
Reinforcement Learning with Robot Foundation Models: Data-Driven RL

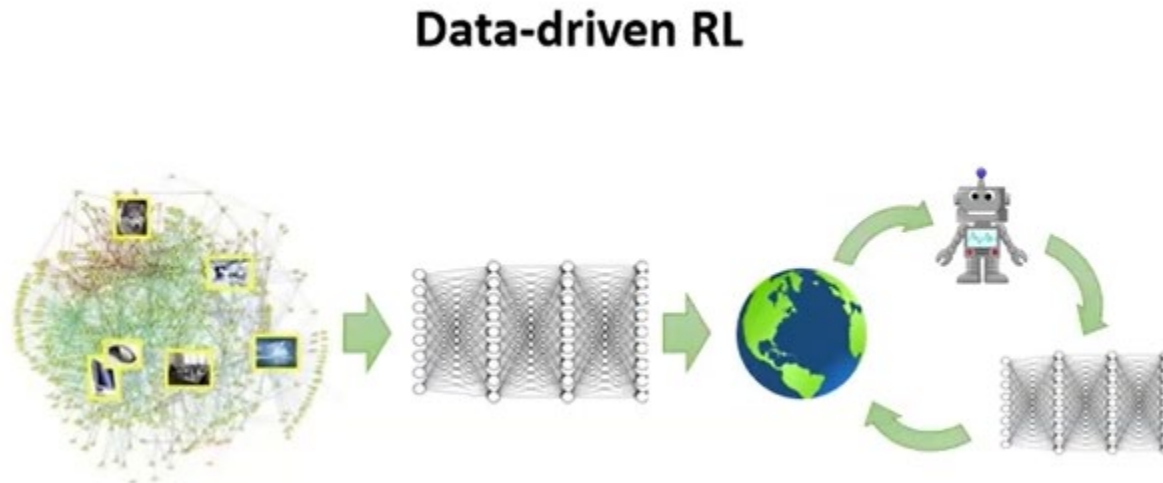
Sung-eui Yoon

Scalable Graphics, Vision and Robotics

Class Objectives

- **Data-driven RL**

- Offline RL algorithms
- Online finetuning from offline initializations
- Making all this work with big scalable models (unclear yet)
- Covered in draft of my book

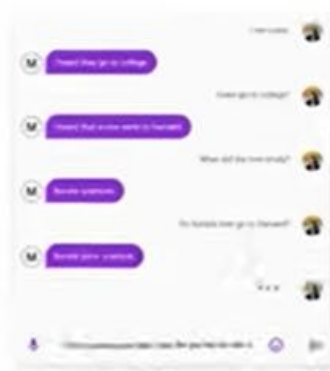


Ack.: Sergey Levine's talk slides

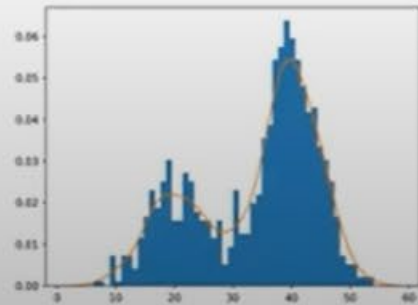
From Modern data-driven AI (Estimation) to Goals: Rethinking Foundation Models



$$p_{\theta}(\mathbf{x})$$

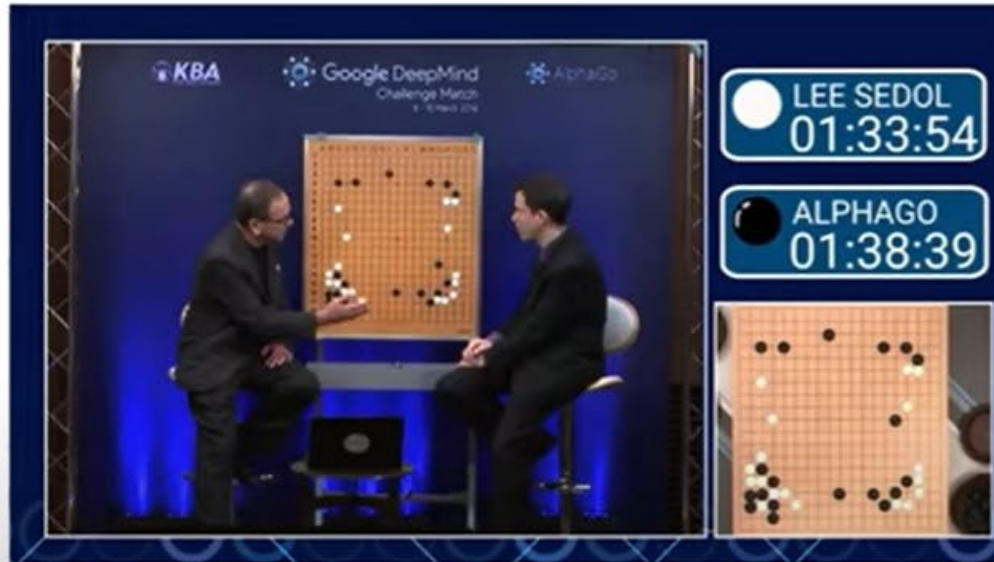


$$p_{\theta}(\mathbf{y}|\mathbf{x})$$



Emergent Behavior in RL vs. Human-Like Imitation in Data-Driven Models

Impressive because no person had thought of it!



