

# Meta Reinforcement Learning

## Adaptable Models & Policies

CS 224R

# Reminders

Homework 3 due **Wednesday**

Project milestone due **next Wednesday**

# Plan for Today

Meta-RL problem statement

Black-box meta-RL methods

<- comes up in HW4

Optimization-based meta-RL methods

**Next time:** Learning to explore.

<- part of HW4

## Lecture goals:

- Understand the **meta-RL problem statement** & set-up
- Understand the basics of **black-box meta RL algorithms**
- Understand the basics & challenges of **optimization-based meta RL algorithms**

# Problem Settings

## Multi-Task Learning

Solve multiple tasks  $\mathcal{T}_1, \dots, \mathcal{T}_T$  at once.

$$\min_{\theta} \sum_{i=1}^T \mathcal{L}_i(\theta, \mathcal{D}_i)$$

## Transfer Learning

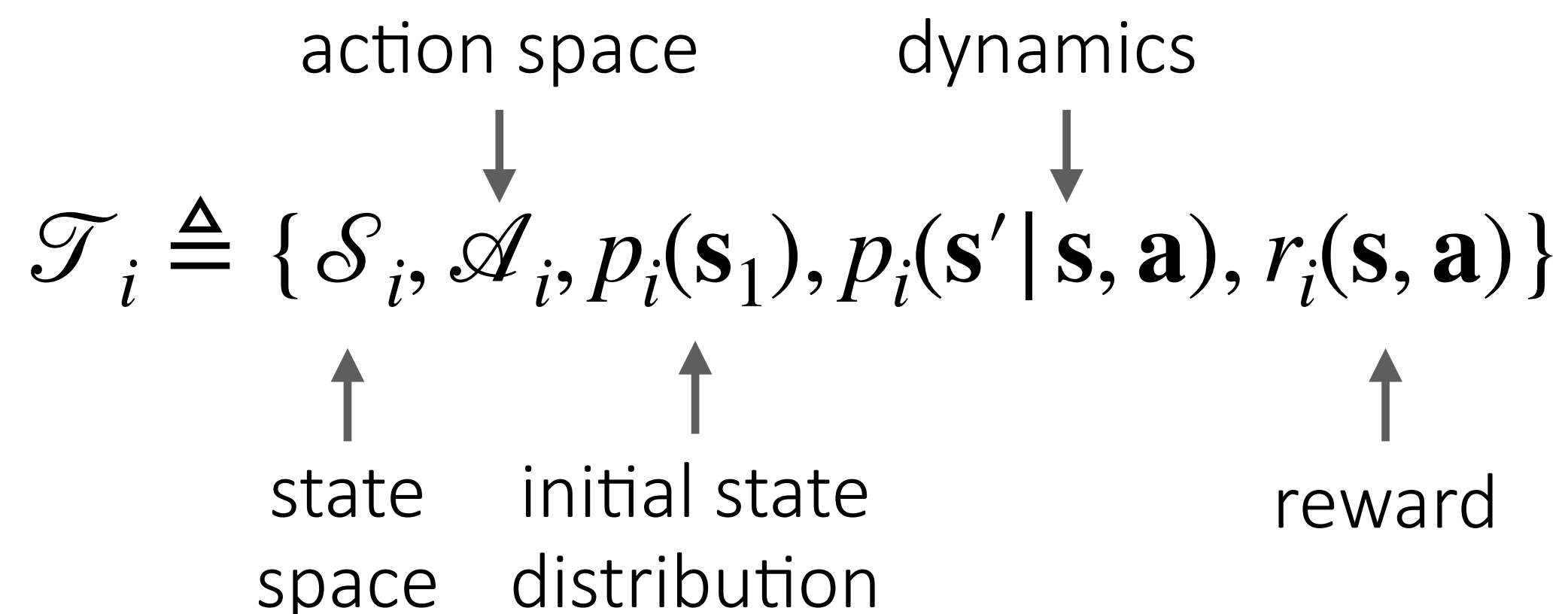
Solve target task  $\mathcal{T}_b$  after solving source task  $\mathcal{T}_a$   
by *transferring* knowledge learned from  $\mathcal{T}_a$

## The Meta-Learning Problem

Given data from  $\mathcal{T}_1, \dots, \mathcal{T}_n$ , quickly solve new task  $\mathcal{T}_{\text{test}}$

In all settings: tasks must share structure.

A reinforcement learning **task**:

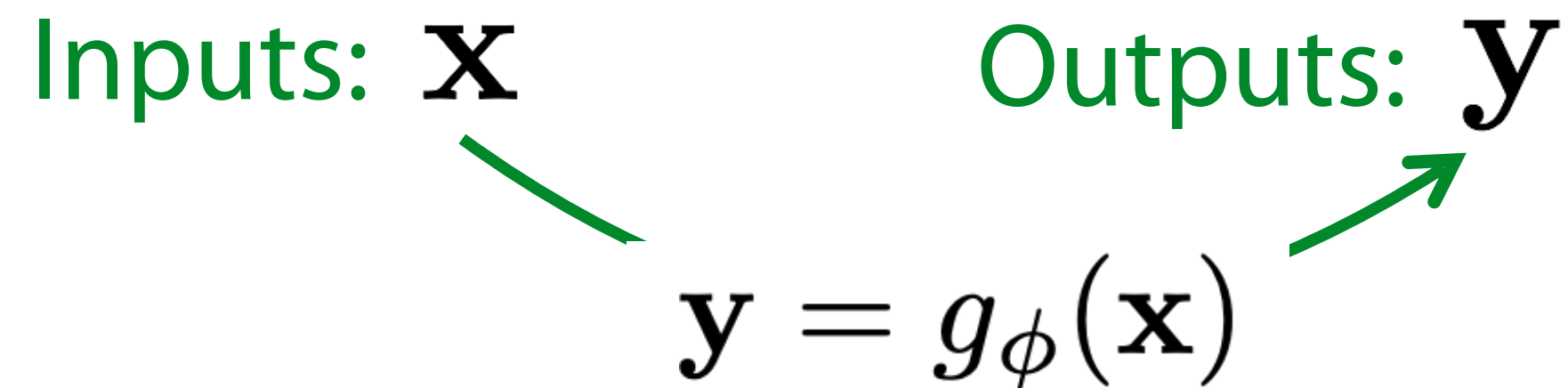


Meta-reinforcement learning = **meta-learning** with RL tasks



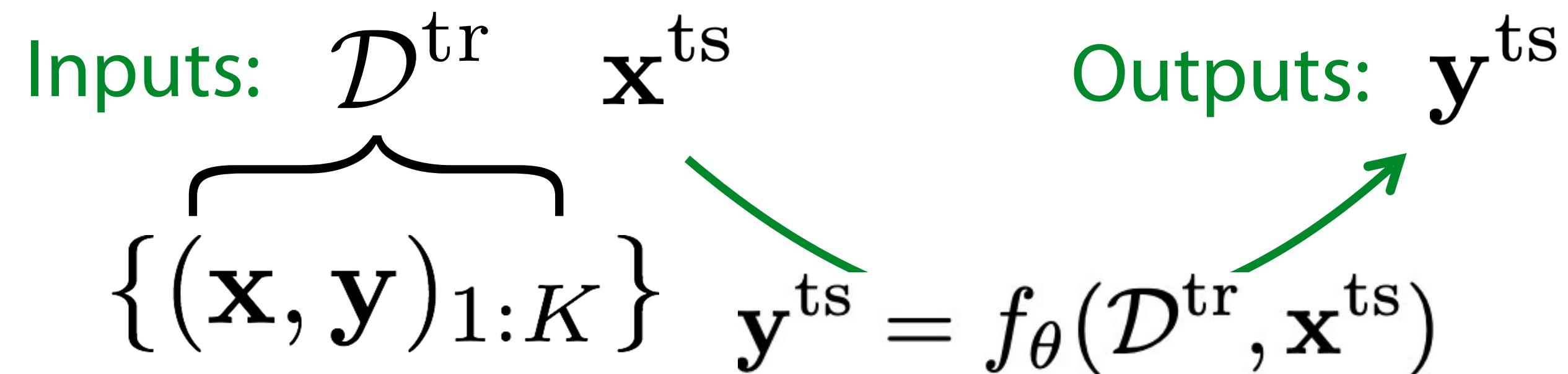
# The Meta-Learning Problem

Supervised Learning:



Data:  $\{(\mathbf{x}, \mathbf{y})_i\}$

Meta Supervised Learning:



Data:  $\{\mathcal{D}_i\}$

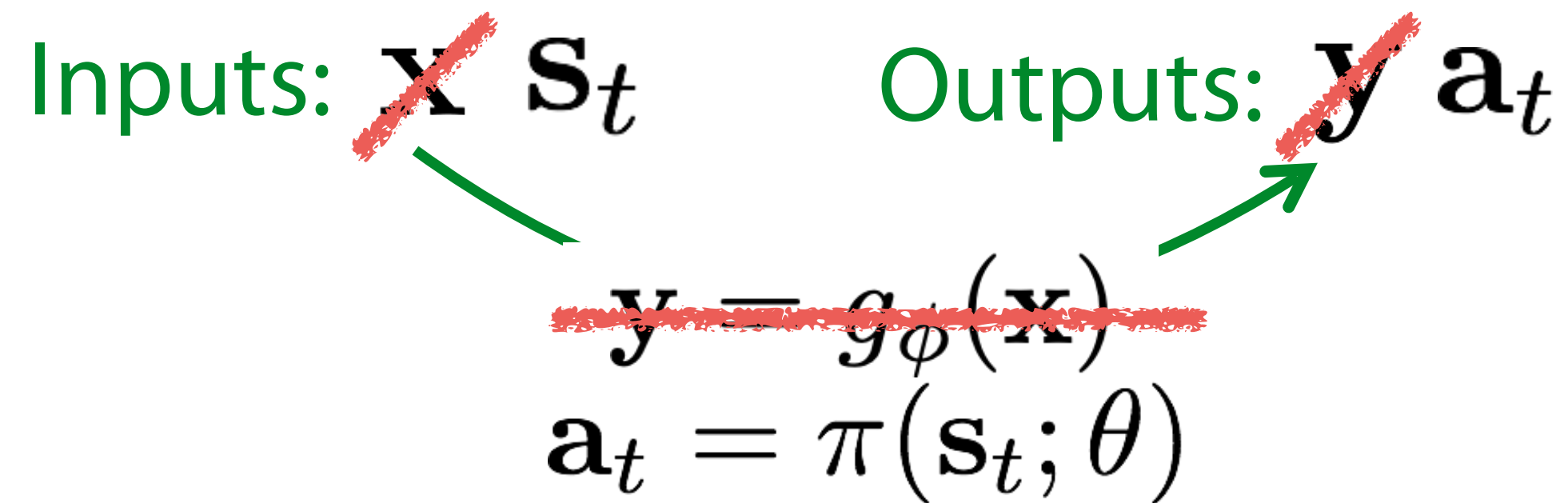
$\mathcal{D}_i : \{(\mathbf{x}, \mathbf{y})_j\}$

Why is this view useful?

Reduces the meta-learning problem to the design & optimization of  $f$ .

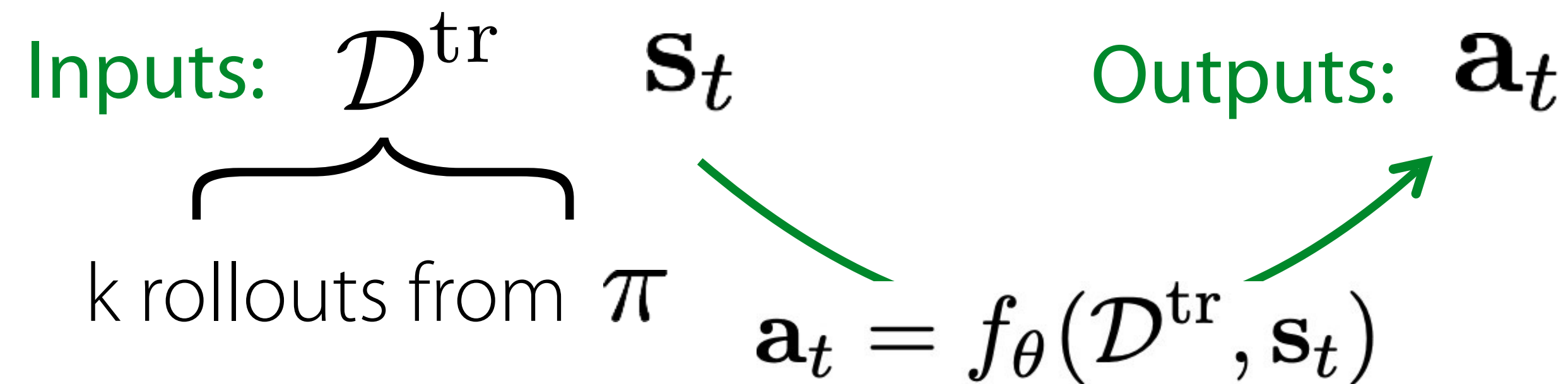
# The Meta Reinforcement Learning Problem

## Reinforcement Learning:



Data:  ~~$\{(\mathbf{x}, \mathbf{y})_i\}$~~   
 $\{(\mathbf{s}_t, \mathbf{a}_t, r_t, \mathbf{s}_{t+1})\}$

## Meta Reinforcement Learning:



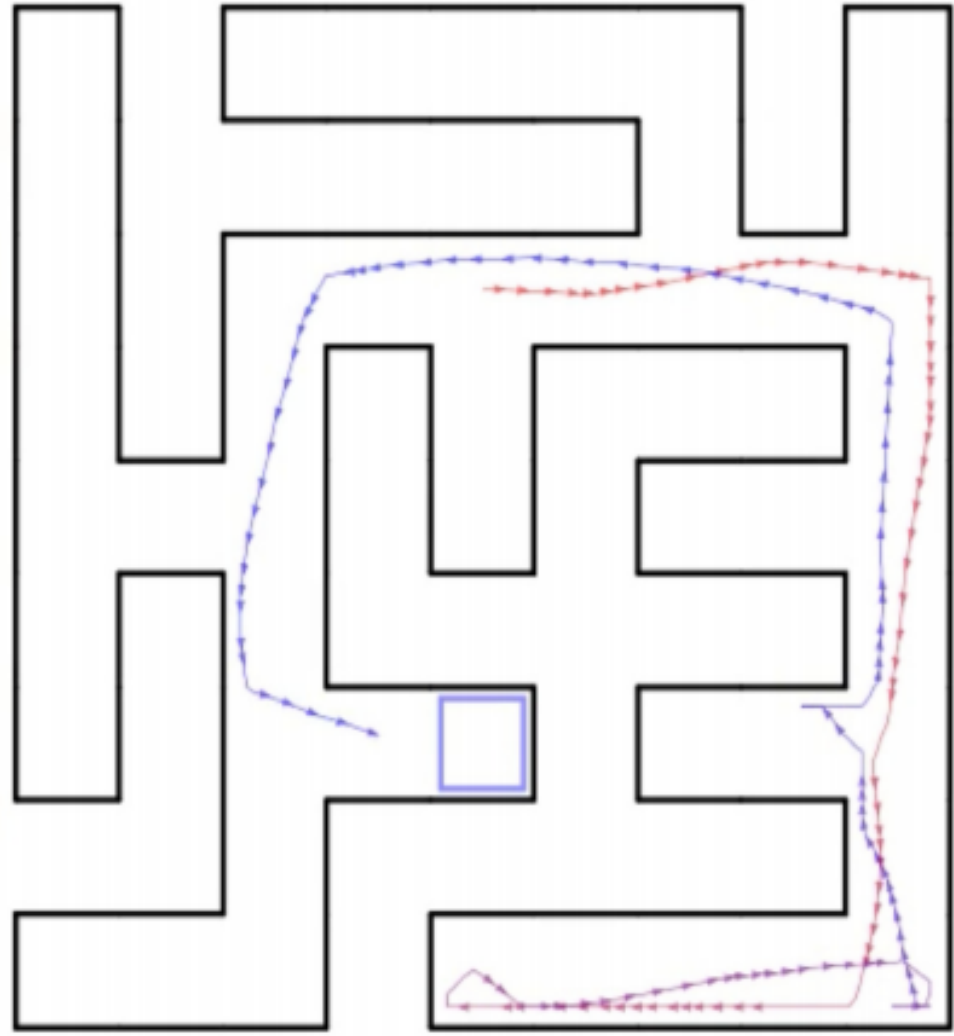
Data:  $\{\mathcal{D}_i\}$   
dataset of datasets  
collected for each task

Design & optimization of  $f$       \*and\*      collecting appropriate data  
(learning to explore)

