# Preference-based Reinforcement Learning

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Preference-based Reinforcement Learning Motivating example: Medical treatment design

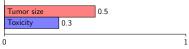
Direct policy search (DPS) Evolutionary direct policy search approach

Preference-based Evolutionary Direct policy search (PB-EDPS) Preference-based Racing (PBR)

- Many problems where it is hard to define a reasonable reward function
  - task of driving [Abbeel and Ng, 2004]
  - medical treatment design [Zhao et al., 2009]
- Aggregation of rewards: one may not always be willing/able to combine rewards
  - Multi-objective reinforcement learning
- Episodic setup: **h** following policy  $\pi$ , **h**' following policy  $\pi'$
- Given h and h', it might be easier to decide which one is preferred (at least in some problems)
- The piece of information we want to learn from is preferences over simulations!

# Motivating example: medical treatment design [Zhao et al., 2009]

- Virtual patient with cancer
- State captures some essential factors in cancer treatment



- Episodic setup: an episode corresponds to a treatment of a patient over six months
- The action is the dosage level itself

$$\underbrace{\textcircled{0.1}}_{a} \underbrace{\textcircled{0.1}}_{dosage} \underbrace{0.8}_{a} \underbrace{\textcircled{0.3}}_{a} \underbrace{\textcircled{0.3}}_{a} \underbrace{\textcircled{0.3}}_{a} \underbrace{\textcircled{0.3}}_{a} \underbrace{\textcircled{0.4}}_{a} \underbrace{0.8}_{a} \underbrace{\textcircled{0.5}}_{a} \underbrace{\underbrace{\textcircled{0.5}}_{a} \underbrace{\textcircled{0.5}}_{a} \underbrace{\underbrace{\textcircled{0.5}}_{a} \underbrace{\textcircled{0.5}}_{a} \underbrace{\underbrace{\textcircled{0.5}}_{a} \underbrace{\underbrace{\textcircled{0.5}}_{a} \underbrace{\underbrace{\textcircled{0.5}}_{a} \underbrace{\underbrace{\textcircled{0.5}}_{a} \underbrace{\underbrace{\textcircled{0.5}}_{a} \underbrace{\underbrace{\textcircled{0.5}}_{a} \underbrace{\underbrace{\underbrace{\textcircled{0.5}}_{a} \underbrace{\underbrace{\underbrace{\textcircled{0.5}}_{a} \underbrace{\underbrace{\underbrace{\textcircled{0.5}}_{a} \underbrace{\underbrace{\underbrace{\textcircled{0.5}}_{a} \underbrace{\underbrace{\underbrace{\underbrace{0.5}}_{a} \underbrace{\underbrace{\underbrace{\underbrace{0.5}}_{a} \underbrace{\underbrace{\underbrace{\underbrace{0.5}}_{a} \underbrace{\underbrace{\underbrace{0.5}}_{a} \underbrace{\underbrace{\underbrace{0.5}}_{a} \underbrace{\underbrace{\underbrace{0.5}}_{a} \underbrace{\underbrace{\underbrace{0.5}}_{a} \underbrace{\underbrace{\underbrace{0.5}}_{a} \underbrace{\underbrace{\underbrace{0.5}}_{a} \underbrace{\underbrace{0.5}}_{a} \underbrace{0.5}_{a} \underbrace{\underbrace{0.5}}_{a} \underbrace{\underbrace{0.5}}_{a} \underbrace{\underbrace{0.5}}_{a} \underbrace{\underbrace{0.5}}_{a} \underbrace{\underbrace{0.5}}_{a} \underbrace{\underbrace{0.5}}_{a} \underbrace{\underbrace{0.5}}_{a} \underbrace{\underbrace{0.5}}_{a} \underbrace{\underbrace{0.5}}_{a} \underbrace{0.5}_{a} \underbrace{\underbrace{0.5}}_{a} \underbrace{0.5}_{a} \underbrace{0.5}_{a}$$

- Transitions:
  - The tumor is constantly growing (without treatment or if the dosage is too low)
  - The higher dose selected, the higher toxicity evolves, and the more tumor growth is inhibited.
  - The higher the toxicity and the tumor size, the higher the probability of the patient's death.