“Move 37” in Lee Sedol AlphaGo match: reinforcement learning “discovers” a move that surprises everyone

Impressive because it looks like something a person might draw!



ultra-real portrait painting of Salvador Dali with a robotic half face

a dalmatian wearing a beret and black turtleneck

a close up of a handpalm with leaves growing from it



an espresso machine that makes coffee from human souls, animation



panda mad scientist mixing sparkling chemicals, animation



a corgi's head depicted as an explosion of a nebula

So, where are we now?

Data-Driven AI



Explaining a joke

Prompt

Explain this joke:

Joke: Did you see that Google just hired an eloquent whale for their TPU team? It showed them how to communicate between two different pods!

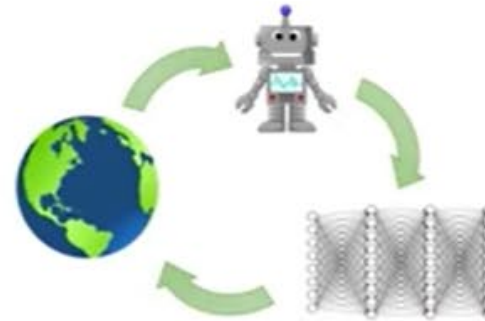
Model Response

Prediction: TPUs are a type of computer chip that Google uses for deep learning. A "pod" is a group of TPUs. A "pod" is also a group of whales. The joke is that the whale is able to communicate between two groups of whales, but the speaker is pretending that the whale is able to communicate between two groups of TPUs.

+ learns about the real world from data

- doesn't try to do **better** than the data

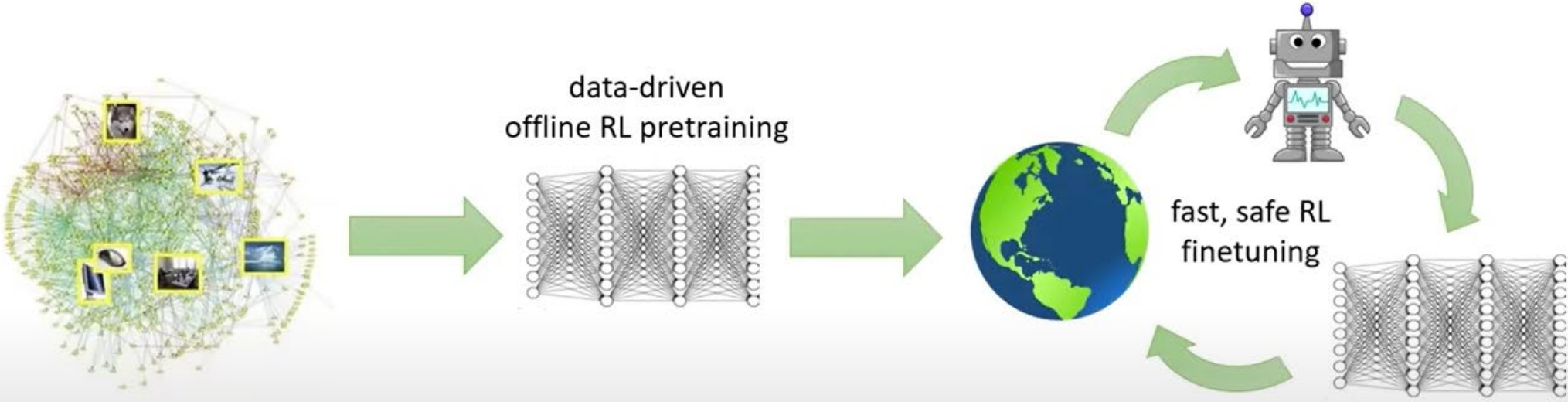
Reinforcement Learning



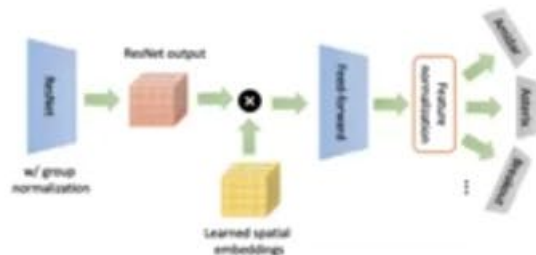
+ optimizes a goal with emergent behavior

- doesn't make use of real-world data

The Recipe?



What can we accomplish when combining data and optimization?



Data-driven RL algorithms



Robotic foundation models and RL

a chicken playing chess



RL with generative models

What do we need to figure out?