# Meta-RL Example: Maze Navigation

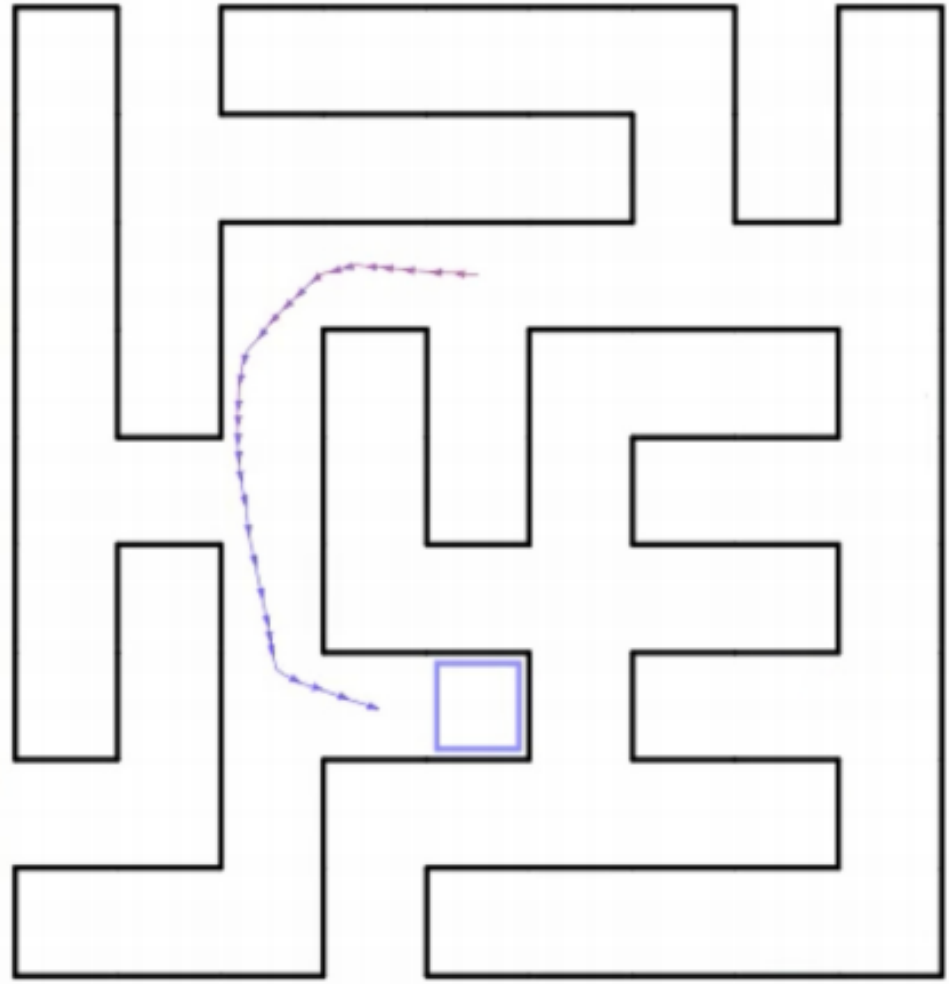
Collect small amount of experience in new MDP

**Goal:**



$$\text{Collect } \mathcal{D}_{\text{tr}} \sim \pi^{\text{exp}}$$

Learn policy that solves that MDP

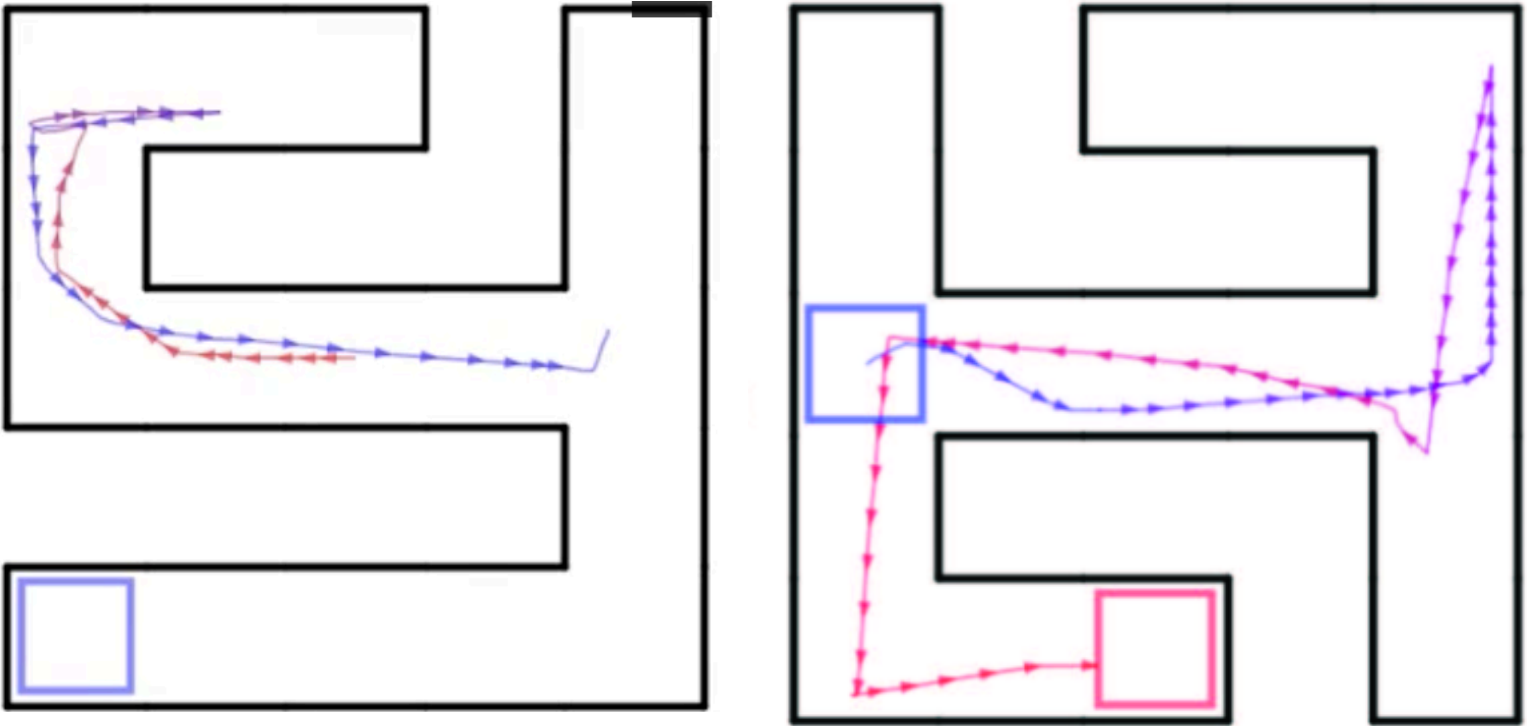


$$\mathcal{D}_{\text{tr}} \rightarrow \pi^{\text{task}}$$

# Meta-RL Example: Maze Navigation

## Meta-Train Time:

Learn how to efficiently explore & solve many MDPs:

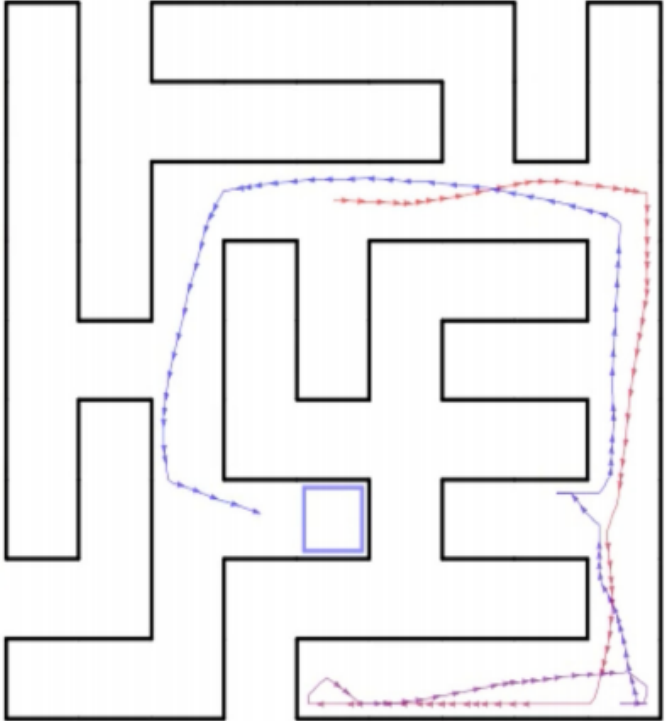


... meta-training tasks

Meta-train  $\pi^{\text{exp}}, \pi^{\text{task}}$

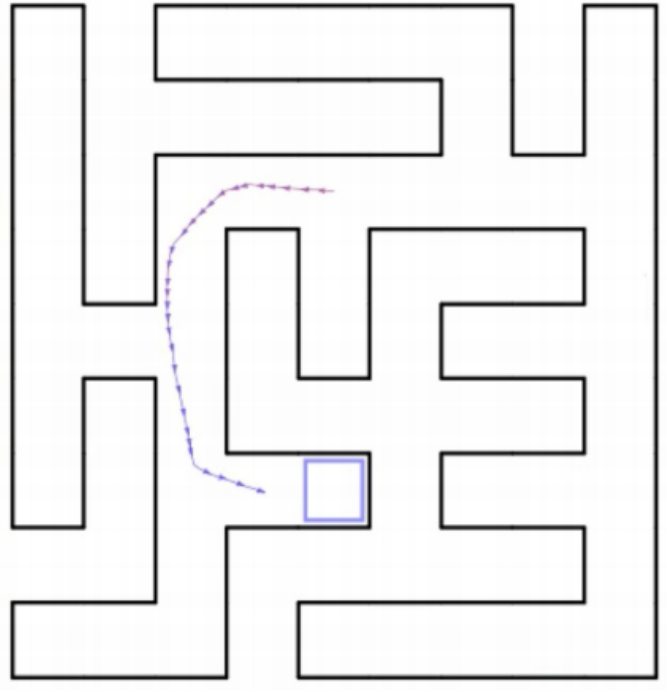
## Meta-Test Time:

Collect small amount of experience in new MDP



Collect  $\mathcal{D}_{\text{tr}} \sim \pi^{\text{exp}}$

Learn policy that solves that MDP

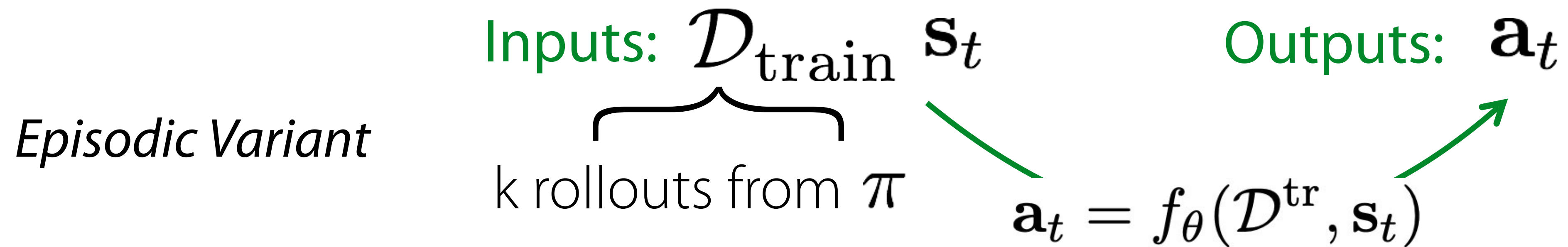


$\mathcal{D}_{\text{tr}} \rightarrow \pi^{\text{task}}$

Key assumption: Meta-training & meta-testing MDPs come from same distribution.  
(so that we can expect generalization)

# The Meta Reinforcement Learning Problem

Meta Reinforcement Learning:



**Note:** exploration policy  $\pi$  and adaptation policy  $f_{\theta}$  need not be the same.

# Plan for Today

Meta-RL problem statement

**Black-box meta-RL methods**

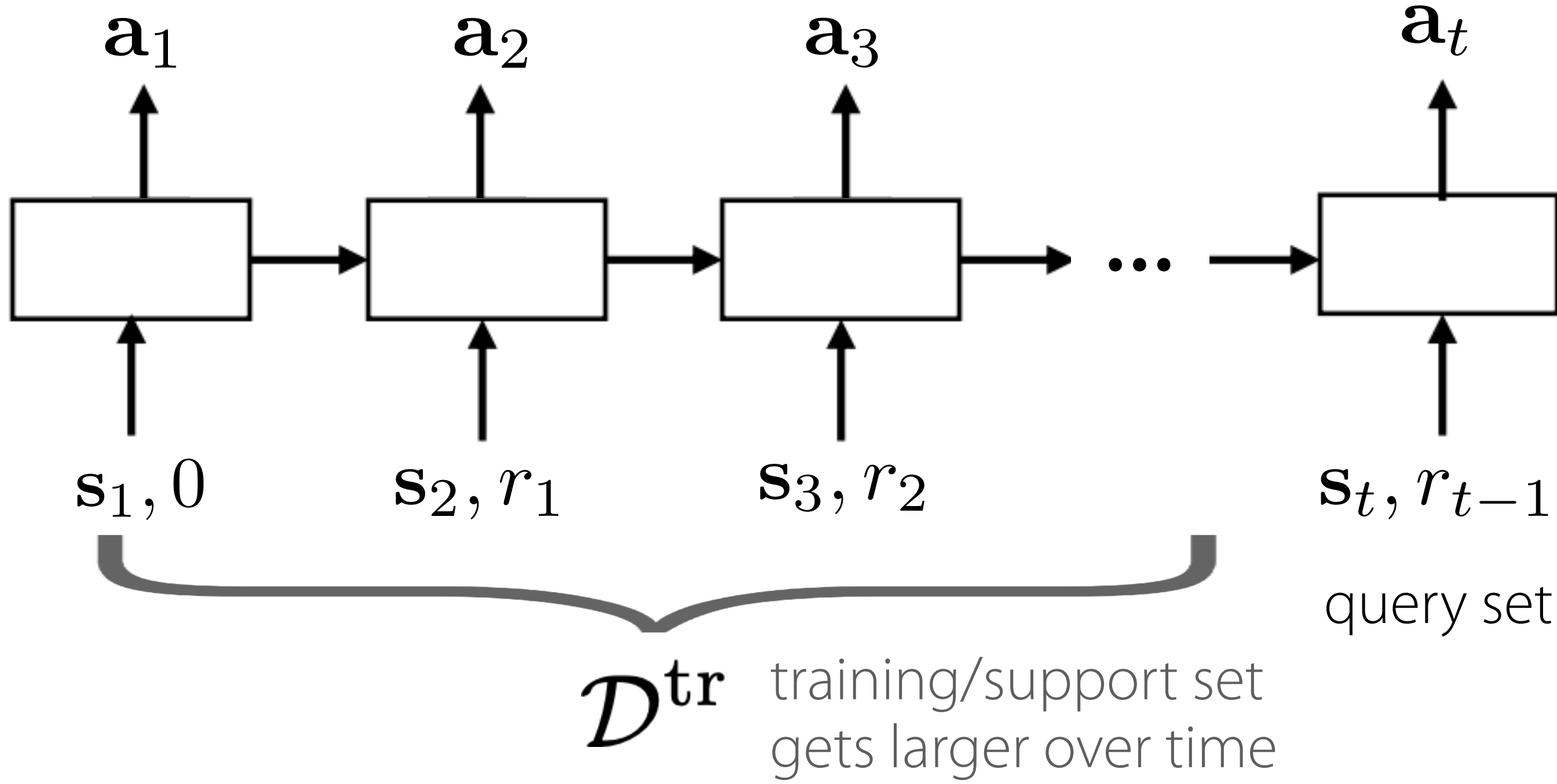
Optimization-based meta-RL methods



# Black-Box Meta-RL: Overview

Black-box network  
(LSTM, NTM, Conv, ...)

$$\mathbf{a}_t = f_{\theta}(\mathcal{D}^{\text{tr}}, \mathbf{s}_t)$$



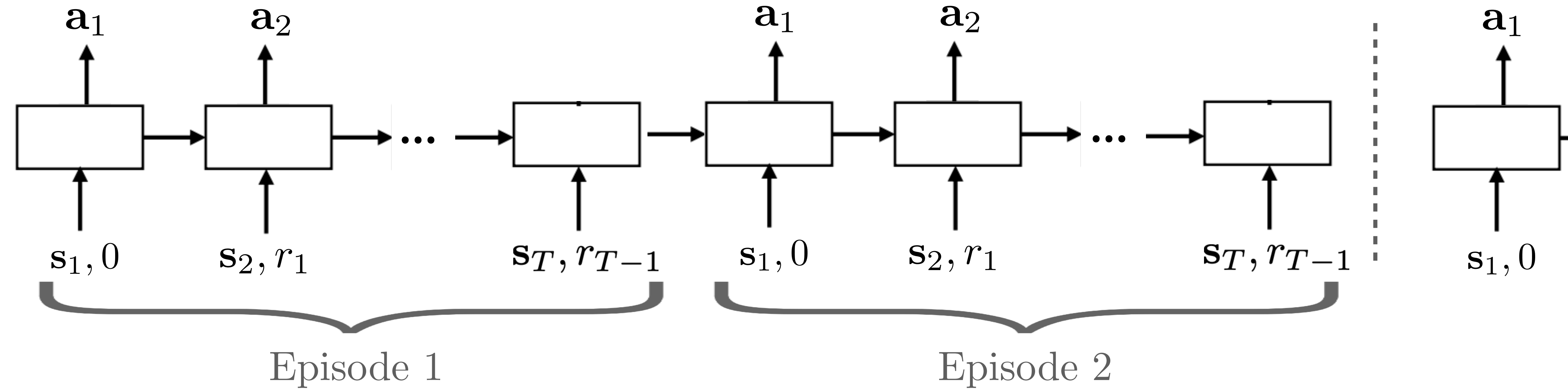
**Question:** Why don't we need to pass in the actions  $\mathbf{a}_{t-1}$  with the support set?

**Question:** How is this different from simply doing RL with a recurrent policy?

Reward is passed as input  
(& trained across multiple MDPs)

Hidden state maintained  
**across episodes** within a task!