### Motivating example [Zhao et al., 2009]

- Terminal state: end of sixth month or patient dies
- The reward is defined based on the wellness of patient
  - ▶ tumor size:  $\nearrow$  -5,  $\rightarrow$  5,  $\searrow$  15
  - toxicity level:  $\nearrow$  -5,  $\rightarrow$  0,  $\searrow$  5
  - The reward assigned to **death** is -60
- Based on the wellness of patients, it is straightforward to define a preference relation over treatments
  - Given two trajectories h<sub>1</sub> and h<sub>2</sub> generated by following two different treatments

  - Otherwise Pareto dominance
    - h<sub>1</sub> ≻ h<sub>2</sub> if the tumor size AND the toxicity level both are smaller under h<sub>1</sub>

### Point of departure: preferences

- There is no reward function (hard to define a reasonable one) and the goal is not to find a reward function!!!
- The piece of information we want to learn from is preferences over trajectories!

- Partial order  $\prec$  over trajectories  $\mathbf{h} \in \mathcal{H}^{(T)}$ 
  - From a tutor or an expert
  - Extracted from trajectories

#### Decision model

- ► Decision model: "lifting" the preference relation ≺ on H<sup>(T)</sup> to a preference relation ≪ on the space of policies
- Intermezzo:

each policy  $\pi$  generate a probability distribution over the set of trajectories (for a fixed MDP) which is denoted by  $\mathbf{P}_{\pi}$ 

- $\blacktriangleright$  policy  $\equiv$  random variable whose realizations are trajectories
- $\blacktriangleright s(\pi, \pi') = \mathbb{E}_{\mathbf{h} \sim \mathbf{P}_{\pi}, \mathbf{h}' \sim \mathbf{P}_{\pi'}} \left[ \mathbb{I}\{\mathbf{h} \prec \mathbf{h}'\} \right]$ 
  - Probability of that  $\pi'$  beats  $\pi$
- Ordinal decision model

$$\pi \ll \pi'$$
 if and only if  $s(\pi',\pi) < s(\pi,\pi')$ 

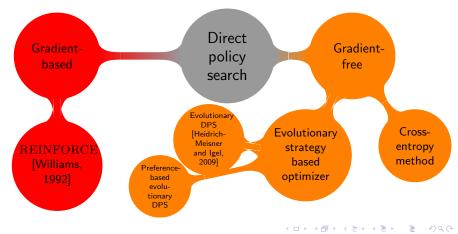
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Alternative decision model?

# Preference-based Evolutionary direct policy search

# Direct policy search (DPS)

- 1. Parametric policy space:  $\Pi = \{\pi_{\Theta} | \Theta \in \mathbb{R}^d\}$ , for example the space of linear policies:  $\pi_{\mathbf{w}}(\mathbf{s}) = \mathbf{w}^T \mathbf{s}$  if  $S \subseteq \mathbb{R}^d$
- 2. The policy search can be viewed as an optimization task:  $\Pi$  is the search space, some policy evaluation is the target function