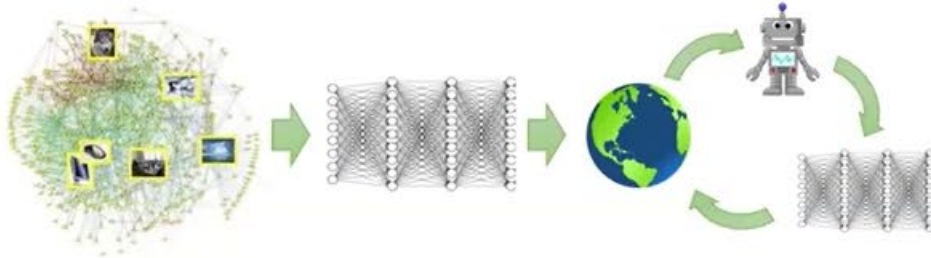


- Online, lifelong learning process
- Starts from scratch
- Largely **trial and error** driven
- **Central problems:**
 - Exploration
 - Sample efficiency
 - Optimization performance

- Offline pretraining + online finetuning
- Always start from data
- Largely **representation learning** driven
- **Central problems:**
 - Distributional shift
 - Scalability and stability
 - Representation learning with big models

To break this down..

Data-driven RL



- Offline pretraining + online finetuning
- Always start from data
- Largely **representation learning** driven
- **Central problems:**
 - Distributional shift
 - Scalability and stability
 - Representation learning with big models

1. Offline RL algorithms

We understand this pretty well

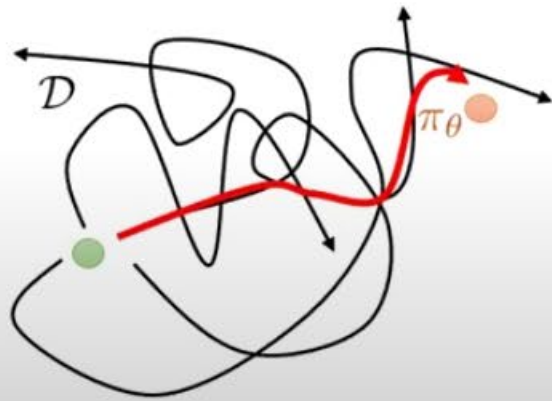
2. Online finetuning from offline initializations

We understand this a little

3. Making all this work with big, scalable models

We hardly understand this at all

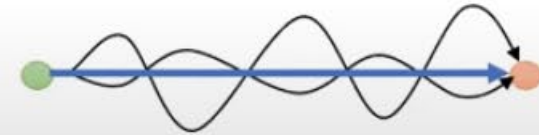
What do we expect offline RL to do?



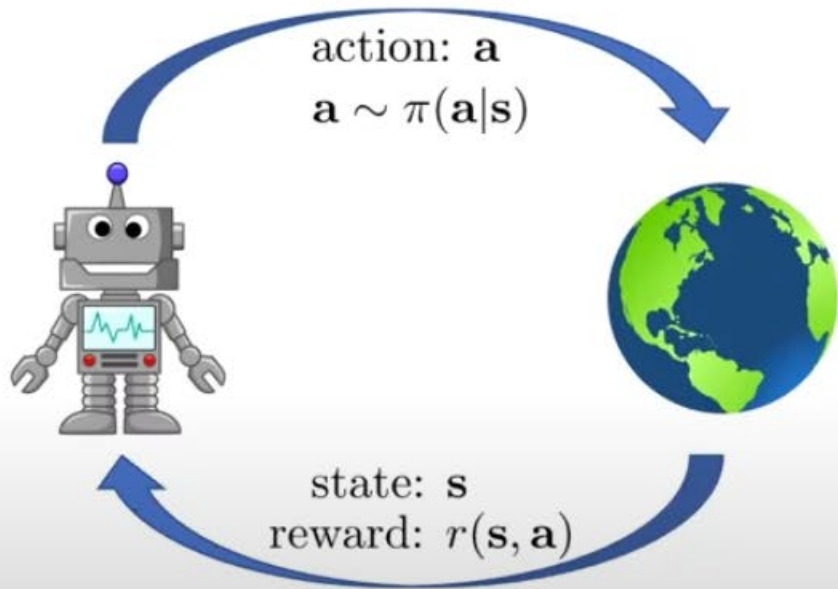
"Macro-scale" stitching

But this is just the clearest example!

