

# SFP: State-free Priors for Exploration in Off-Policy Reinforcement Learning



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## Contributions

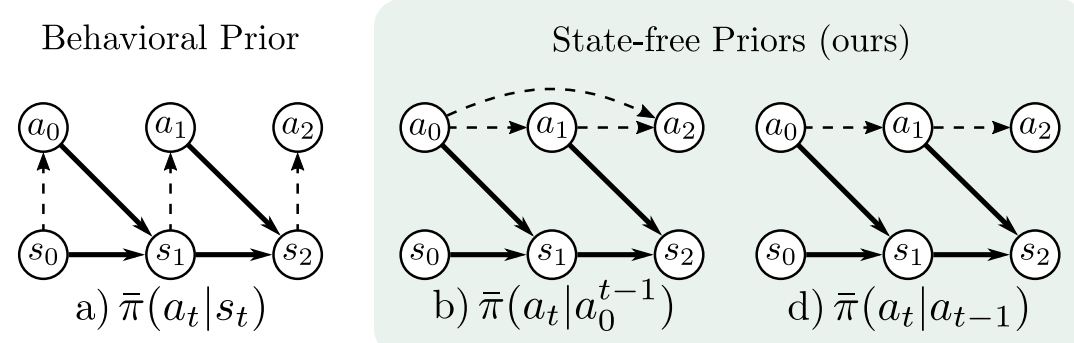
1. We propose **state-free priors** for guiding exploration in long-horizon, sparse rewards tasks.
2. We derive a **novel integration scheme** for priors into SAC [1].
3. We show how state-free priors can be **learned from few task-agnostic trajectories** and used to **improve exploration in weakly related tasks**.

In a nutshell: how can we **improve exploration** and accelerate downstream reinforcement learning from an offline dataset of **task-agnostic trajectories**?

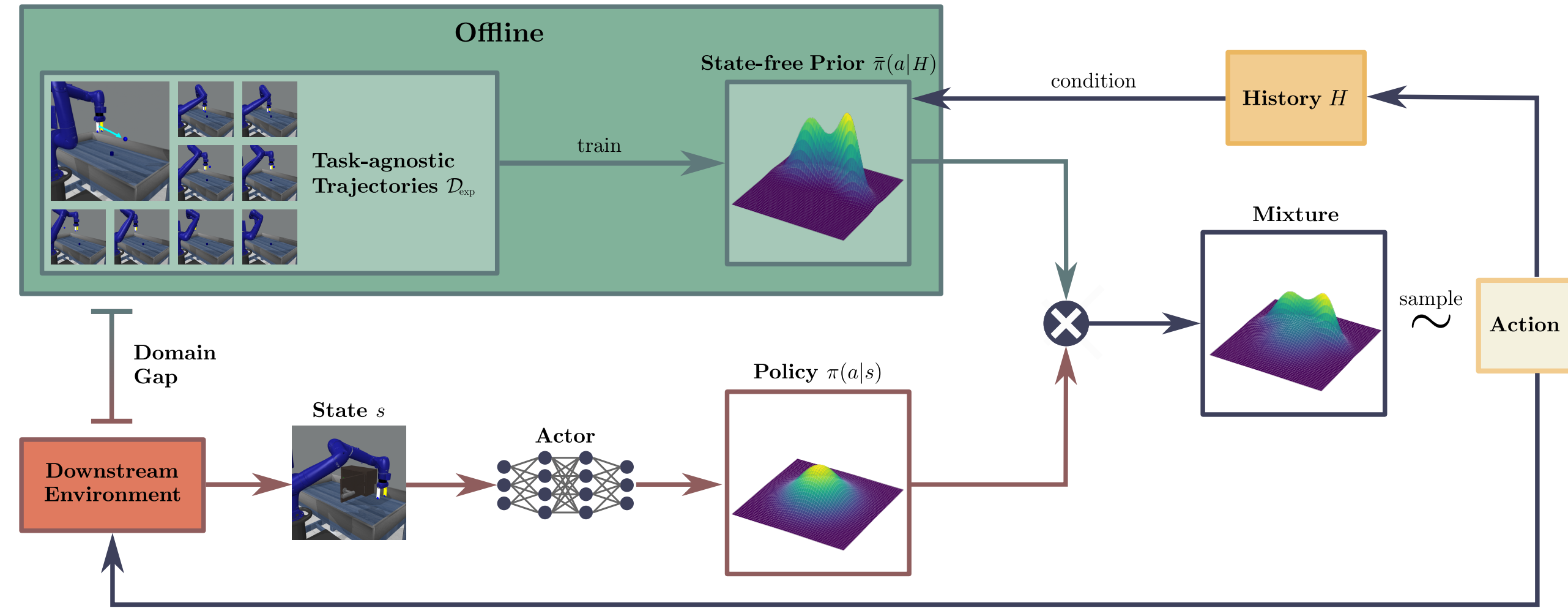
## State-free Priors

- **Behavioral priors**  $\bar{\pi}(a|s)$  can be trained from demonstrations and guide exploration, but struggle when deployed **on fundamentally different tasks** [2].
- Extracting non-Markovian patterns from demonstrations can be helpful in a **broader range of tasks**: we propose to focus on the **temporal structure** of demonstrations rather than on task-specific strategies.