Evolutionary direct policy search approach

- [Heidrich-Meisner and Igel, 2009]
- Covariance Matrix Adaptation Evolution Strategy (CMA-ES)[Hansen and Kern, 2004]
  - It maintains a distribution over the solution space ( in this case over the space of policies)
- Expected total reward is optimized that can be estimated based on finite set of trajectories {h<sub>1</sub>,..., h<sub>n</sub>} ~ P<sub>π</sub> as

$$\widehat{\rho}_{\pi}^{(n)} = \frac{1}{n} \sum_{i=1}^{n} V(\mathbf{h}_i)$$

where V(.) is the cummulative reward

# Evolutionary direct policy search [Heidrich-Meisner and Igel, 2009]

Repeat these three steps until convergence

- 1. Generate a population of candidate solutions (in this case, a set of policies with different parameters).
  - $\pi_{\Theta_1}, \ldots, \pi_{\Theta_\lambda}$  where  $\Theta_1, \ldots, \Theta_\lambda \sim \mathcal{N}(\mathbf{m}, \Sigma)$
- 2. Evaluate the candidate solutions (estimate the performance of the policies based on simulations  $\{\mathbf{h}_1, \ldots, \mathbf{h}_n\} \sim \mathbf{P}_{\pi_{\Theta_1}}$ ).

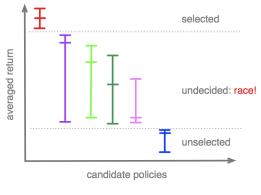
$$\widehat{
ho}_{\pi_{\Theta_i}}^{(n)} = rac{1}{n}\sum_{i=1}^n V(\mathbf{h}_i)$$

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and select the best  $\mu$  individuals

 Update m and Σ by using the parameters of best μ individuals/policies

## Racing algorithm



(a) [Heidrich-Meisner and Igel, 2009]

In the bandit literature, these algorithms are called PAC bandits

#### Basic idea

- 1. Direct motivation: the Evolution strategy optimizers need only ranking, but they do not need the function values themselves
- 2. GOAL: devise a racing algorithm that utilizes only pairwise comparison of random samples (in this case trajectories) and is able to select the best policies with respect to the decision model ( $\ll$ )
- 3. This naturally gives rise to a preference-based policy search method

#### Recall the decision model

$$\blacktriangleright s(\pi, \pi') = \mathbb{E}_{\mathbf{h} \sim \mathbf{P}_{\pi}, \mathbf{h}' \sim \mathbf{P}_{\pi'}} [\mathbb{I}\{\mathbf{h} \prec \mathbf{h}'\}]$$

Ordinal decision model

 $\pi \ll \pi'$  if and only if  $s(\pi',\pi) < s(\pi,\pi')$ 

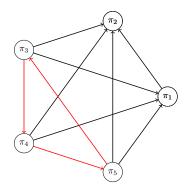
- There can be preferential cycles
  - $\pi \ll \pi' \text{ AND } \pi' \ll \pi'' \text{ AND } \pi'' \ll \pi$
  - "select the best options" is not a well-defined task
- Practical solution: surrogate ranking model
  - Given  $\pi_1, \ldots, \pi_K$

$$\pi_i \ll_C \pi_j \Leftrightarrow d_i < d_j$$

where  $d_i = |\{k : \pi_k \ll \pi_i, k \neq i\}|$ 

- It is a complete preorder since it has a numeric representation (d<sub>i</sub>)
- ► Unfortunately, the preference relation ≪<sub>C</sub> depends on the set of policies considered

An example for the surrogate ranking model



► edge  $\Leftrightarrow \pi_i \ll \pi_j$ ►  $\ll_C$ ►  $d_2 = 4$ ►  $d_1 = 3$ ►  $d_3 = d_4 = d_5 = 1$ 

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Concentration property of  $\bar{s}(.,.)$ 

$$\bar{s}(\pi,\pi') = \frac{1}{nn'} \sum_{i=1}^{n} \sum_{j=1}^{n} \mathbb{I}\{\mathbf{h}_i \prec \mathbf{h}_j'\}$$

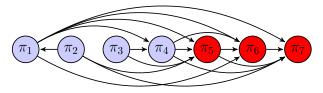
- Hoeffding-bound for U-statistics, two-sample case
- Hoeffding, 1963,  $\S5b$ : For any  $\epsilon > 0$

$$\mathbf{P}\left(\left|\overline{s}(\pi,\pi')-s(\pi,\pi')\right|\geq\epsilon
ight)\leq2\exp\left(-2\min(n,n')\epsilon^2
ight)$$

Empirical Bernstein-bound?