"Micro-scale" stitching:



Off-policy RL: a quick primer



RL objective: $\max_{\pi} \sum_{t=1}^T E_{\mathbf{s}_t, \mathbf{a}_t \sim \pi} [r(\mathbf{s}_t, \mathbf{a}_t)]$

Q-function: $Q^{\pi}(\mathbf{s}_t, \mathbf{a}_t) = \sum_{t'=t}^T E_{\mathbf{s}_{t'}, \mathbf{a}_{t'} \sim \pi} [r(\mathbf{s}_{t'}, \mathbf{a}_{t'}) | \mathbf{s}_t, \mathbf{a}_t]$

$\pi(\mathbf{a}|\mathbf{s}) = 1$ if $\mathbf{a} = \arg \max_{\mathbf{a}} Q^{\pi}(\mathbf{s}, \mathbf{a})$

$Q^{\star}(\mathbf{s}, \mathbf{a}) = r(\mathbf{s}, \mathbf{a}) + \max_{\mathbf{a}'} Q^{\star}(\mathbf{s}', \mathbf{a}')$

enforce this equation at all states!

minimize $\sum_i (Q(\mathbf{s}_i, \mathbf{a}_i) - [r(\mathbf{s}_i, \mathbf{a}_i) + \max_{\mathbf{a}'} Q(\mathbf{s}'_i, \mathbf{a}'_i)])^2$

Some principles for offline RL

~~$$Q(s, a) \leftarrow r(s, a) + \max_{a'} Q(s', a')$$~~

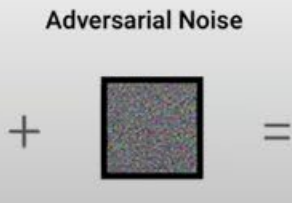
$$Q(s, a) \leftarrow r(s, a) + \underbrace{E_{a' \sim \pi_{\text{new}}}[Q(s', a')]}_{y(s, a)}$$

expect good accuracy when $\pi_{\beta}(a|s) = \pi_{\text{new}}(a|s)$

even worse: $\pi_{\text{new}} = \arg \max_{\pi} E_{a \sim \pi(a|s)}[Q(s, a)]$



"panda"



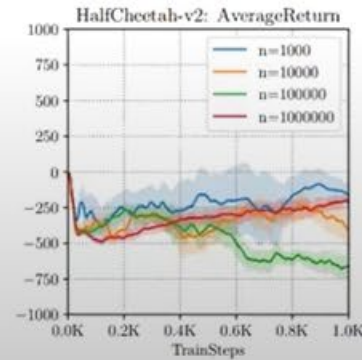
"gibbon"

what is the objective?

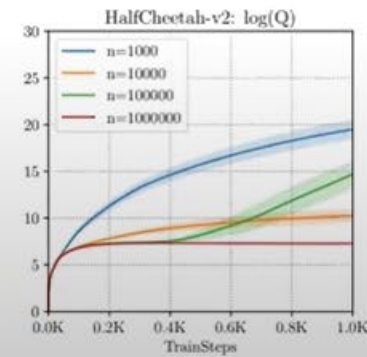
$$\min_Q E_{(s,a) \sim \pi_{\beta}(s,a)} [(Q(s, a) - y(s, a))^2]$$

↑
behavior policy
↑
target value

how often does *that* happen?



how well it does



how well it *thinks* it does (Q-values)

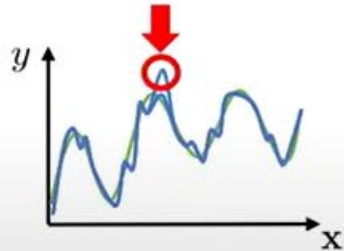
"Stabilizing Off-Policy Q-Learning via Bootstrapping Error Reduction"
NeurIPS 2019

Some principles for offline RL

- Many different methods, similar principles seem to be effective:

use value-based methods (i.e., Q-learning or Q-function actor-critic)

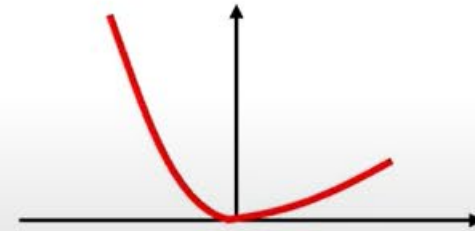
somehow fix the distributional shift problem



pessimism (e.g., CQL)

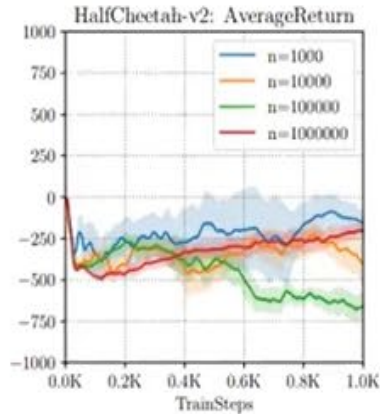
$$D_{\text{KL}}(\pi(\mathbf{a}|\mathbf{s})\|\pi_{\beta}(\mathbf{a}|\mathbf{s})) \leq \epsilon$$

policy constraints (e.g., BRAC)

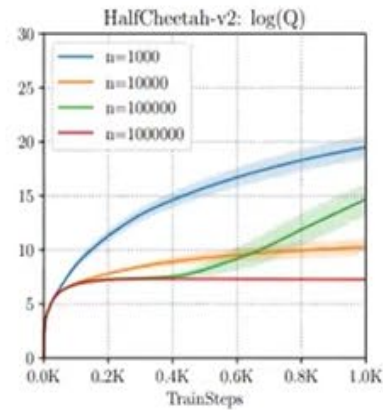


avoid OOD actions in updates
(e.g., AWAC, IQL)

