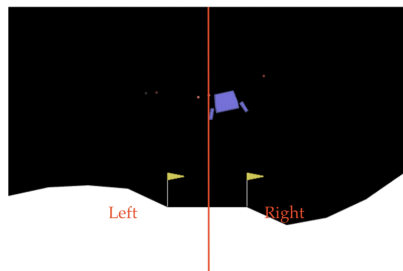


Figure 3: Modified LunarLander

- The goal is to land the agent on the ground without crashing.
- Reward is 100 if it comes to rest (unstable for total return variance and per-step variance).
- Give an additional noisy reward if agent lands in the right area.

LunarLander

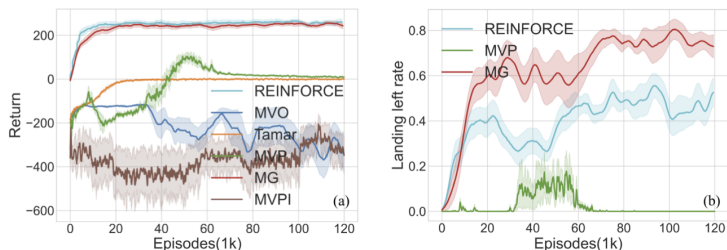


Figure 4: Return and landing at left rate

Mean-Gini Deviation (MG) compares with

- Risk-neutral (REINFORCE) Equation (4)
- Mean-Variance PG (MVO) Equation (3) ($\mathbb{V}[G_0]$, double sampling)
- Tamar et al. (2012) (Tamar) ($\mathbb{V}[G_0]$, per trajectory)
- Xie et al. (2018) (MVP) ($\mathbb{V}[G_0]$, per trajectory)
- Zhang et al. (2021) (MVPI) ($\mathbb{V}[R]$)

Thank you!

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