A state-free prior is a **state-independent non-Markovian action distribution** modeling promising actions conditioned on past action:  
 $\bar{\pi}(a_t|a_0^{t-1})$ .



## Integration in SAC



Actions are sampled from a **mixture** between the policy  $\pi$  and the prior  $\bar{\pi}$ :

$$a_t \sim (1 - \lambda_t)\pi(\cdot|s_t) + \lambda_t\bar{\pi}(\cdot|s_t, H_t) \quad \text{with } 0 \leq \lambda_t \leq 1$$

Ideally,  $\lambda_t \approx 1$  when exploration is needed.

- We learn a **mixing function** (i.e.  $\lambda_t = \Lambda_\omega(s_t)$ ) and maximize the max-entropy objective w.r.t. the mixture  $\tilde{\pi}$ :

$$\underset{\pi_\phi, \Lambda_\omega}{\operatorname{argmax}} \mathbb{E}_{\tau \sim \tilde{\pi}} \left[ \sum_{t=0}^{\infty} \gamma^t \left( \mathcal{R}(s_t, a_t) + \alpha \mathcal{H}(\pi_\phi(\cdot|s_t)) \right) \right].$$

- We derive slight modifications to SAC's policy and value loss, and an objective for  $\Lambda_\omega$ :

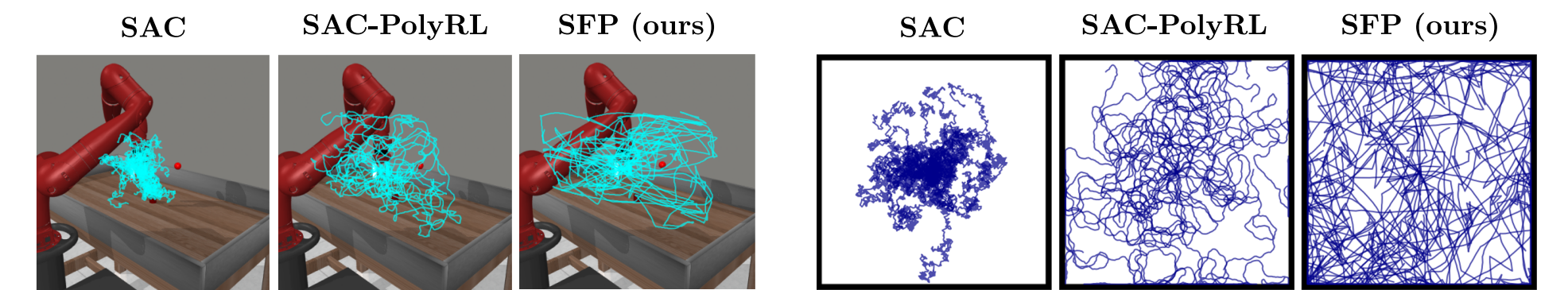
$$J_{\Lambda_\omega} = - \mathbb{E}_{(s) \sim \mathcal{D}} \left[ \Lambda_\omega(s) (Q_{\tilde{\pi}}(s, \bar{a}) - Q_{\tilde{\pi}}(s, a)) \right] \quad \text{with } \bar{a} \sim \bar{\pi}(\cdot), a \sim \pi_\phi(\cdot|s).$$