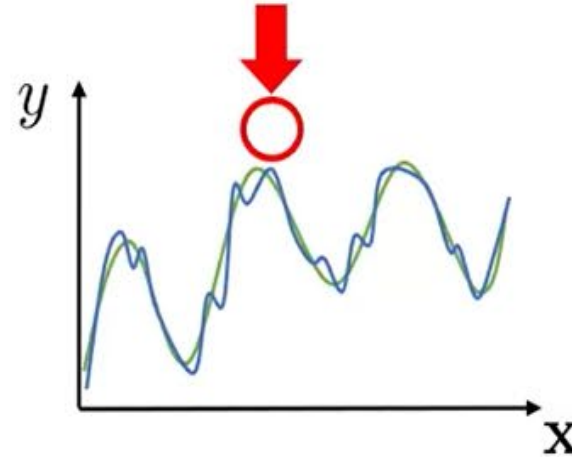
Conservative Q-learning



how well it does



how well it *thinks*
it does (Q-values)



$$\hat{Q}^\pi = \arg \min_Q \max_\pi \left\{ \alpha E_{\mathbf{s} \sim D, \mathbf{a} \sim \pi(\mathbf{a}|\mathbf{s})} [Q(\mathbf{s}, \mathbf{a})] - \alpha E_{\mathbf{s}, \mathbf{a} \sim D} [Q(\mathbf{s}, \mathbf{a})] \right\} \quad \text{term to push down big Q-values}$$

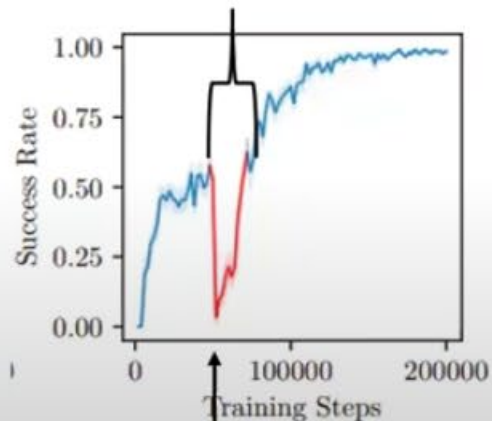
$$\text{regular objective} \quad \left\{ + E_{(\mathbf{s}, \mathbf{a}, \mathbf{s}') \sim D} \left[(Q(\mathbf{s}, \mathbf{a}) - (r(\mathbf{s}, \mathbf{a}) + E_\pi [Q(\mathbf{s}', \mathbf{a}')]))^2 \right] \right\}$$

"Conservative Q-Learning for Offline Reinforcement Learning."
NeurIPS 2020

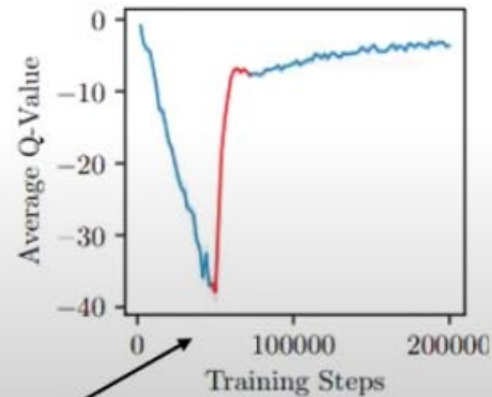
What about online finetuning?

$$\hat{Q}^\pi = \arg \min_Q \max_\pi \alpha E_{\mathbf{s} \sim D, \mathbf{a} \sim \pi(\mathbf{a}|\mathbf{s})} [Q(\mathbf{s}, \mathbf{a})] - \alpha E_{\mathbf{s}, \mathbf{a} \sim D} [Q(\mathbf{s}, \mathbf{a})] + E_{(\mathbf{s}, \mathbf{a}, \mathbf{s}') \sim D} \left[(Q(\mathbf{s}, \mathbf{a}) - (r(\mathbf{s}, \mathbf{a}) + E_\pi [Q(\mathbf{s}', \mathbf{a}')]))^2 \right]$$