#### Preference-based racing

- We have an *efficient estimator* for  $s(\pi_i, \pi_j)$
- We can calculate confidence interval for  $\bar{s}(\pi_i, \pi_j)$
- K = 7, K' = 3edge  $\Leftrightarrow \bar{s}(\pi_i, \pi_j)$  is significantly bigger than  $\bar{s}(\pi_j, \pi_i)$



• Expected sample complexity: Even-Dar et al. [2002]  $(\Delta_{i,j} = |1/2 - s(\pi_i, \pi_j)|)$ 

#### Preference-based evolutionary direct policy search

- Repeat these three steps until convergence
  - 1. Generate a population of candidate solutions (in this case, a set of policies with different parameters).
    - $\pi_{\Theta_1}, \ldots, \pi_{\Theta_\lambda}$  where  $\Theta_1, \ldots, \Theta_\lambda \sim \mathcal{N}(\mathbf{m}, \Sigma)$
  - 2. Select the best  $\mu$  individuals by using Preference-based Racing algorithm

3. Update **m** and  $\Sigma$  by using the parameters of best  $\mu$  individuals/policies

# The relation of $\ll$ and $\ll_C$ (only locally valid)

 $\pi_i$  is a Condorcet winner among a set of policies  $\pi_1, \ldots, \pi_K$  if  $\pi_\ell \ll \pi_i$  for all  $\ell \neq i$ 

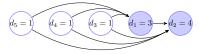


▶ If the Condorcet winner exists, it is the largest element of  $\ll_C$ 

Smith set is the smallest non-empty set  $\mathcal{D} \subset \{\pi_1, \ldots, \pi_K\}$  satisfying  $\pi_k \ll \pi_i$  for all  $\pi_i \in \mathcal{D}$  and  $\pi_j \in \{\pi_1, \ldots, \pi_K\} \setminus \mathcal{D}$ 



Proposition Let Π = {π<sub>1</sub>,...,π<sub>K</sub>} be a set of random variables for which there exists a Smith set D of size K<sub>D</sub>. Then for any π<sub>i</sub> ∈ D and π<sub>i</sub> ∈ Π \ D, π<sub>i</sub> ≪<sub>C</sub> π<sub>i</sub>.



#### Issues to be discussed

- The existence of global optima
- If there exists a global Condorcet winner, under what assumptions we can find it (w.h.p) by using Evolution strategy along with Preference-based racing algorithm?

 Hoeffding-bound is loose: the use of Clopper-Pearson-type confidence bound for trinomial random variables

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#### Preference-based racing for $\ll_C$

- One can estimate  $s(\pi, \pi')$  based on finite set of trajectories
- $\{\mathbf{h}_1, \dots \mathbf{h}_n\} \sim \mathbf{P}_{\pi}$  and  $\{\mathbf{h}'_1, \dots \mathbf{h}'_{n'}\} \sim \mathbf{P}_{\pi'}$

$$\bar{s}(\pi,\pi') = rac{1}{nn'} \sum_{i=1}^{n} \sum_{j=1}^{n'} \mathbb{I}\{\mathbf{h}_i \prec \mathbf{h}_j'\}$$

- ► Incomparable trajectories: solution by [Hemelrijk, 1952]  $\mathbb{I}^{\prec}\{x, x'\} = \begin{cases} 1 & \text{if } x \prec x' \\ 0 & \text{if } x' \prec x \\ 1/2 & \text{otherwise} \end{cases}$
- Probabilistic interpretation: if two samples are incomparable, then we select one of them being preferred with probability 1/2