# Black-Box Meta-RL: Algorithm



1. Sample task  $\mathcal{T}_i$

2. Roll-out policy  $\pi(a | s, \mathcal{D}_i^{\text{tr}})$  for N episodes (under dynamics  $p_i(s' | s, a)$  and reward  $r_i(s, a)$ )


3. Store sequence in replay buffer for task  $\mathcal{T}_i$ .

4. Update policy to maximize discounted return for all tasks.



# Black-Box Meta-RL: Algorithm

## Meta-Training

1. Sample task  $\mathcal{T}_i$
  2. Roll-out policy  $\pi(a | s, \mathcal{D}_i^{\text{tr}})$  for N episodes (under dynamics  $p_i(s' | s, a)$   
and reward  $r_i(s, a)$ )
  3. Store sequence in replay buffer for task  $\mathcal{T}_i$ .
  4. Update policy to maximize discounted return for all tasks.
- 

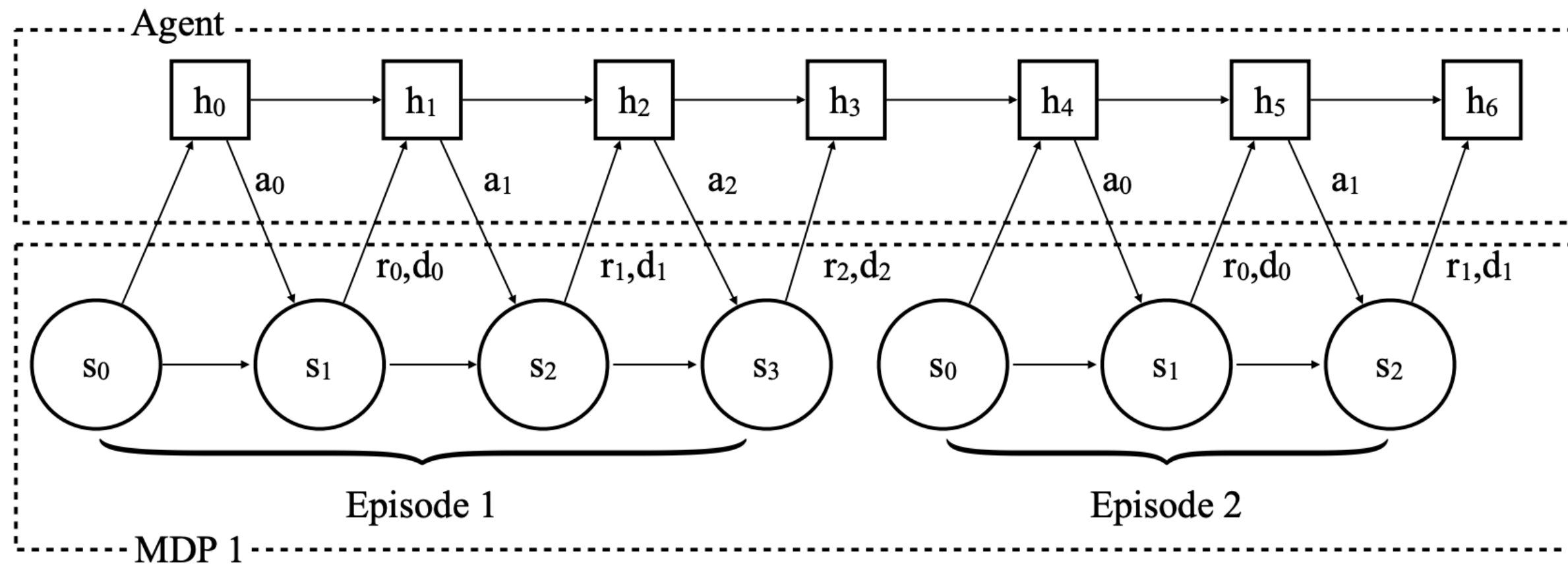
## Meta-Test Time

1. Sample *new* task  $\mathcal{T}_j$
2. Roll-out policy  $\pi(a | s, \mathcal{D}_j^{\text{tr}})$  for up to N episodes

# Black-Box Meta-RL: Architectures & Optimizers

## RNN architecture

## TRPO/A3C (on-policy)



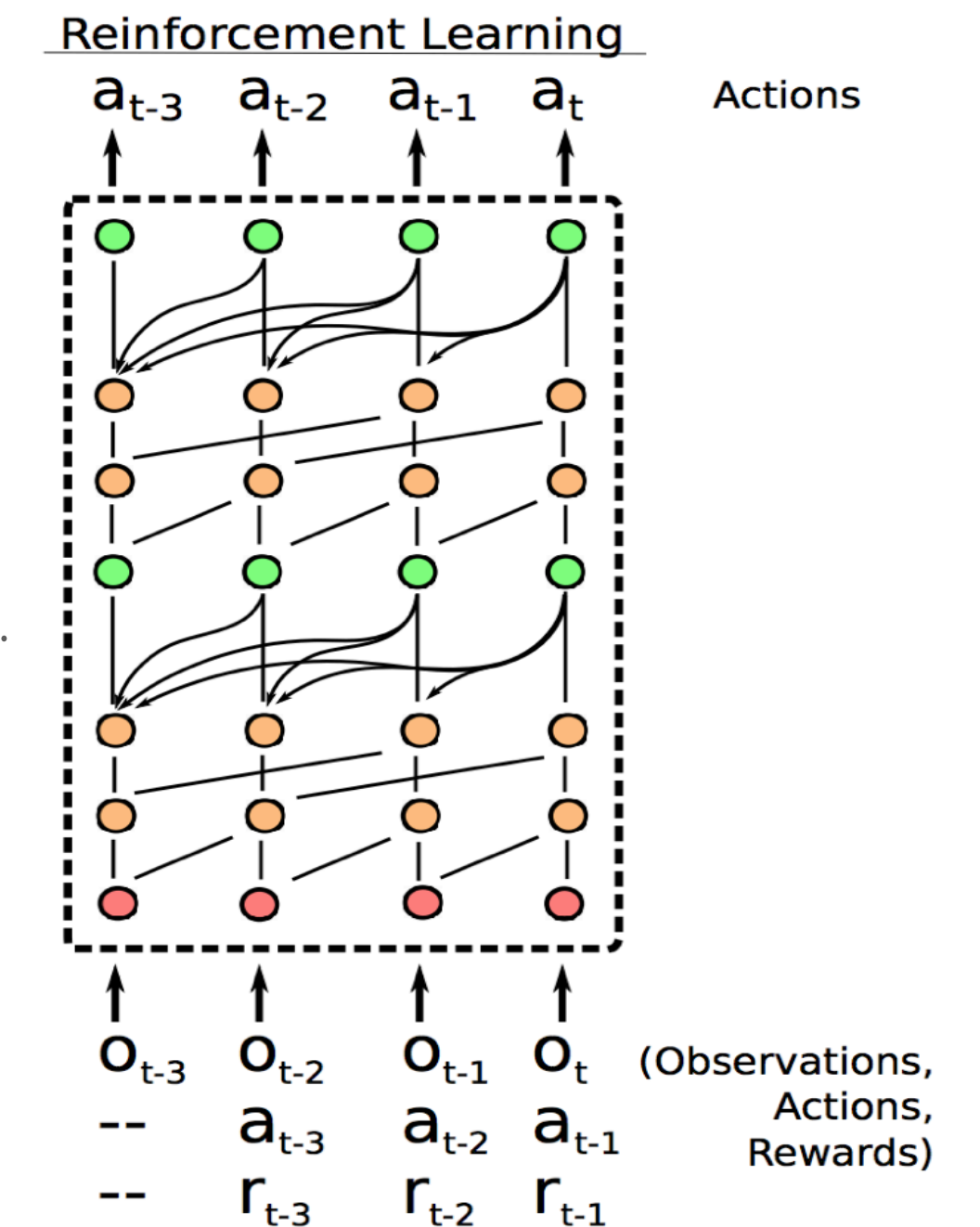
Duan, Schulman, Chen, Bartlett, Sutskever, Abbeel. *RL<sup>2</sup>: Fast Reinforcement Learning via Slow Reinforcement Learning*. 2017

Wang, Kurth-Nelson, Tirumala, Soyer, Leibo, Munos, Blundell, Kumaran, Botvinick. *Learning to Reinforcement Learn*. CogSci 2017

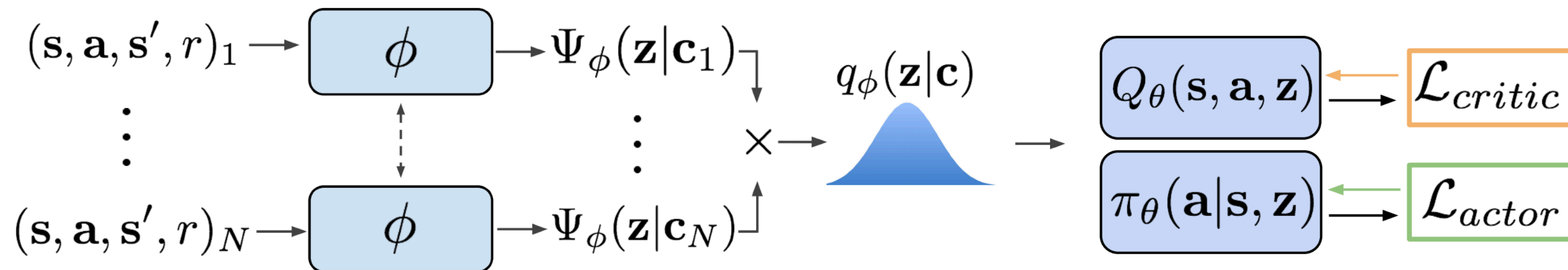
## Attention + 1D conv

## TRPO (on-policy)

Mishra, Rohaninejad, Chen, Abbeel. *A Simple Neural Attentive Meta-Learner*. ICLR 2018



## Feedforward + average SAC (off-policy)



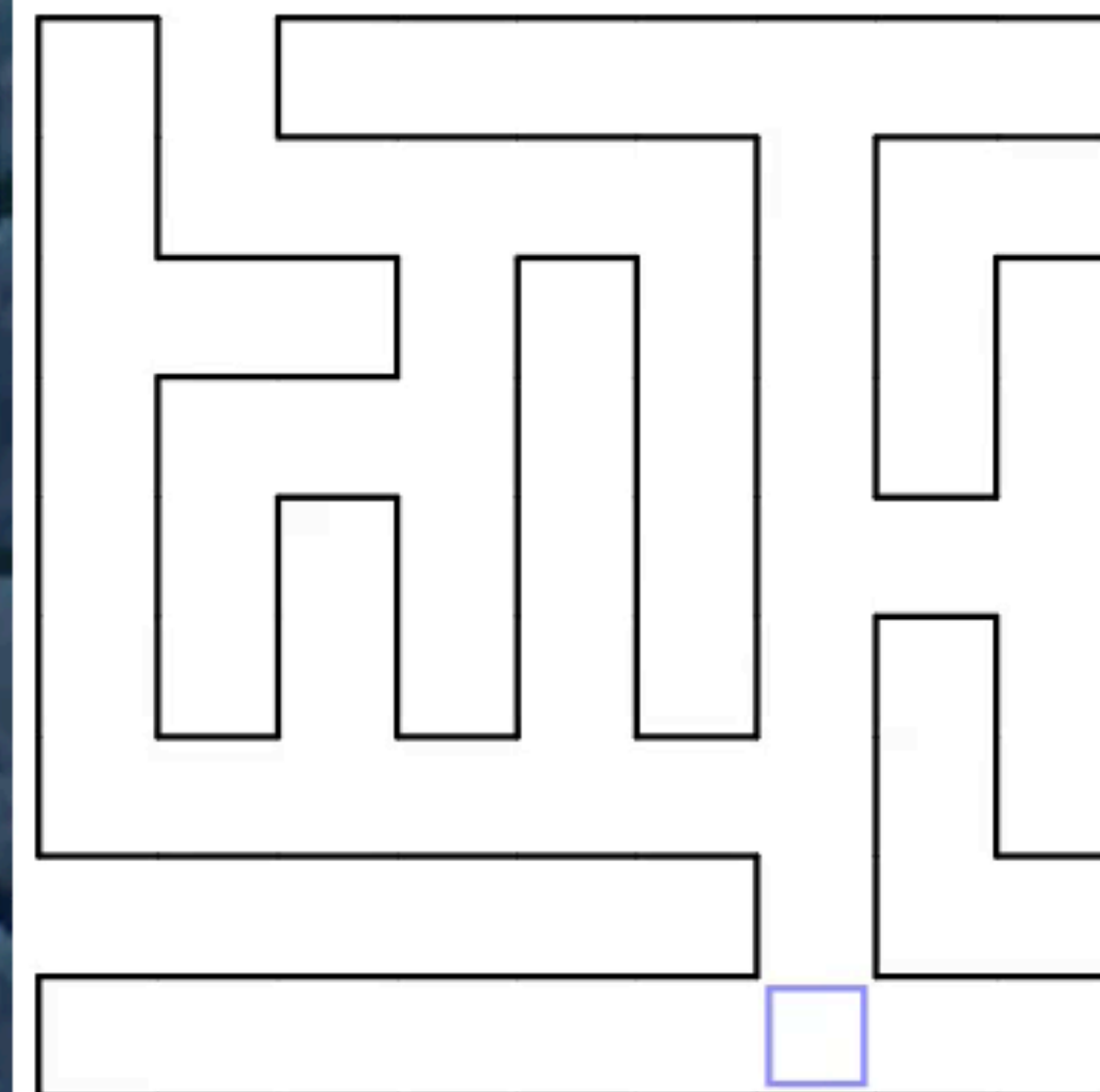
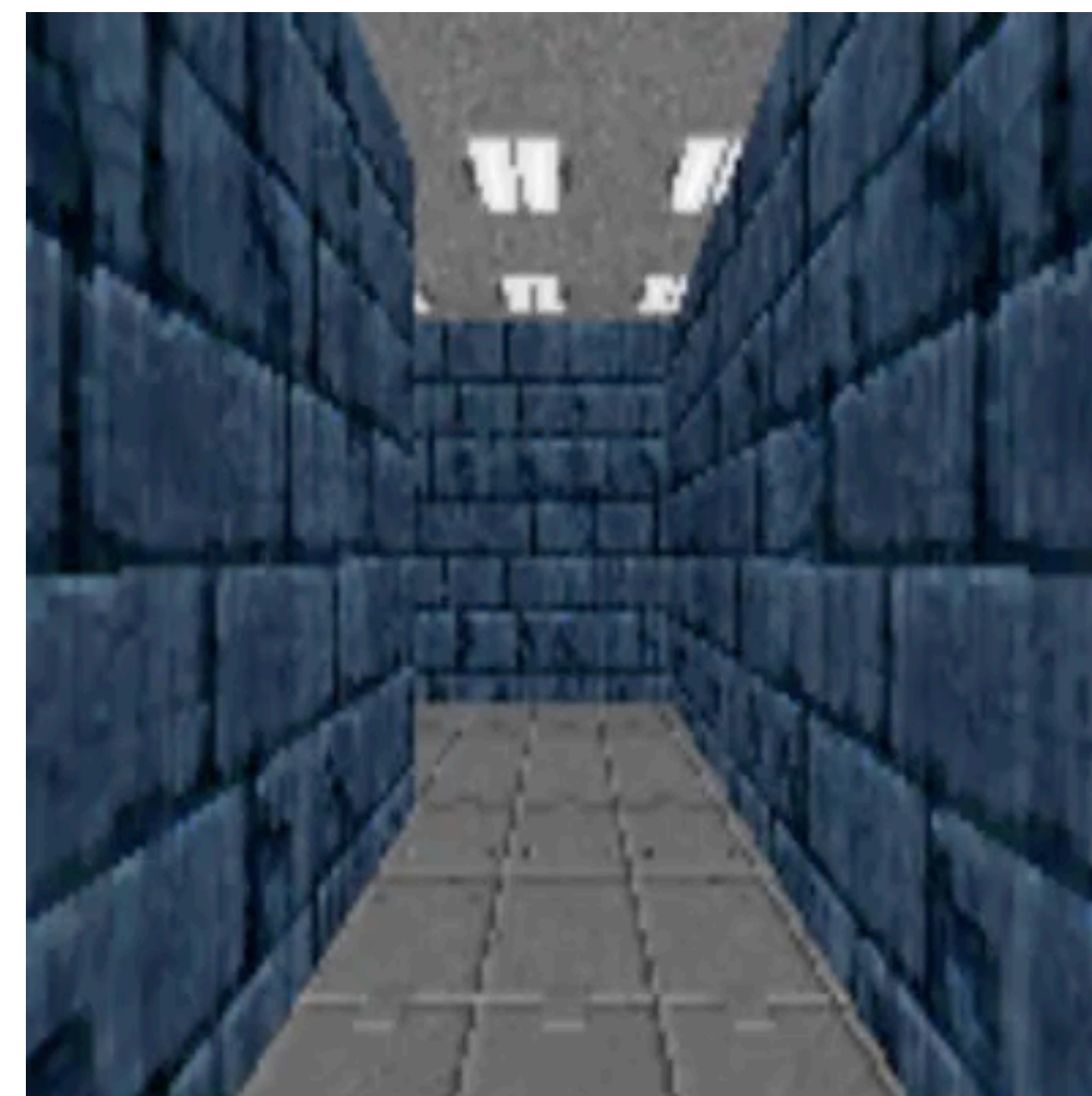
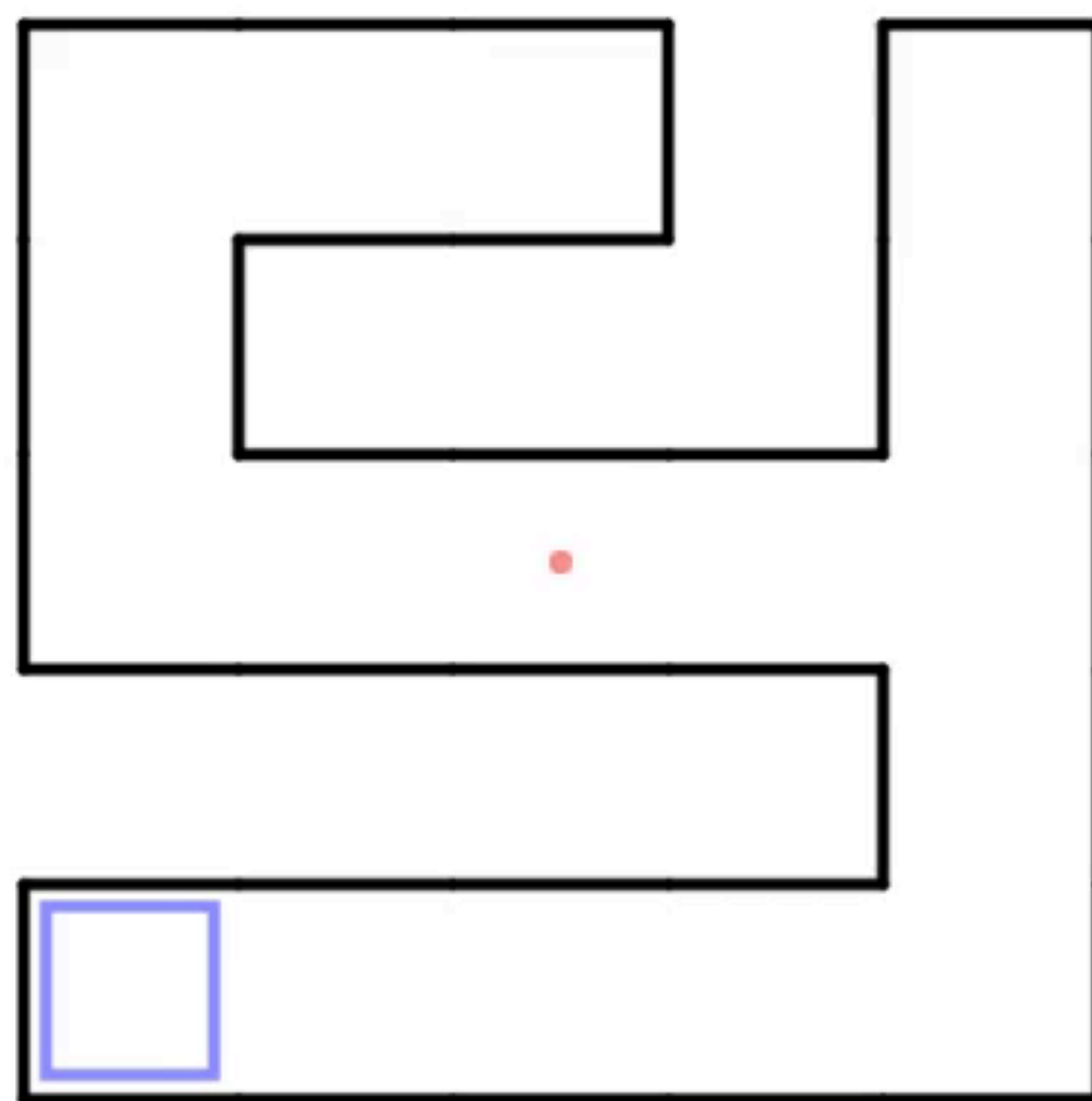
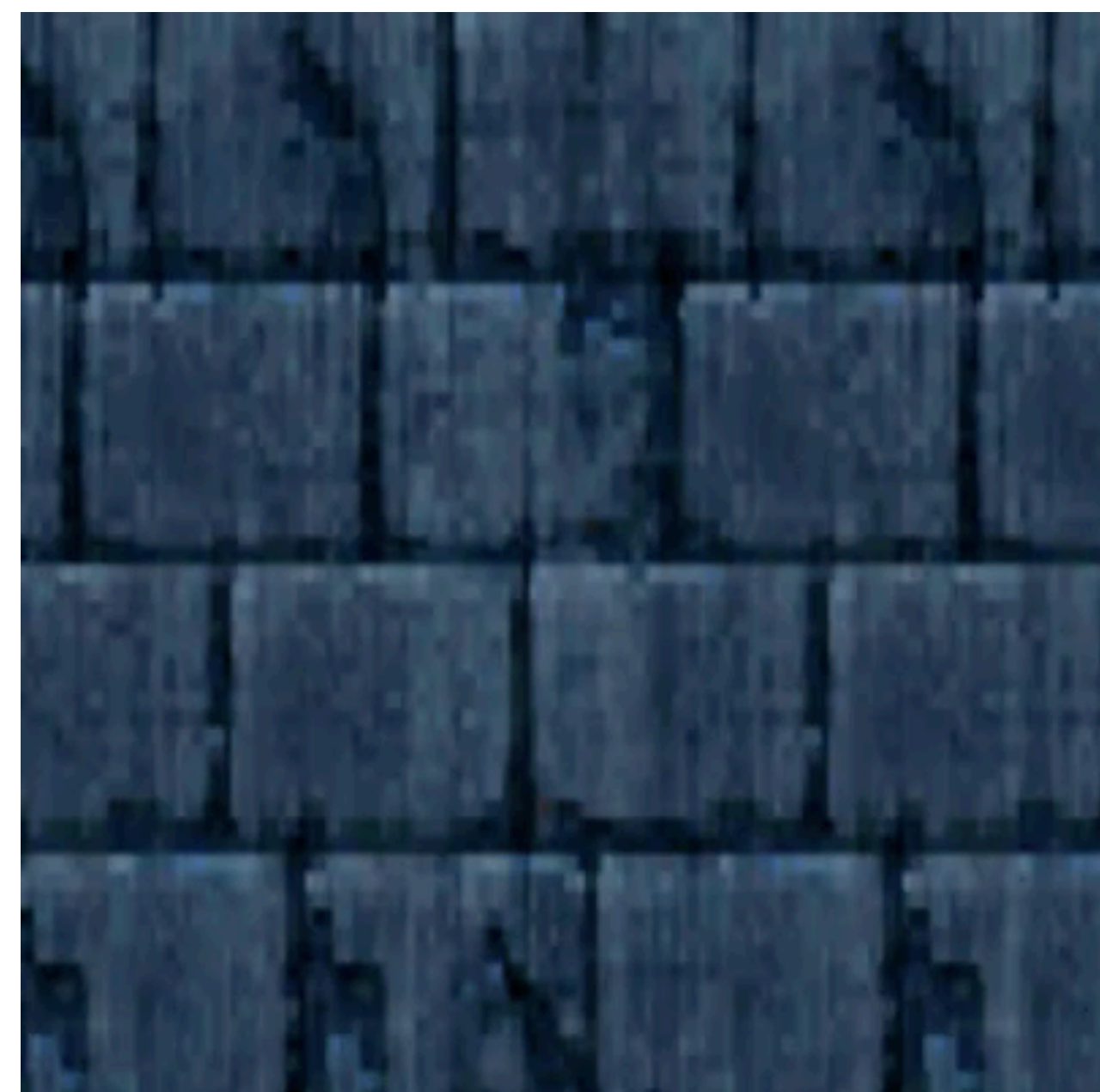
Rakelly, Zhou, Quillen, Finn, Levine. *Efficient Off-Policy Meta-Reinforcement Learning via Probabilistic Context Variables*. ICML 2019.