this period wasted recovering
offline performance

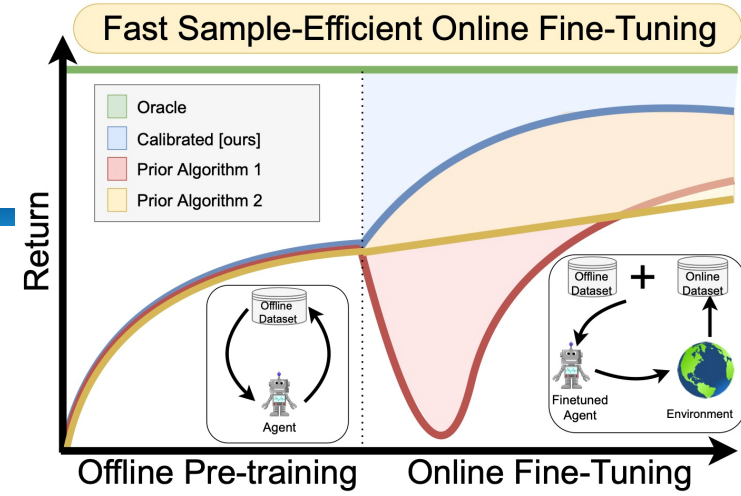
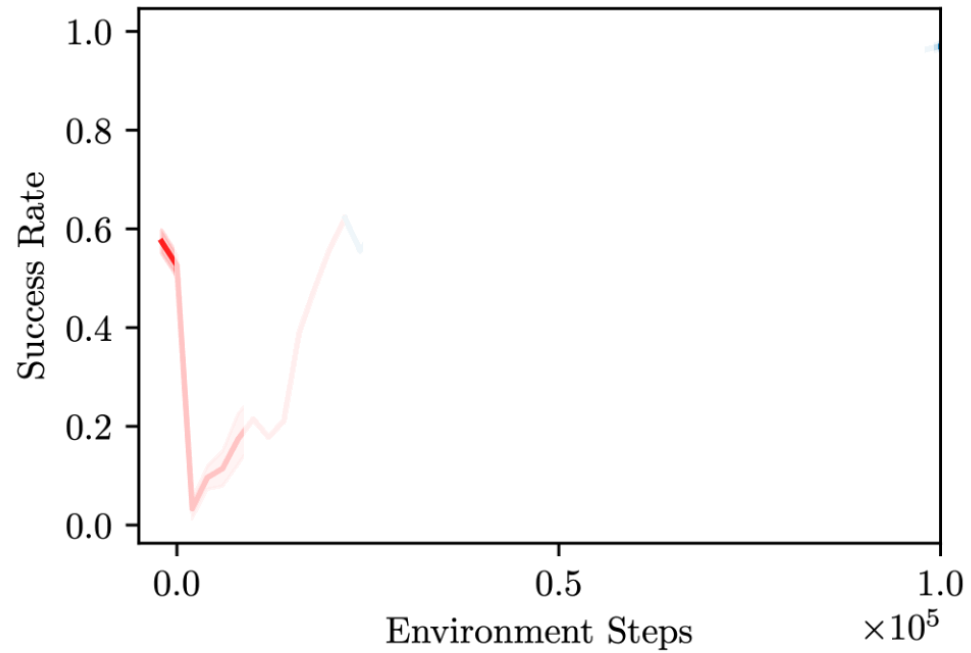


online training starts here (at 50k steps)



Example

Policy Unlearning in Online Fine-Tuning



Simple solution: Calibration

Key idea: need to put the offline-trained value function on the **right scale**
(we refer to this as *calibration*)

Calibration: learned values *upper bound* the values of *some* real policy

Conservatism: learned values *lower bound* the values of the *learned* policy

How do we ensure that our Q-function is calibrated?


before:

$$\min_Q \max_{\pi} \alpha E_{\mathbf{s} \sim D, \mathbf{a} \sim \pi(\mathbf{a}|\mathbf{s})} [Q(\mathbf{s}, \mathbf{a})]$$

$$V^{\pi\beta}(\mathbf{s}_t) \approx \sum_{t'=t}^{\infty} \gamma^{t'-t} r(\mathbf{s}_{t'}, \mathbf{a}_{t'})$$

now:

$$\min_Q \max_{\mu} \alpha E_{\mathbf{s} \sim D, \mathbf{a} \sim \pi(\mathbf{a}|\mathbf{s})} [\max\{Q(\mathbf{s}, \mathbf{a}), V^{\mu}(\mathbf{s})\}]$$

how to get this? 

The method: Cal-QL

Calibration: learned values *upper bound* the values of *some* real policy

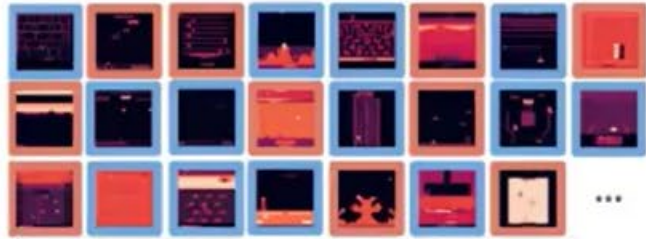
Conservatism: learned values *lower bound* the values of the *learned* policy

ensures “conservatism” ensures “calibration”