• 
$$s(\pi, \pi') = 1 - s(\pi', \pi)$$

Preference-based racing: optimization view

• Preference-based case:  $PBR(\pi_1, \ldots, \pi_K, K', n_{max}, \delta)$ 

$$\underset{I \subseteq \{1, \dots, K\}: |I| = K'}{\operatorname{argmax}} \sum_{i \in I} \sum_{j \neq i} \mathbb{I}\{\pi_j \ll_C \pi_i\}$$

with probability at least  $1-\delta$ 

• Since 
$$s(\pi_i, \pi_j) = 1 - s(\pi_j, \pi_i)$$

$$\underset{I \subseteq \{1,\dots,K\}: |I| = K'}{\operatorname{argmax}} \sum_{i \in I} \sum_{j \neq i} \mathbb{I}\{s(\pi_j, \pi_i) > 1/2\}$$
(1)

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• We have an *efficient estimator* of  $s(\pi_i, \pi_j)$ 

Algorithm 1 PBR( $\pi_1, \ldots, \pi_K, K', n_{\max}, \delta$ )

1:  $A = \{(i, j) | 1 \le i, j \le K\}, n = 0$ 2: while  $(n < n_{max}) \land (|A| > 0)$  do 3: for all *i* appearing in A do  $\mathbf{h}_{\cdot}^{(n)} \sim \mathcal{M}$  and  $\pi_i$ 4: Generate trajectories 5: end for 6: for all  $(i, j) \in A$  do Update  $\bar{s}_{i,j} = \frac{1}{n^2} \sum_{\ell=1}^n \sum_{\ell'=1}^n \mathbb{I}\{\mathbf{h}_i^{(\ell)} \prec \mathbf{h}_i^{(\ell')}\}$ 7:  $c_{i,j} = \sqrt{\frac{1}{2n} \log \frac{2K^2 n_{\max}}{\lambda}}, \ u_{i,j} = \widehat{s}_{i,j} + c_{i,j}, \ \ell_{i,j} = \widehat{s}_{i,j} - c_{i,j}$ 8: 9: end for 10: for  $i = 1 \rightarrow K$  do 11:  $z_i = |\{j : u_{i,i} < 1/2, i \neq i\}|, o_i = |\{j : \ell_{i,i} > 1/2, i \neq i\}|$ 12: end for  $C = \{i : K - K' < |\{j : K - z_i < o_i\}|\}$ 13: ▷ select 14:  $D = \{i : K' < |\{j : K - o_i < z_i\}|\}$ ▷ discard 15: for  $(i, i) \in A$  do if  $(i, j \in C \cup D) \vee (1/2 \notin [\ell_{i,j}, u_{i,j}])$  then 16: 17:  $A = A \setminus (i, i)$  $\triangleright$  Do not update  $\hat{s}_{i,i}$  any more 18: end if 19: end for 20: n = n + 121: end while 22: return the top-K' options for which the most  $\bar{s}_{i,i}$  above 1/2

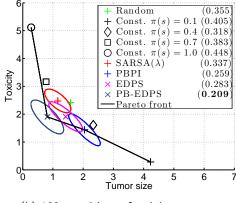
#### Cancer treatment

- 1. State space consists of toxicity level and tumor size (X, Y)
- 2. Linear policy space
- 3. Each policy search method were trained 100 times and each policy were evaluated on 300 virtual patients
- 4. 6-months treatment
- 5. Transitions:  $X_{t+1} = X_t + \Delta X_t$  and  $Y_{t+1} = Y_t + \Delta Y_t$

$$\Delta Y_t = [a_1 \cdot \max(X_t, X_0) - b_1 \cdot (D_t - d_1)] \times \mathbb{I}\{Y_t > 0\}$$
  
 $\Delta X_t = a_2 \cdot \max(Y_t, Y_0) - b_2 \cdot (D_t - d_2)$ 

6. Probability of death:  $1 - \exp(-\exp(c_0 + c_1X_t + c_2Y_t))$ 

#### Cancer treatment



(b) 100 repetitions of training process

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