# Meta-RL Example #1

From: Mishra, Rohaninejad, Chen, Abbeel. *A Simple Neural Attentive Meta-Learner*. ICLR 2018

**Experiment:** Learning to visually navigate a maze

- train on 1000 small mazes
- test on held-out small mazes and large mazes





# Meta-RL Example #1

From: Mishra, Rohaninejad, Chen, Abbeel. *A Simple Neural Attentive Meta-Learner*. ICLR 2018

**Experiment:** Learning to visually navigate a maze

- train on 1000 small mazes
- test on held-out small mazes and large mazes

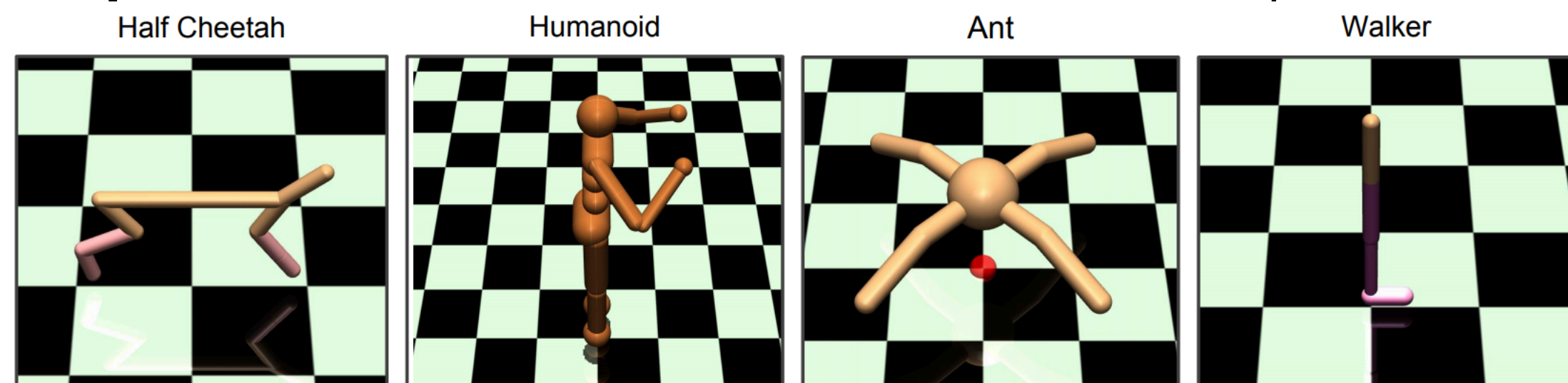
Method	Small Maze		Large Maze	
	Episode 1	Episode 2	Episode 1	Episode 2
Random	188.6 $\pm$ 3.5	187.7 $\pm$ 3.5	420.2 $\pm$ 1.2	420.8 $\pm$ 1.2
LSTM	52.4 $\pm$ 1.3	39.1 $\pm$ 0.9	180.1 $\pm$ 6.0	150.6 $\pm$ 5.9
<b>SNAIL (ours)</b>	<b>50.3 <math>\pm</math> 0.3</b>	<b>34.8 <math>\pm</math> 0.2</b>	<b>140.5 <math>\pm</math> 4.2</b>	<b>105.9 <math>\pm</math> 2.4</b>

Table 5: Average time to find the goal on each episode

# Meta-RL Example #2

Rakelly, Zhou, Quillen, Finn, Levine. *Efficient Off-Policy Meta-Reinforcement Learning via Probabilistic Context Variables*.  
ICML 2019.

## Experiment: Continuous control problems

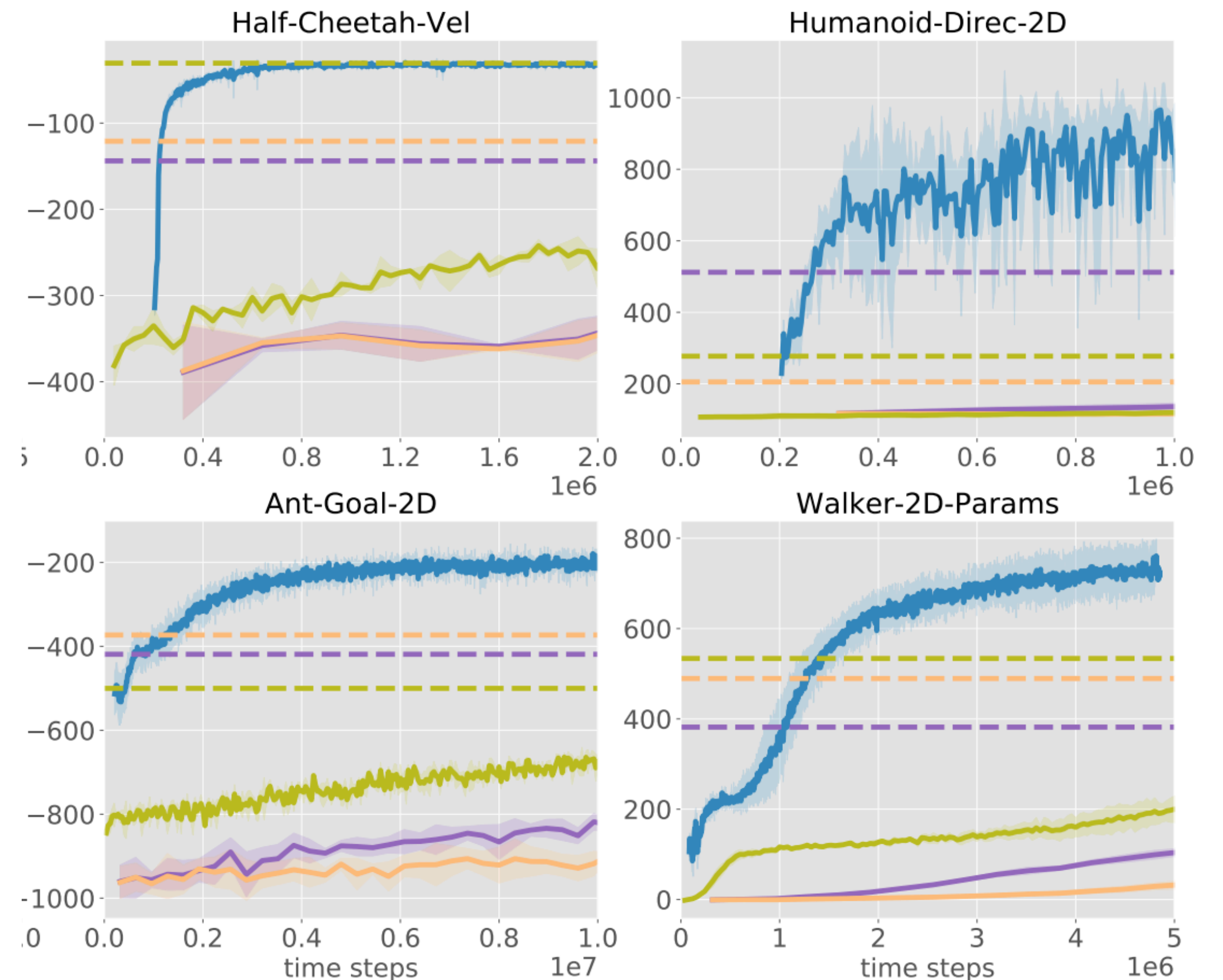


- different directions, velocities
- different physical dynamics

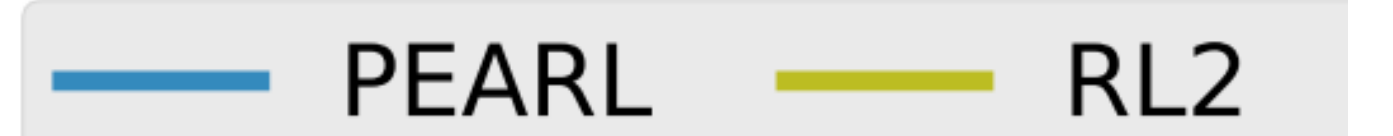
Meta-RL algos are very efficient at new tasks.

But, what about **meta-training efficiency**?

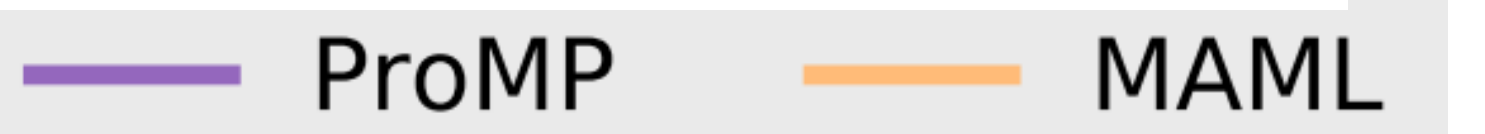
**Question:** Do you expect off-policy meta-RL to be more or less efficient than on-policy meta-RL?



Black-box:



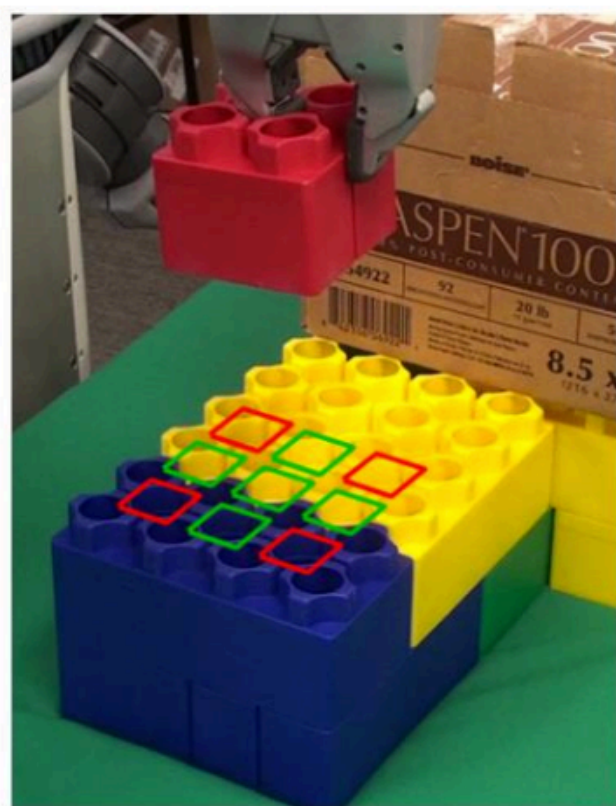
Opt-based:



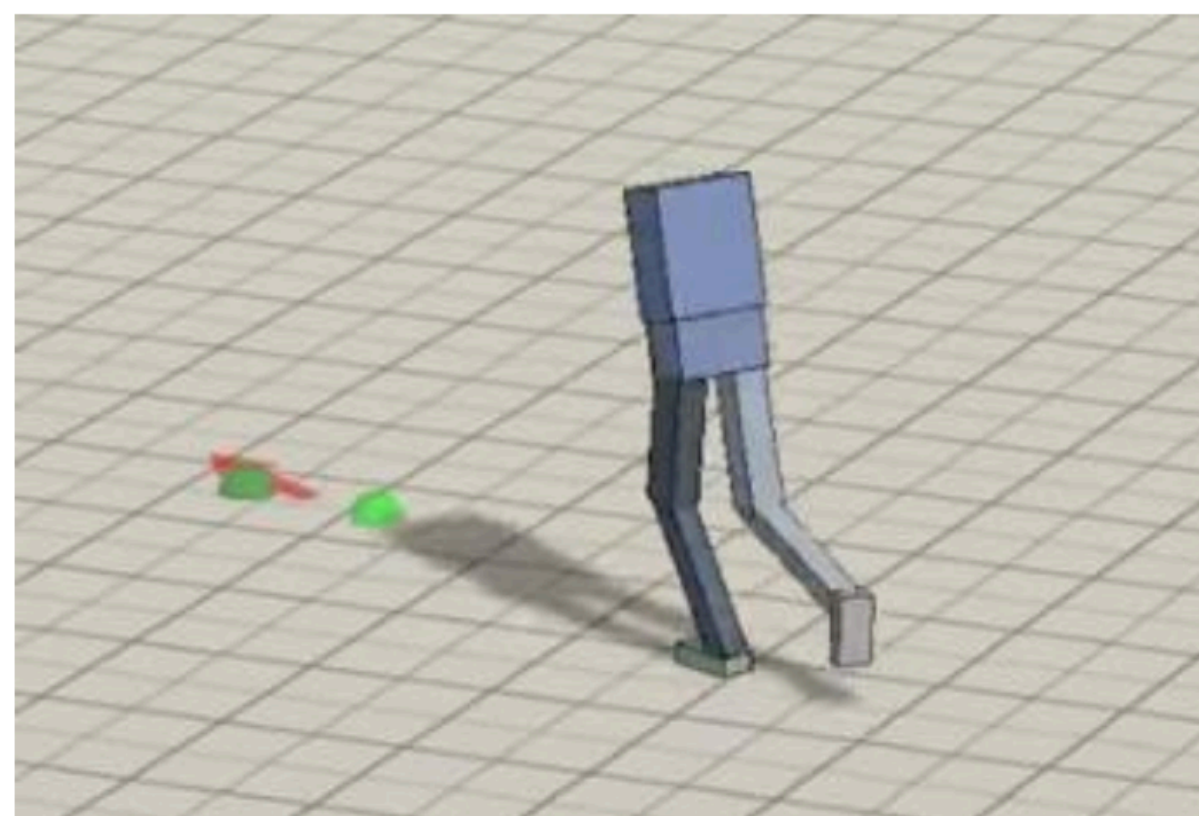


# Digression: Connection to Multi-Task Policies

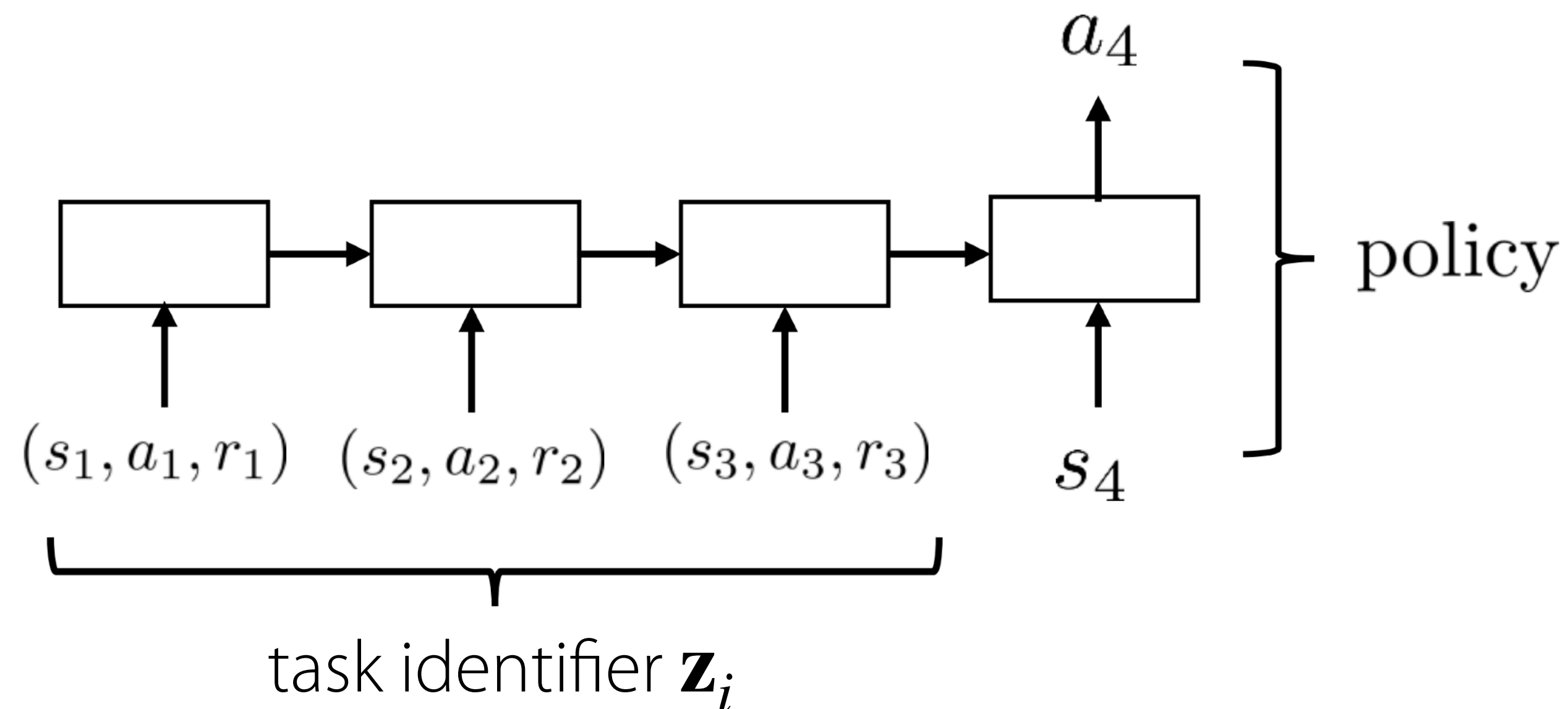
multi-task policy:  $\pi_{\theta}(\mathbf{a} \mid \mathbf{s}, \mathbf{z}_i)$



$\mathbf{z}_i$ : stack location



$\mathbf{z}_i$ : walking direction



Multi-task policy with experience as task identifier.

What about **goal-conditioned policies / value functions?**

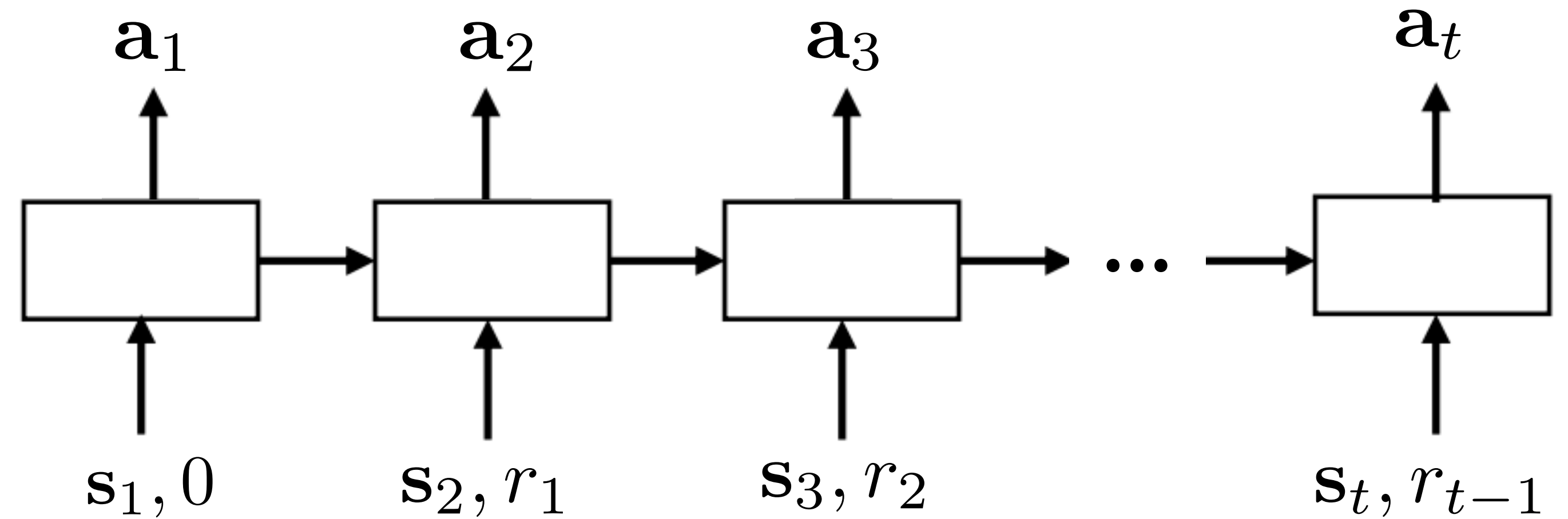
- rewards are a strict generalization of goals
- meta-RL objective is to *adapt* new tasks vs. *generalize* to new goals

(**k-shot** vs. **0-shot**)

# Black-Box Meta-RL Summary

Black-box network  
(LSTM, NTM, Conv, ...)

$$\mathbf{a}_t = f(\mathcal{D}_{\text{train}}, \mathbf{s}_t; \theta)$$



- + general & expressive
- + a variety of design choices in architecture
- hard to optimize
- ~ inherits sample efficiency from outer RL optimizer

# Plan for Today

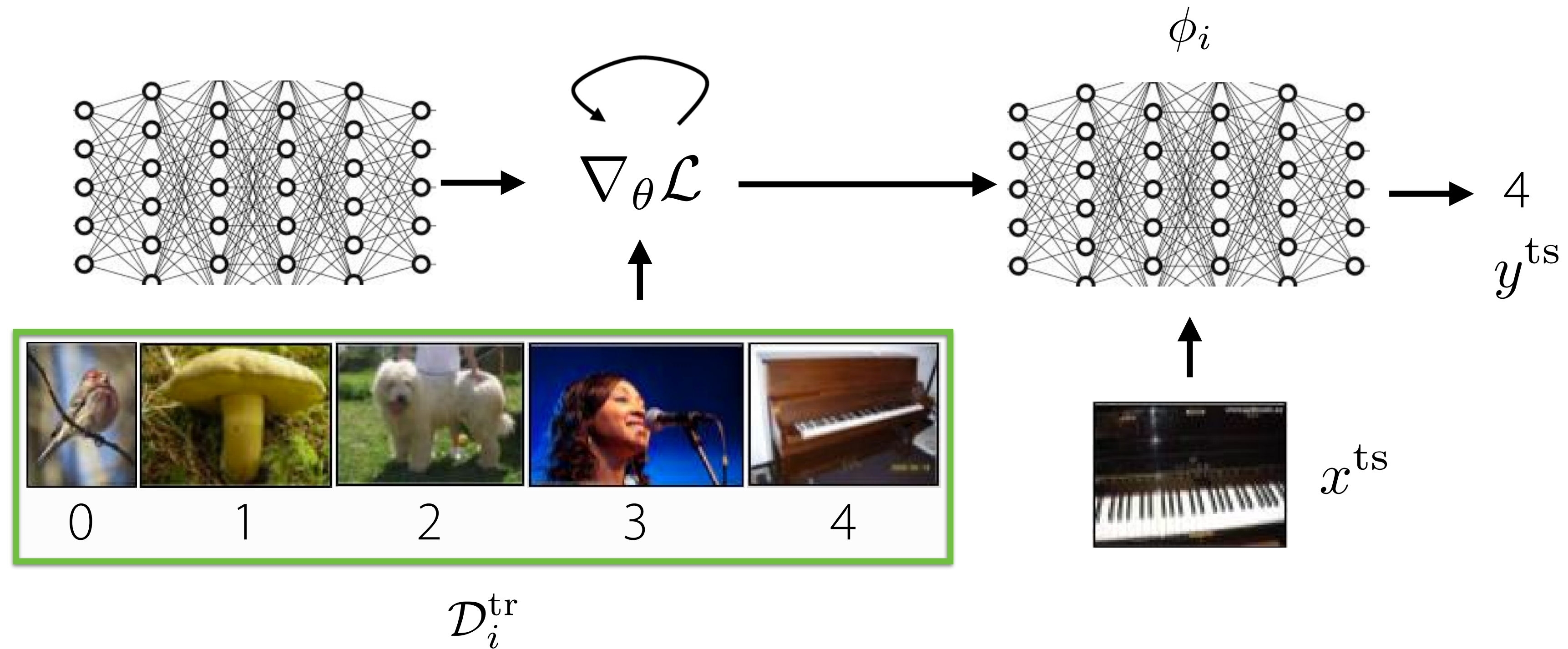
Meta-RL problem statement

Black-box meta-RL methods

**Optimization-based meta-RL methods**



# Optimization-Based Meta-Learning



Key idea: embed optimization inside the inner learning process

# Fine-tuning

**Fine-tuning**

$$\phi \leftarrow \theta - \alpha \nabla_{\theta} \mathcal{L}(\theta, \mathcal{D}^{\text{tr}})$$

pre-trained parameters

training data for new task

(typically for many gradient steps)

Universal Language Model Fine-Tuning for Text Classification. Howard, Ruder. '18

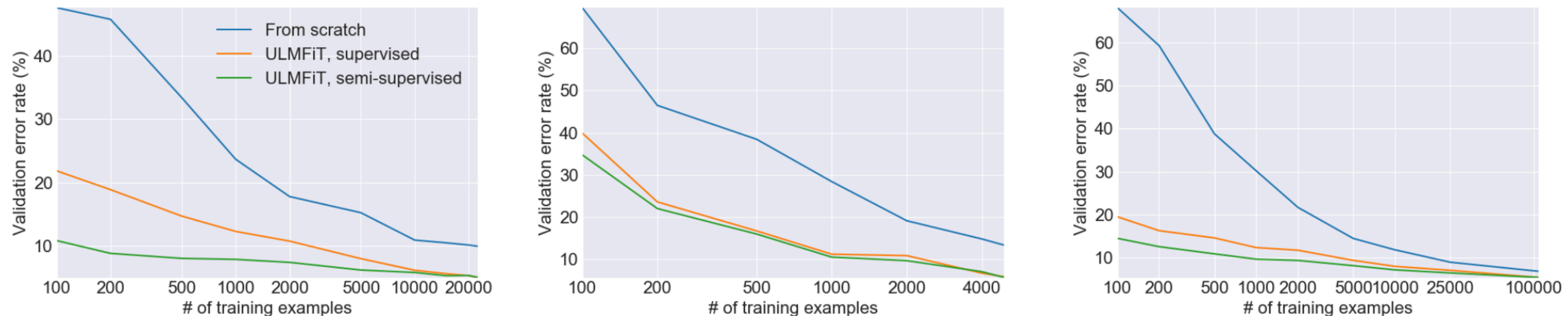


Figure 3: Validation error rates for supervised and semi-supervised ULMFiT vs. training from scratch with different numbers of training examples on IMDb, TREC-6, and AG (from left to right).

Fine-tuning less effective with very small datasets.

# Optimization-Based Meta-Learning

**Fine-tuning**  
[test-time]

$$\phi \leftarrow \theta - \alpha \nabla_{\theta} \mathcal{L}(\theta, \mathcal{D}^{\text{tr}})$$

pre-trained parameters

training data for new task

**Meta-learning**  $\min_{\theta} \sum_{\text{task } i} \mathcal{L}(\theta - \alpha \nabla_{\theta} \mathcal{L}(\theta, \mathcal{D}_i^{\text{tr}}), \mathcal{D}_i^{\text{ts}})$

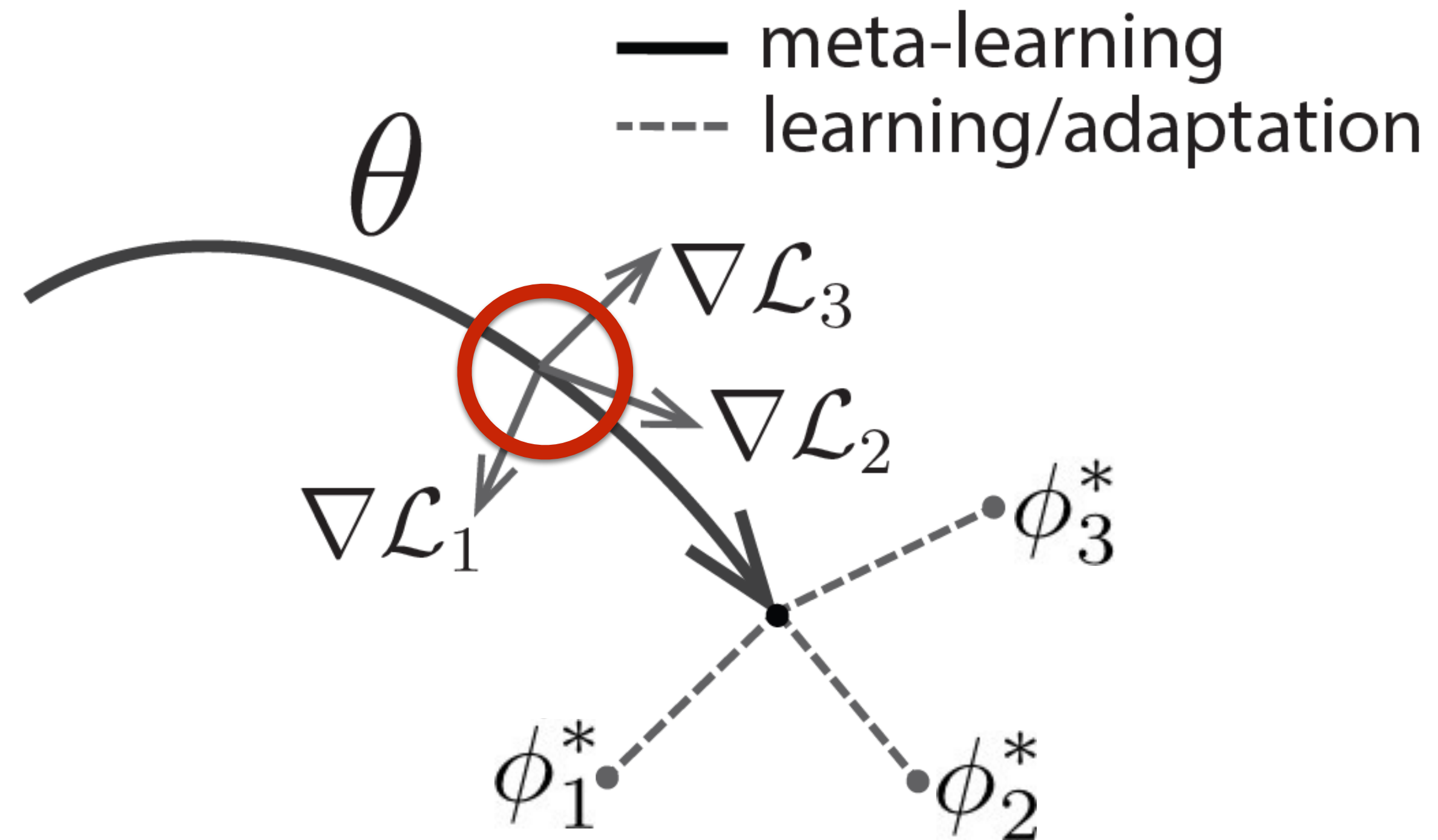
**Key idea:** Over many tasks, learn parameter vector  $\theta$  that transfers via fine-tuning