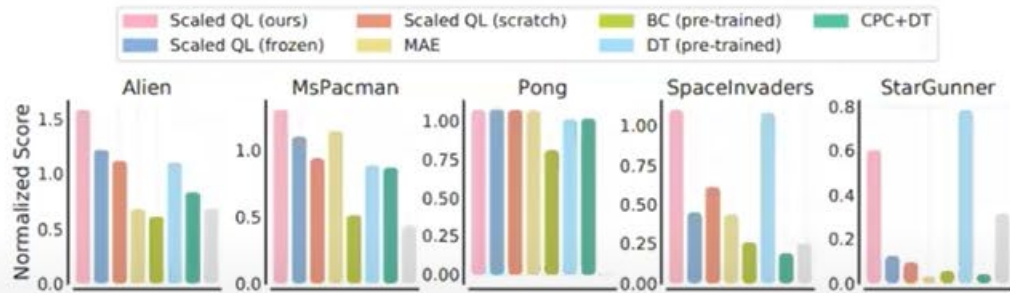
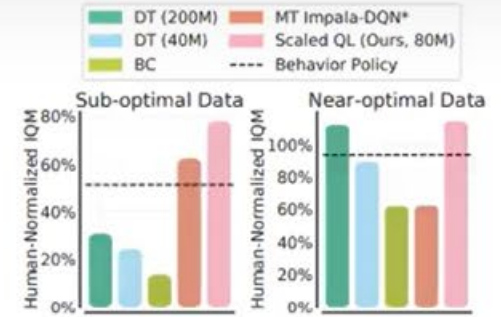
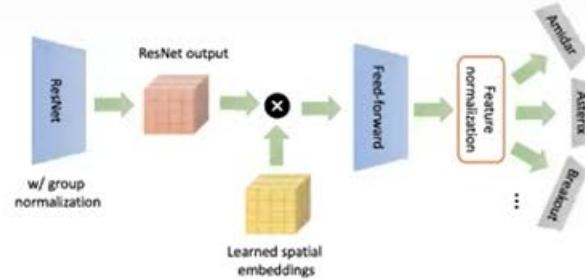
$$\hat{Q}^\pi = \arg \min_Q \max_\pi \alpha E_{\mathbf{s} \sim D, \mathbf{a} \sim \pi(\mathbf{a}|\mathbf{s})} [\max\{Q(\mathbf{s}, \mathbf{a}), V^{\pi\beta}(\mathbf{s})\}] - \alpha E_{\mathbf{s}, \mathbf{a} \sim D} [Q(\mathbf{s}, \mathbf{a})]$$
$$+ E_{(\mathbf{s}, \mathbf{a}, \mathbf{s}') \sim D} \left[(Q(\mathbf{s}, \mathbf{a}) - r(\mathbf{s}, \mathbf{a}) + E_\pi [Q(\mathbf{s}', \mathbf{a}')])^2 \right]$$

Cal-QL: Calibrated Offline RL Pre-Training for Efficient Online Fine-Tuning, NeurIPS 23

How about working with big models?

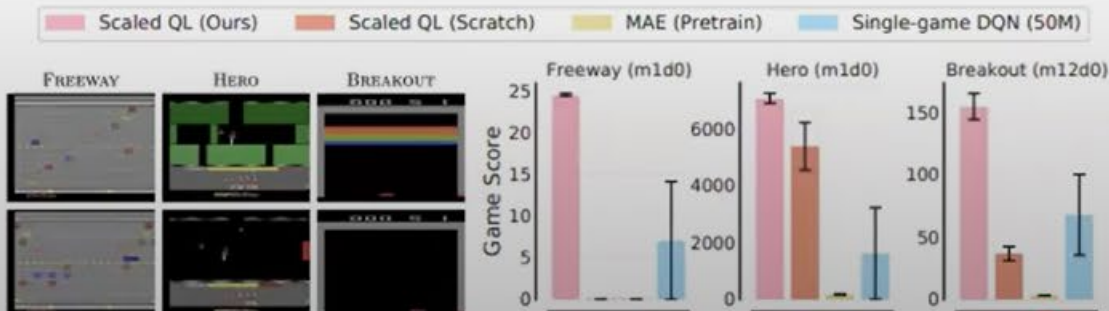


1. Train a single model on **40 different Atari games**



2. Finetune with **offline data** to a new game

2.5x improvement over prior result (multi-game decision transformer) with 2.5x fewer parameters