## Experimental Setup

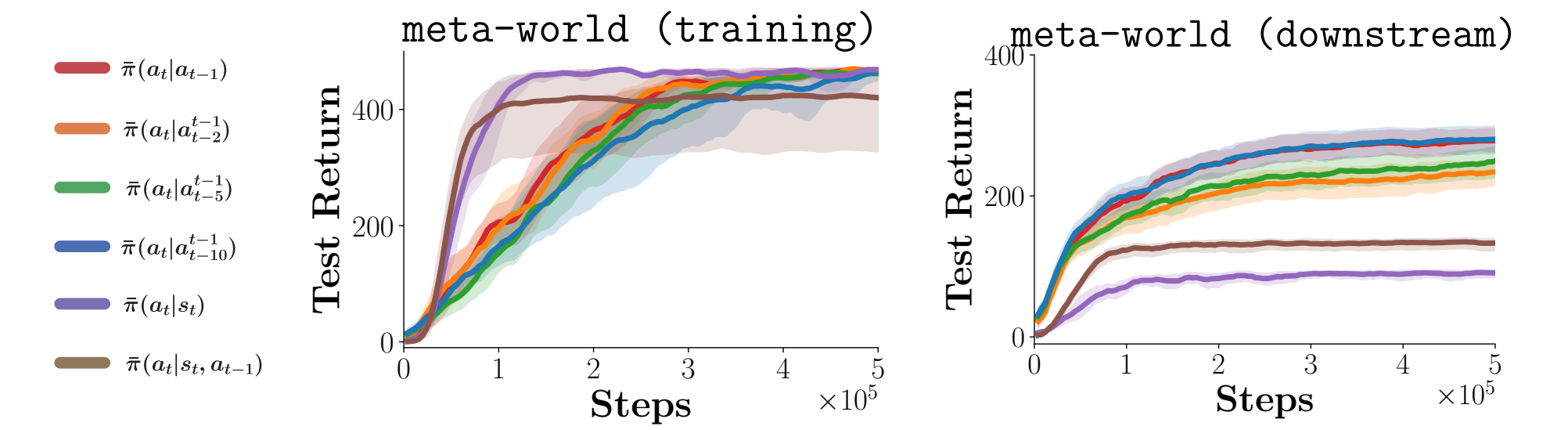


## Experiments

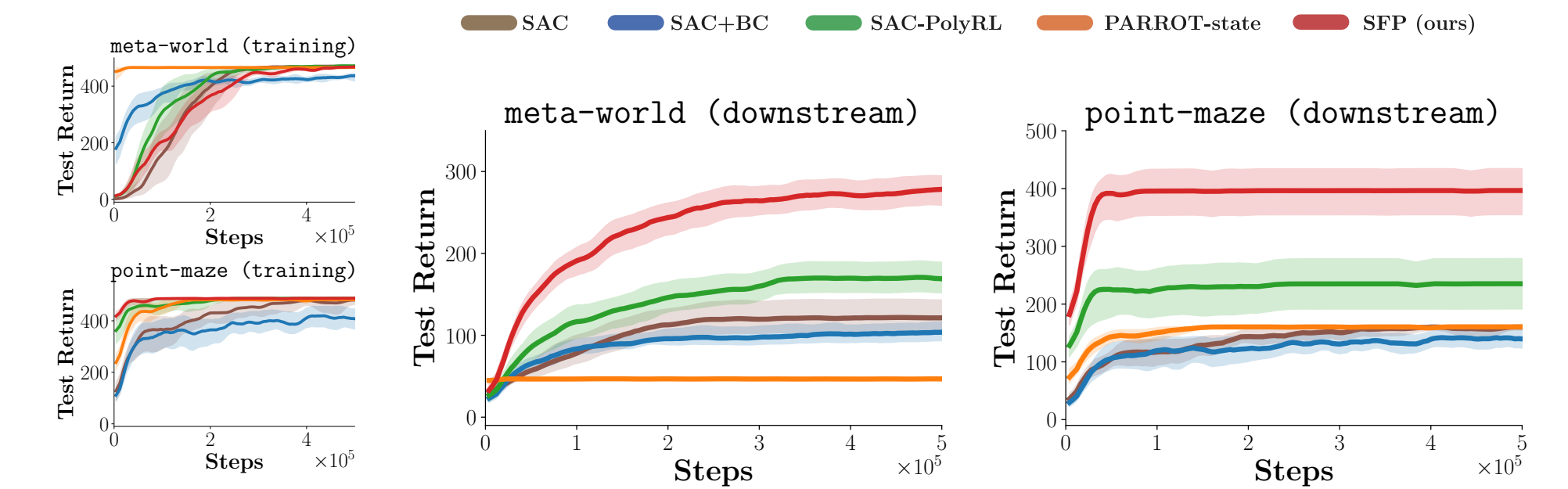
### Sampled Trajectories



### Conditioning Ablation



### Transfer Learning



### Correspondence

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### Website



### References

- [1] Tuomas Haarnoja et al. "Soft actor-critic: Off-policy maximum entropy deep reinforcement learning with a stochastic actor". In: *International conference on machine learning*. 2018.
- [2] Avi Singh et al. "Parrot: Data-Driven Behavioral Priors for Reinforcement Learning". In: *International Conference on Learning Representations*. 2021.
- [3] Susan Amin et al. "Locally Persistent Exploration in Continuous Control Tasks with Sparse Rewards". In: *Proceedings of the 38th International Conference on Machine Learning*. 2021.