# Optimization-Based Meta-Learning

$$\min_{\theta} \sum_{\text{task } i} \mathcal{L}(\theta - \alpha \nabla_{\theta} \mathcal{L}(\theta, \mathcal{D}_i^{\text{tr}}), \mathcal{D}_i^{\text{ts}})$$

$\theta$  parameter vector being meta-learned

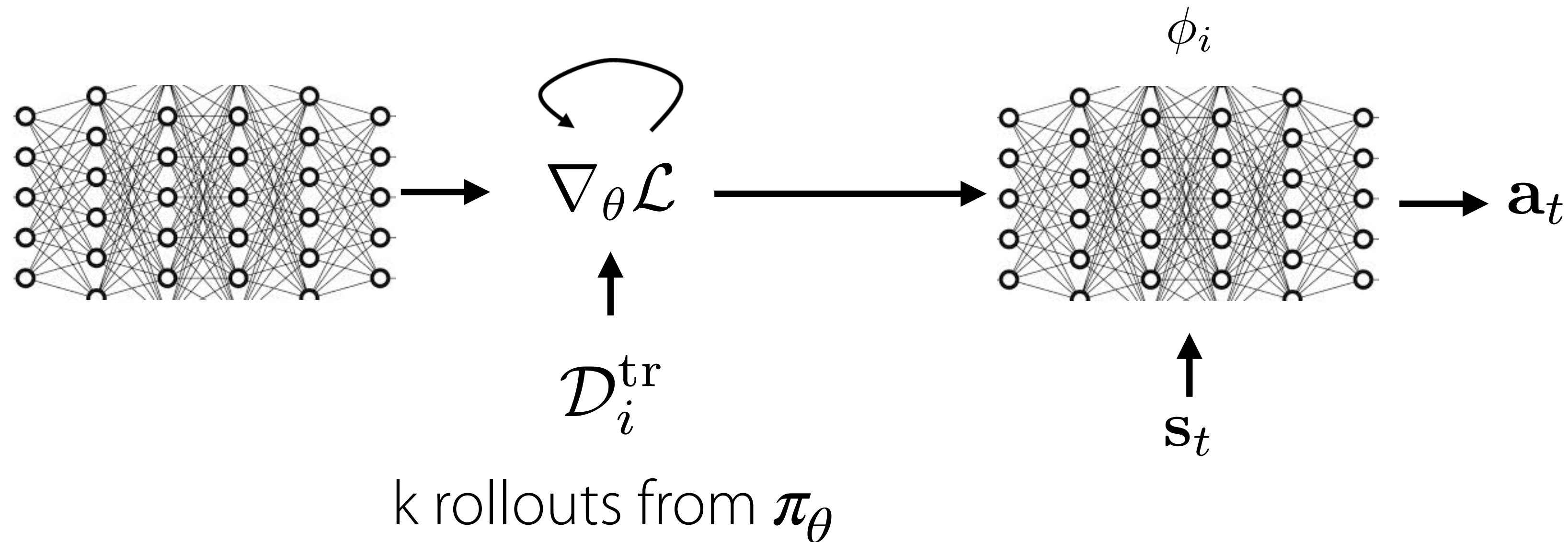
$\phi_i^*$  optimal parameter vector for task  $i$



## Model-Agnostic Meta-Learning



# Optimization-Based ~~Meta-Learning~~ Meta-RL



Key idea: embed optimization inside the inner learning process

**Question:** What should we use for the inner optimization and why?

Policy gradients?

+ gradient-based!  
+ on-policy (inefficient)  
- low information  
(esp w/ sparse rewards)

Q-learning?

- dynamic programming  
(requires many steps)  
+ off-policy (data efficient)

Model-based RL?

+ gradient-based  
(model learning=supervised)  
+ off-policy (data efficient)

# MAML with Policy Gradients

$$\text{MAML: } \min_{\theta} \sum_{\text{task } i} \mathcal{L}(\theta - \alpha \nabla_{\theta} \mathcal{L}(\theta, \mathcal{D}_i^{\text{tr}}), \mathcal{D}_i^{\text{ts}})$$

$$\text{Policy Gradient: } \nabla_{\theta} J_i(\theta) = E_{\tau \sim \pi_{\theta}, \mathcal{T}_i} \left[ \left( \sum_t \nabla_{\theta} \log \pi_{\theta}(\mathbf{a}_t | \mathbf{s}_t) \right) \left( \sum_t r_i(\mathbf{s}_t, \mathbf{a}_t) \right) \right]$$

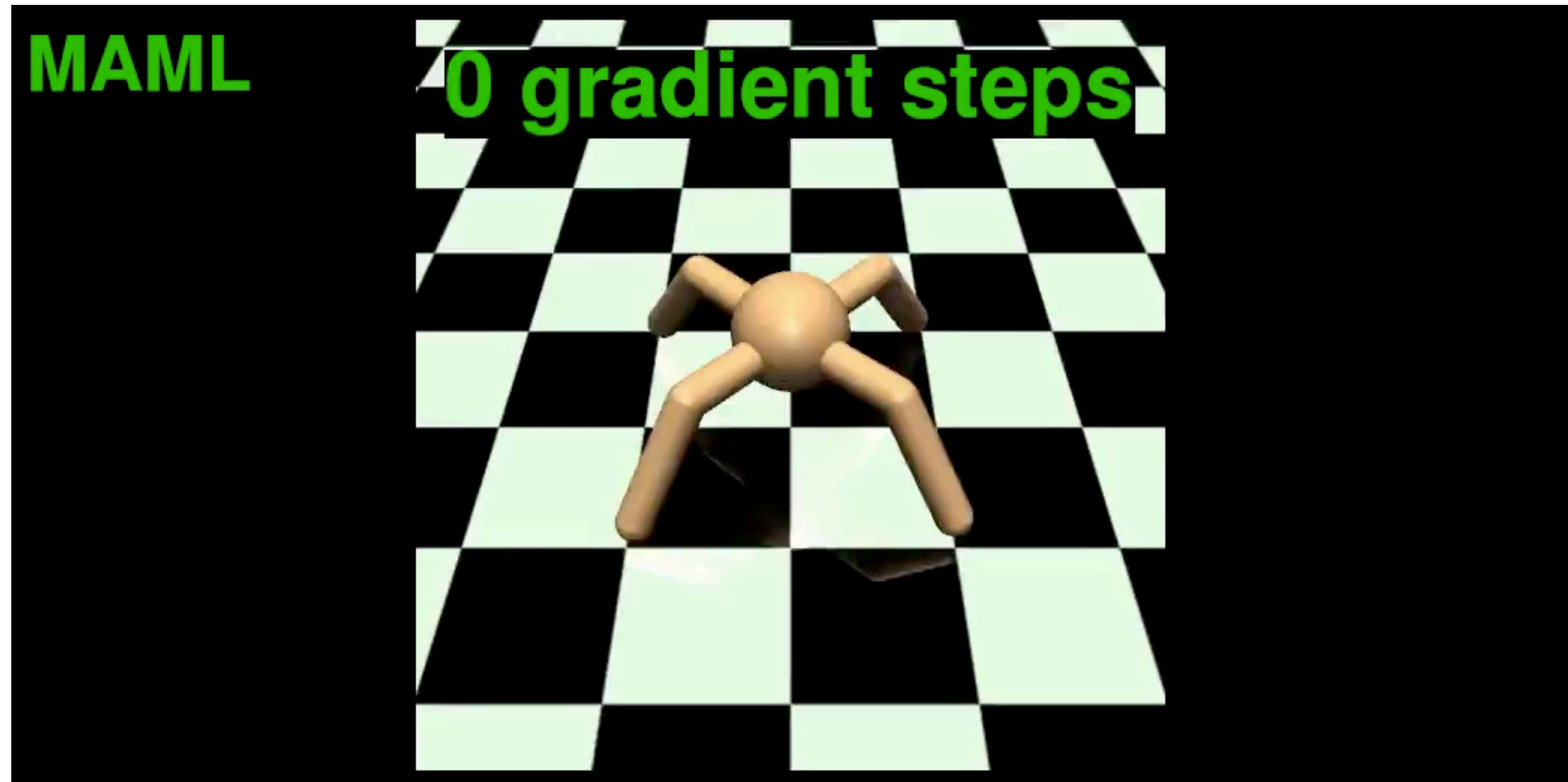
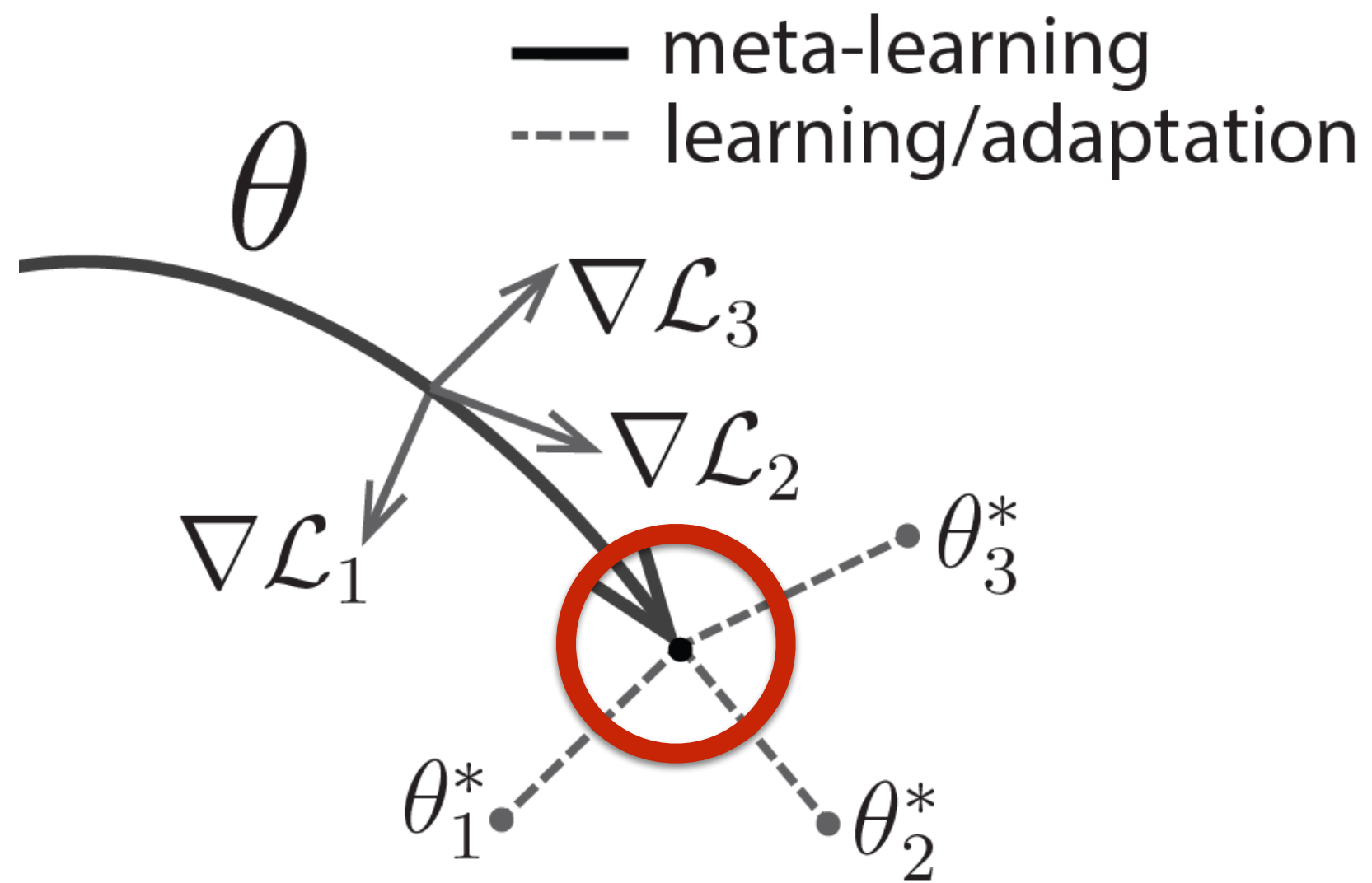
## Meta-Training

1. Sample task  $\mathcal{T}_i$
2. Collect  $\mathcal{D}_i^{\text{tr}}$  by rolling out  $\pi_{\theta}$
3. Inner loop adaptation:  $\phi_i = \theta + \alpha \nabla_{\theta} J_i(\theta)$
4. Collect  $\mathcal{D}_i^{\text{ts}}$  by rolling out  $\pi_{\phi_i}$
5. Outer loop update:  $\theta \leftarrow \theta + \beta \sum_{\text{task } i} \nabla_{\theta} J_i(\phi_i)$

## Meta-Test Time

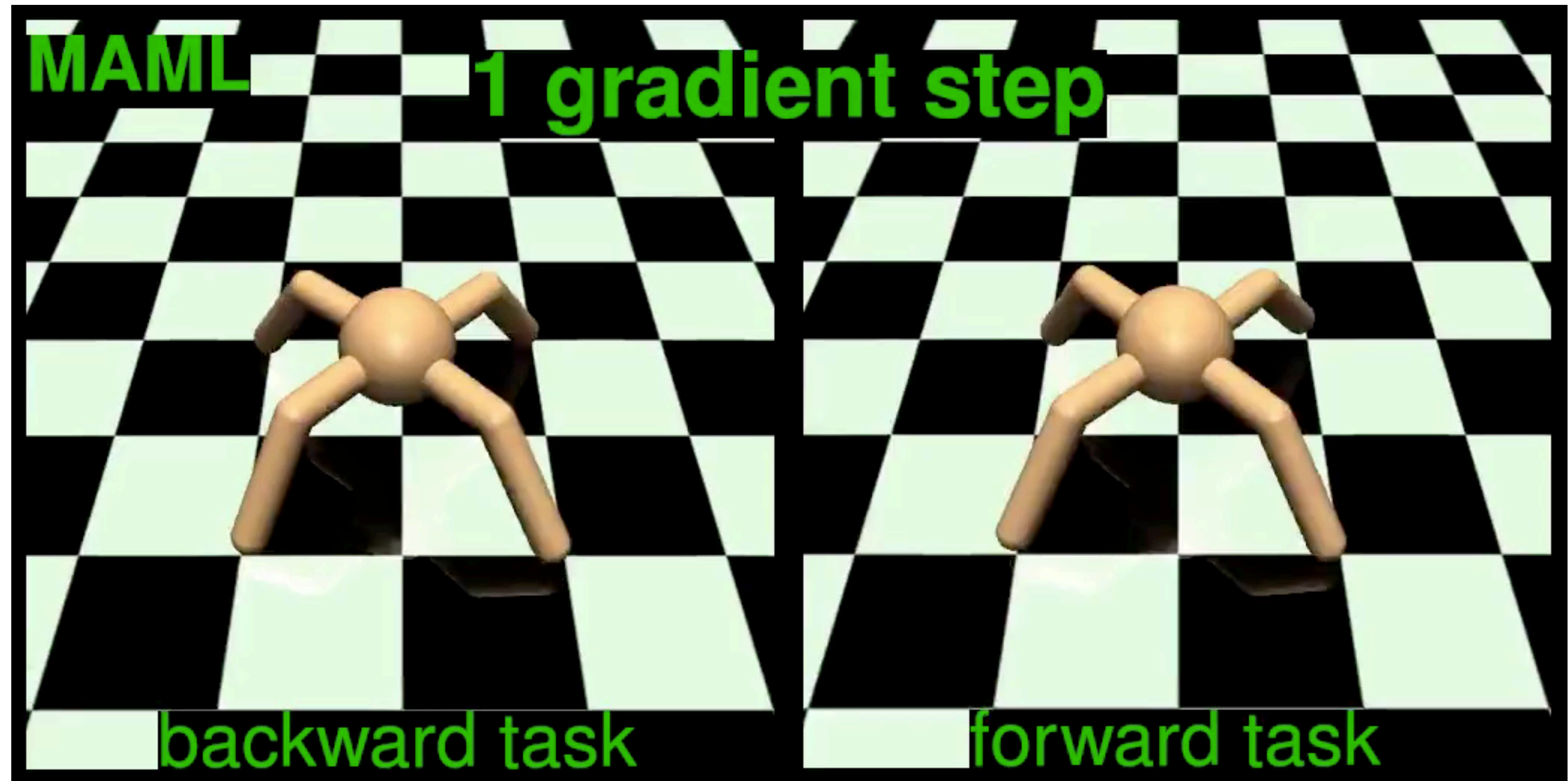
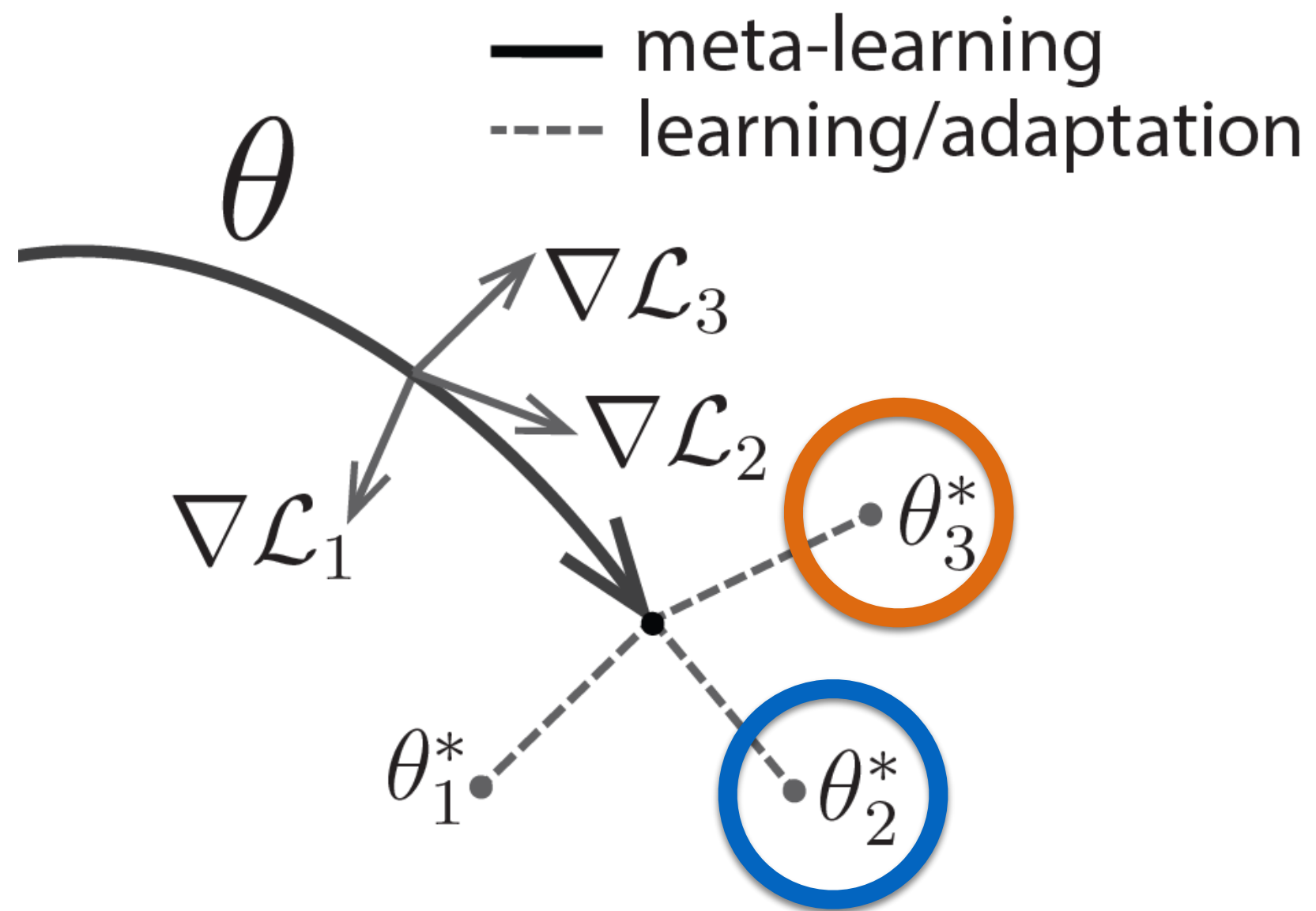
1. Sample *new* task  $\mathcal{T}_j$
2. Collect  $\mathcal{D}_j^{\text{tr}}$  by rolling out  $\pi_{\theta}$
3. Adapt policy:  
$$\phi_j = \theta + \alpha \nabla_{\theta} J_j(\theta)$$