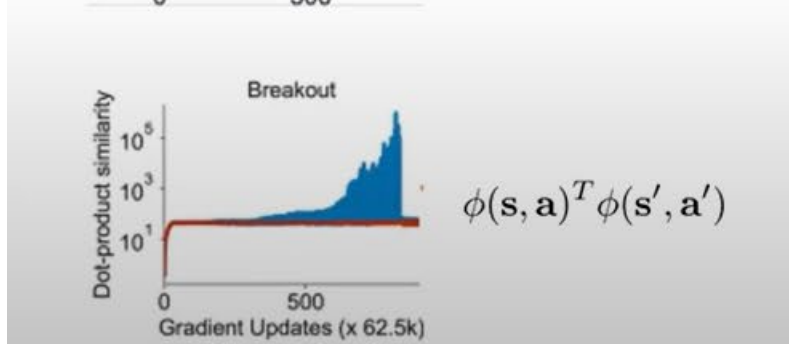
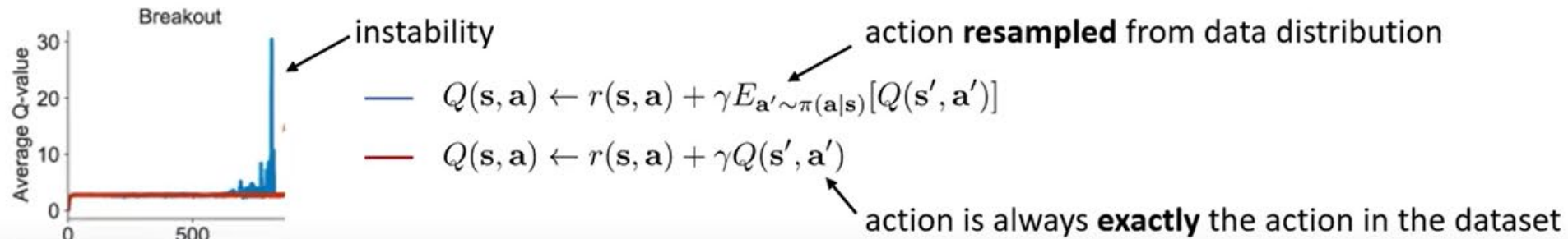
3. Finetune with **online data** to a new game

Offline Q-Learning on Diverse Multi-Task Data Both Scales and Generalizes, ICLR 23

The representation learning mystery

- Seems to be annoyingly hard to make this work with large transformer models
- Seems to require larger models with more capacity than we might expect (from, e.g., imitation learning)

Something about RL (i.e., TD learning) seems “harder” than supervised learning

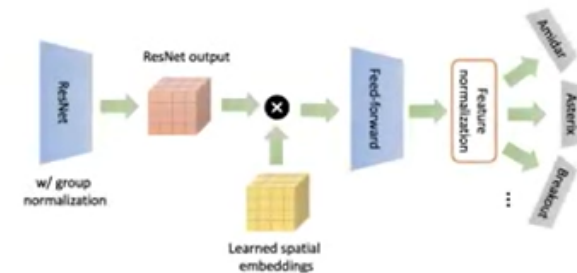
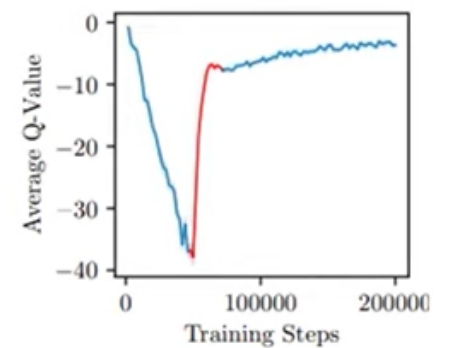
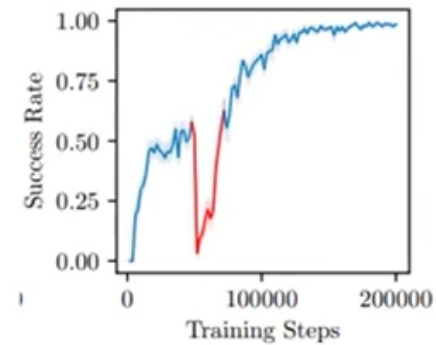
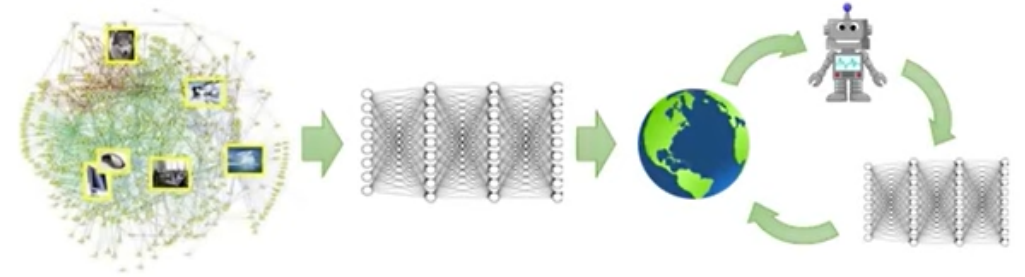


TD learning updates value functions based on the difference between the predicted value and a new, partially observed value—hence, “temporal difference.”

“DR3: Value-Based Deep Reinforcement Learning Requires Explicit Regularization” NeurIPS 2021

Summary and takeaways

- Offline RL is an essential component of data-driven RL
 - We must handle the distributional shift between the offline data distribution and the new policy
- Online RL finetuning from offline initializations presents new challenges
 - We must be able to finetune via online RL without losing the benefits of the offline initialization
- Doing this with large models presents yet more challenges
 - Harder to make RL algorithms as scalable as supervised learning algorithms



Next Time

- **Robotics foundation models**

Homework

- **Come up with one question on what we have discussed today**
 - Write a question two times before the mid-term exam
- **Browse two papers**
 - Submit their summaries online before the Mon. Class