# MAML with Policy Gradients





# MAML with Policy Gradients





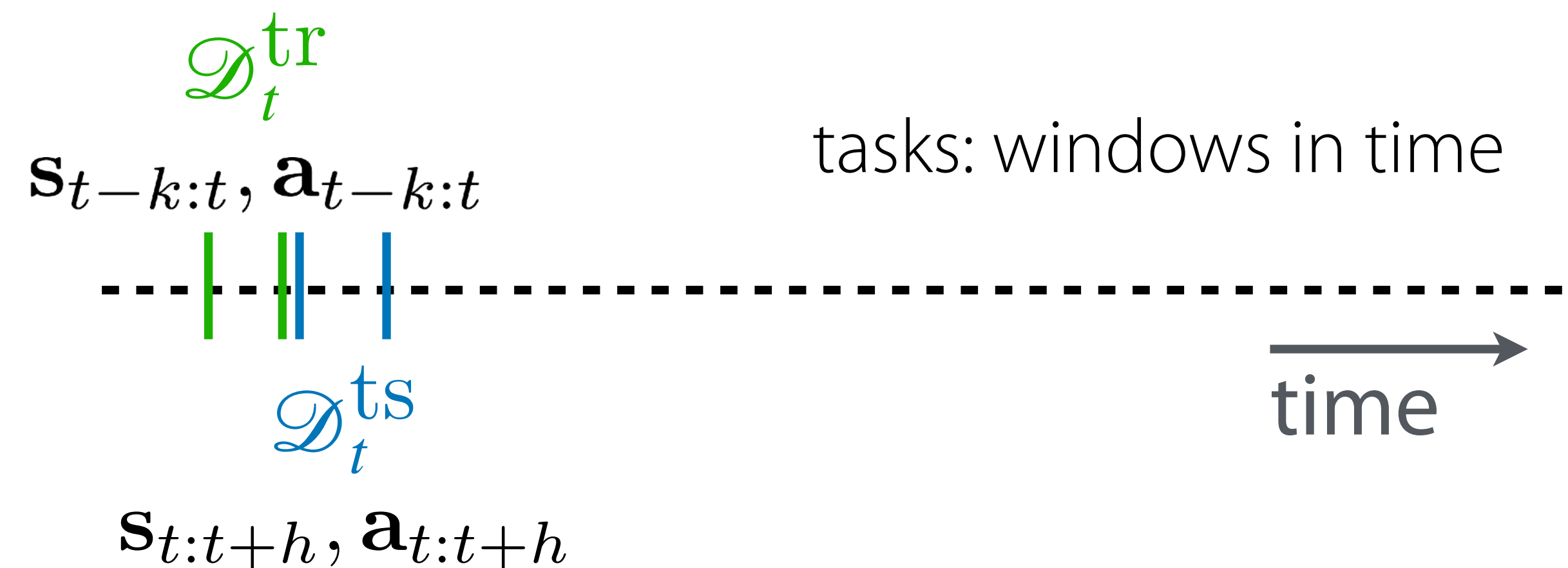
# MAML with Model-Based RL



Meta-test time:

1. Adapt model  $f_{\theta} \rightarrow f_{\phi_t}$  to last  $k$  time steps
2. Plan  $\mathbf{a}_t, \dots, \mathbf{a}_{t+h}$  using adapted model  $f_{\phi_t}$

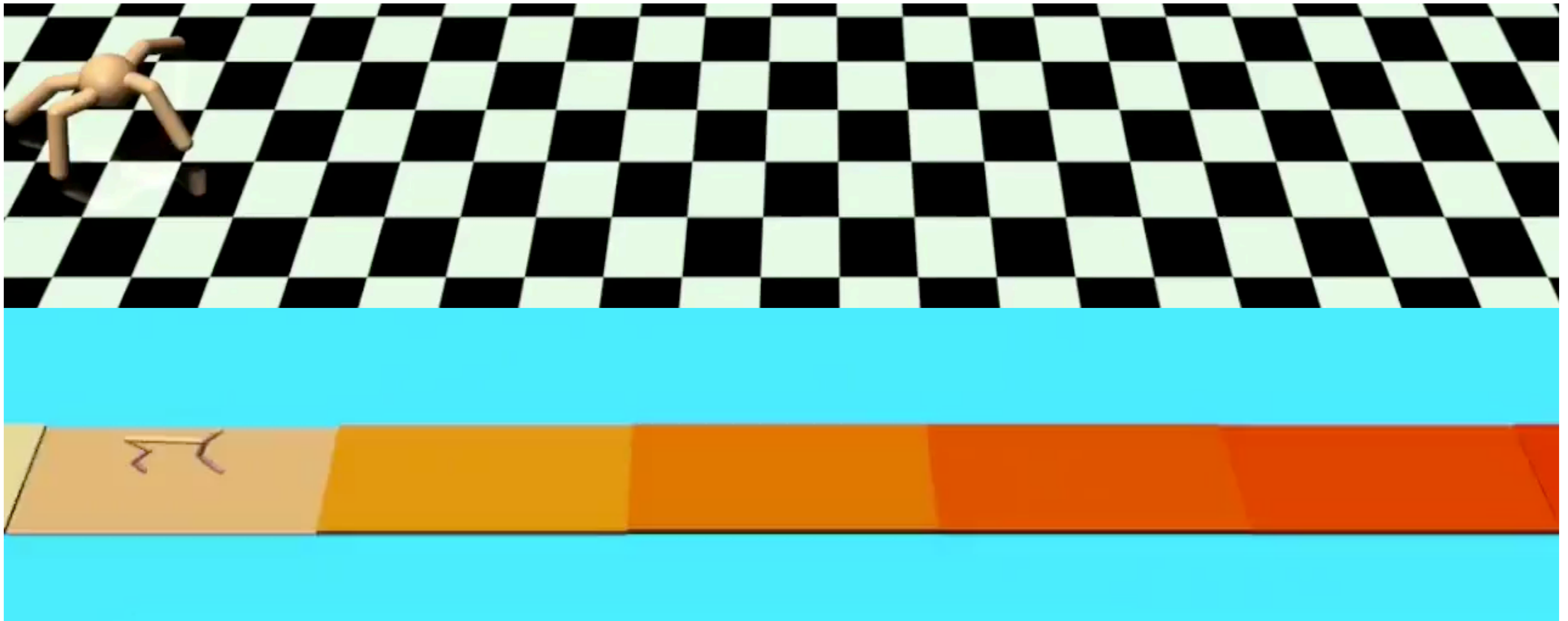
Meta-training:



# Dynamic Environments without Adaptation

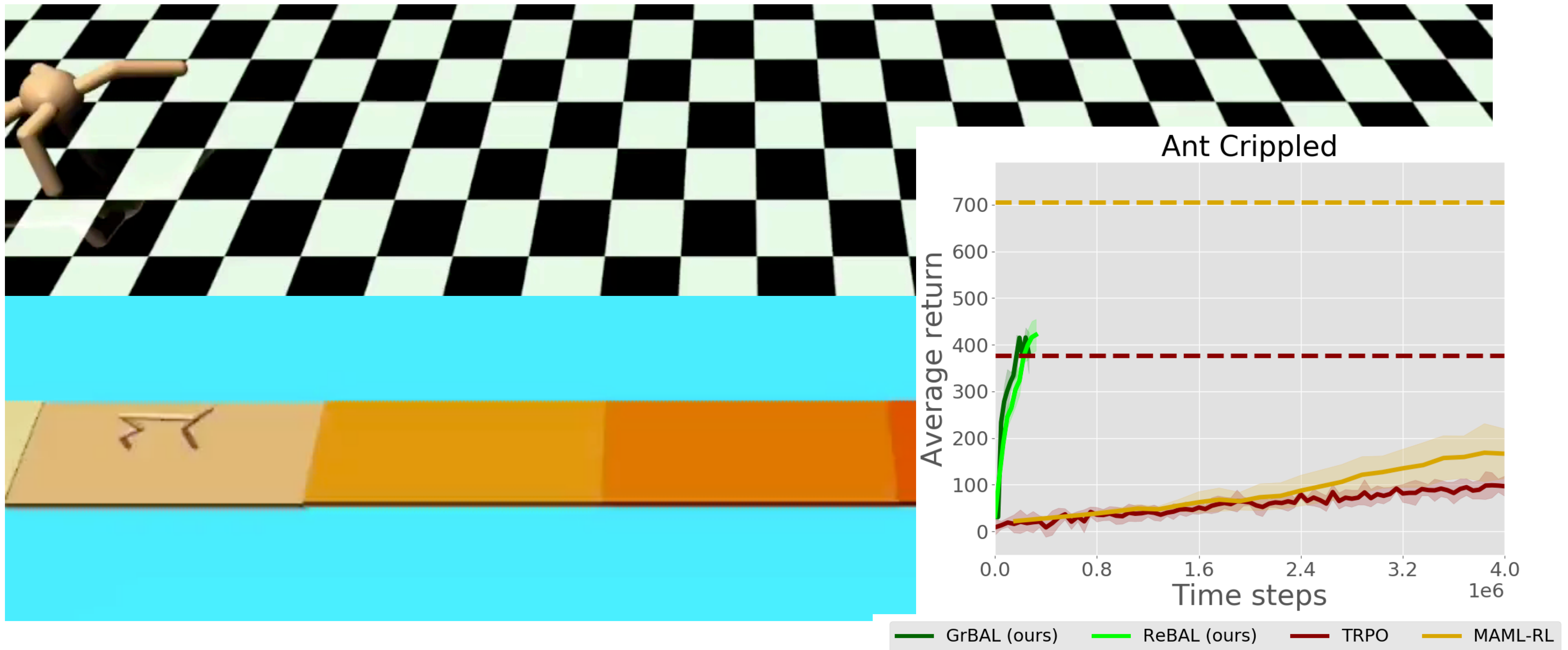
## Model-Based RL Only

Tries to fit single model  $f(s' | s, a)$  to varying  $p_t(s' | s, a)$ .

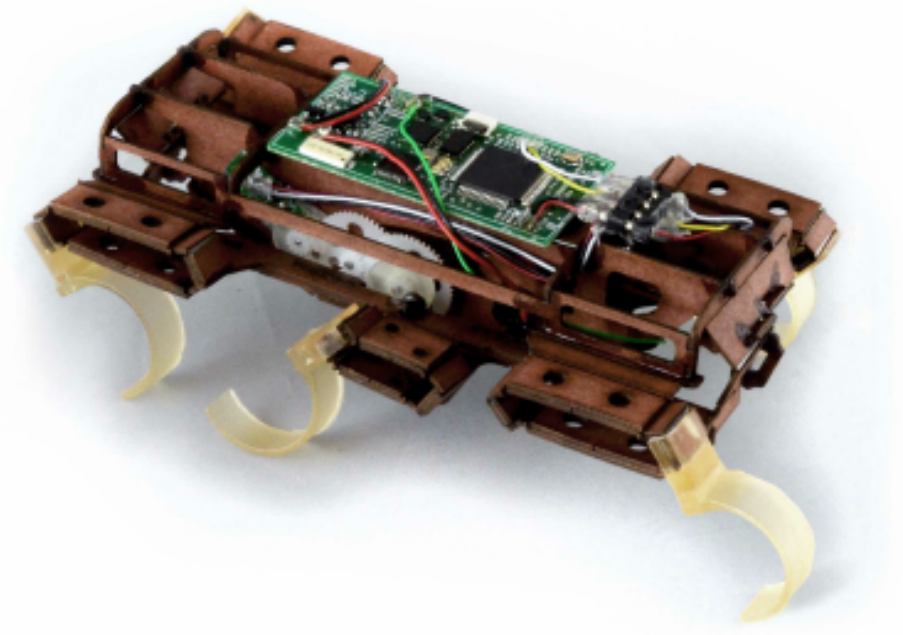


# Dynamic Environments without Adaptation

MAML+Model-based RL

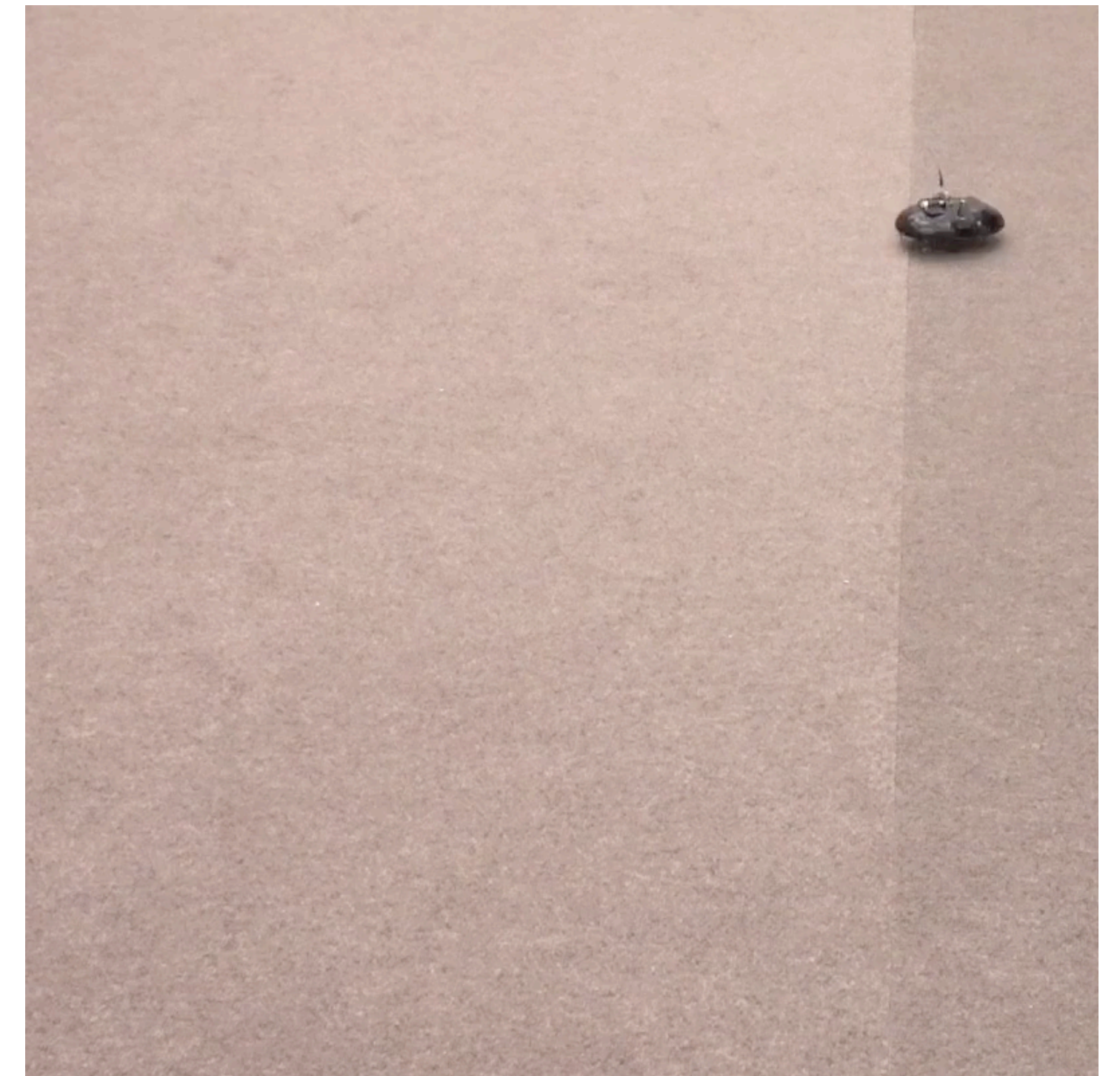






# VelociRoACH Robot

## Meta-train on variable terrains



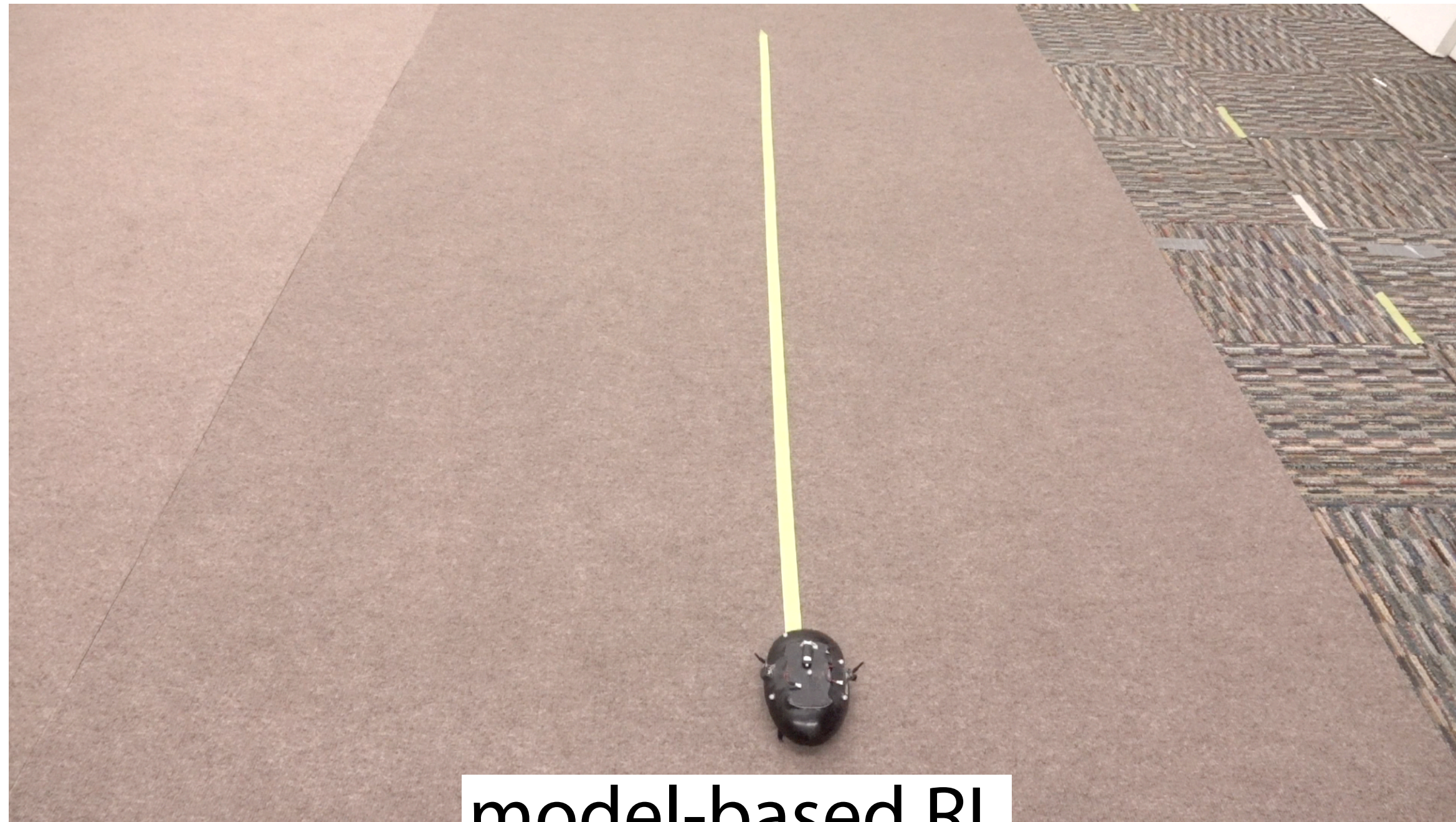
**Meta-test** with slope, missing leg, payload, calibration errors



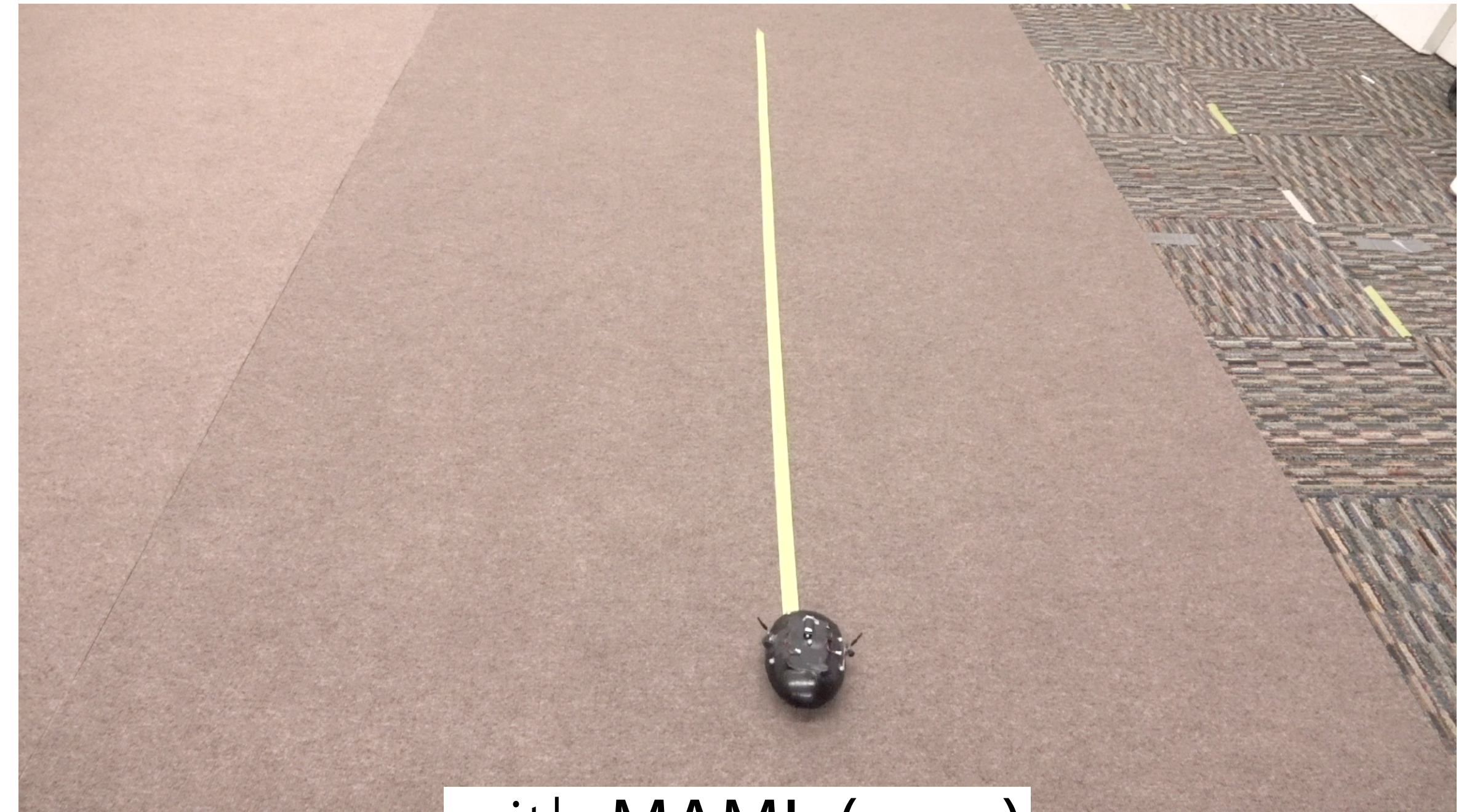
# VelociRoACH Robot

Meta-train on variable terrains

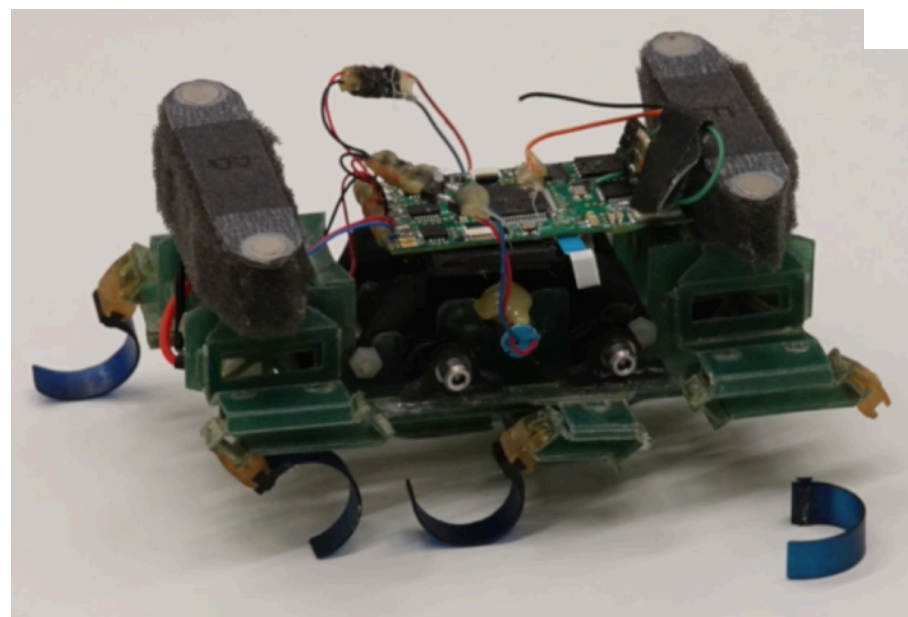
Meta-test with slope, missing leg, payload, calibration errors



model-based RL  
(no adaptation)

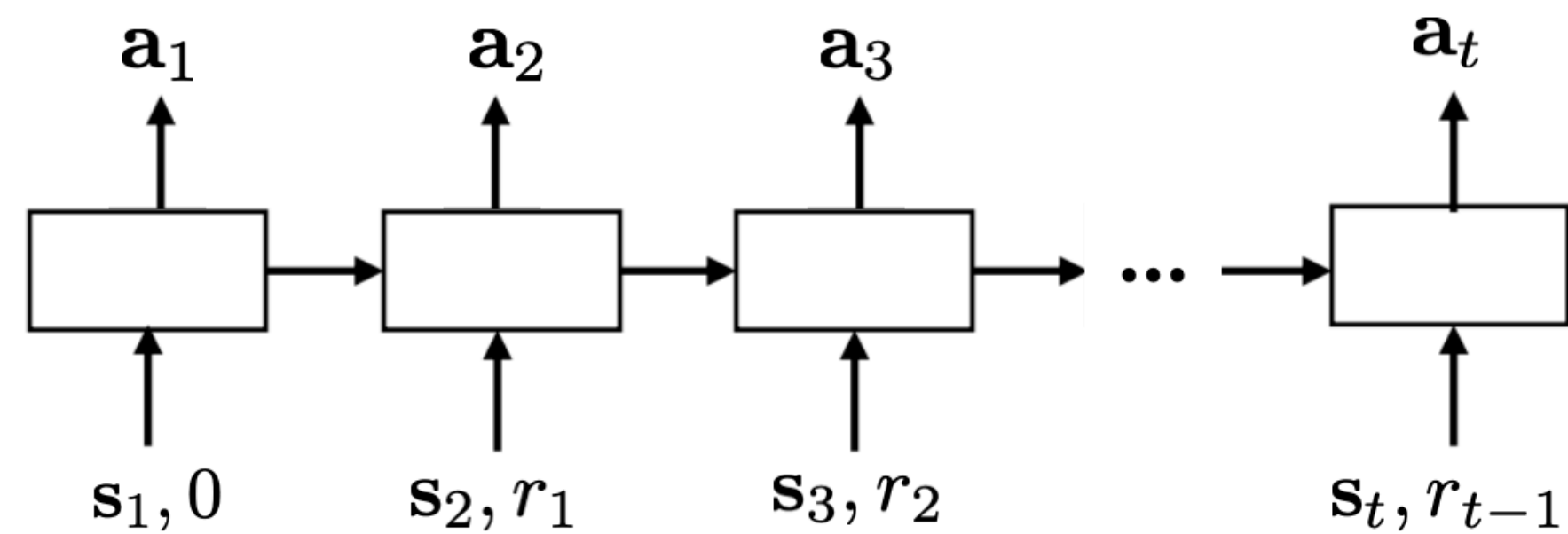


with MAML (ours)



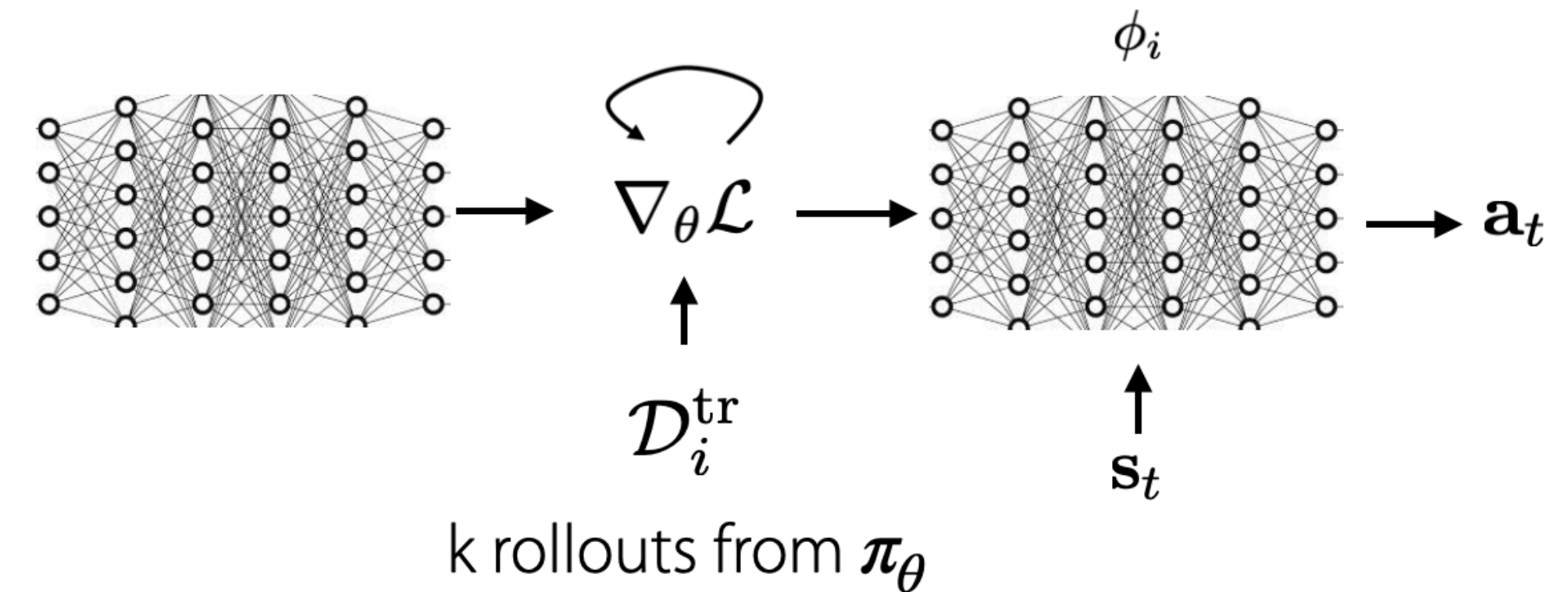


## Black-Box Meta-RL



- + general & expressive
- + a variety of design choices in architecture & objective
- hard to optimize

## Optimization-Based Meta-RL



- + inductive bias of optimization built in
- + easy to combine with policy gradients, model-based methods
- policy gradients very noisy
- hard to combine with value-based RL methods

Both: inherit sample efficiency from outer RL optimizer

# Plan for Today

Meta-RL problem statement

Black-box meta-RL methods

Optimization-based meta-RL methods

## Lecture goals:

- Understand the **meta-RL problem statement** & set-up
- Understand the basics of **black-box meta RL algorithms**
- Understand the basics & challenges of **optimization-based meta RL algorithms**

Next time

**Today:** meta-RL basics

**Wednesday:** learning to explore via meta-RL

Reminders

Homework 3 due **Wednesday**

Project milestone due **next Wednesday**