Federated Q-Learning: Linear Regret Speedup and Logarithmic Communication Cost

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Reinforcement Learning and Episodic MDP

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Image: A matrix

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- In this work, we focus on a tabular episodic MDP $\mathcal{M} := (S, \mathcal{A}, H, \mathbb{P}, r)$ with time inhomogeneous transition kernels. Here S, A, H represent the number of states, actions, and steps in an episode, respectively. $\mathbb{P} := \{\mathbb{P}_h\}_{h=1}^H$ is the time-inhomogeneous transition kernel. $r := \{r_h\}_{h=1}^H$ is the collection of reward functions.

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- A policy π is a collection of H functions {π_h : S → Δ^A}_{h∈[H]}, where Δ^A is the set of probability distributions over A.

Value Functions and Optimal Policies

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Value Functions and Optimal Policies

• We use $V_h^{\pi} : S \to \mathbb{R}$ and $Q_h^{\pi} : S \times A \to \mathbb{R}$ to denote the state value function and the action value function at step h under policy π .

$$V_h^{\pi}(x) := \sum_{h'=h}^{H} \mathbb{E}_{(x_{h'}, a_{h'}) \sim (\mathbb{P}, \pi)} [r_{h'}(x_{h'}, a_{h'}) | x_h = x].$$

$$Q_h^{\pi}(x,a) := r_h(s,a) + \sum_{h'=h+1}^{H} \mathbb{E}_{(x_{h'},a_{h'})\sim (\mathbb{P},\pi)} \left[r_{h'}(x_{h'},a_{h'}) \mid x_h = x, a_h = a \right].$$

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We use V^π_h: S → ℝ and Q^π_h: S × A → ℝ to denote the state value function and the action value function at step h under policy π.

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There always exists an optimal policy π^{*} for all states and steps. In detail, it achieves the optimal value V^{*}_h(x) = sup_π V^π_h(x) = V^{π*}_h(x) for all x ∈ S and h ∈ [H]. The associated Bellman equations (BE) are as follows.

$$\begin{cases} V_h^{\pi}(x) = \mathbb{E}_{a \sim \pi_h(x)}[Q_h^{\pi}(x,a)] \\ Q_h^{\pi}(x,a) := (r_h + \mathbb{P}_h V_{h+1}^{\pi})(x,a) \\ V_{H+1}^{\pi}(x) = 0, \quad \forall x \in \mathcal{S} \end{cases} \text{ and } \begin{cases} V_h^{\star}(x) = \max_{a \in \mathcal{A}} Q_h^{\star}(x,a) \\ Q_h^{\star}(x,a) := (r_h + \mathbb{P}_h V_{h+1}^{\star})(x,a) \\ V_{H+1}^{\star}(x) = 0, \quad \forall x \in \mathcal{S}. \end{cases}$$

Here, $[\mathbb{P}_h V_{h+1}](x, a) := \mathbb{E}_{x' \sim \mathbb{P}_h(\cdot | x, a)} V_{h+1}(x').$

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- **③** Update the estimated Q functions:

 $Q_h(x_h, a_h) \leftarrow (1 - \alpha_h)Q_h(x_h, a_h) + \alpha_h(r_h(x_h, a_h) + V_{h+1}(x_{h+1}) + b_h), h \in [H].$

Here, $\alpha_h \in (0,1)$ is a step size, $b_h > 0$ is the UCB that encourages explorations.

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Update the estimated V functions via BE.

$$\mathsf{Regret} = \sum_{\mathsf{all episodes } e} V_h^\star(x_{1,e}) - V_h^{\pi_e}(x_{1,e}).$$

Federated Learning and Reinforcement Learning

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- Federated Learning (FL) is a distributed machine learning framework, where a large number of clients collectively engage in model training and accelerate the learning process, under the coordination of a central server.
- We wish to extend the FL principle to the RL setting to allow the agents to collaboratively train their decision-making models with limited information exchange.
- In this work, we consider a federated RL setting with a central server and M agents, each interacting with \mathcal{M} independently in parallel.

• Linear Regret Speedup. This means that the accuracy of our algorithm matches the situation that all the episodes are generated from a single agent.

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- Logarithmic communication cost. Comm. cost is defined as the number of scalars communicated during the whole process.
- Low memory requirement (model-free algorithm).

Type	Algorithm (Reference)	Regret	Communication cost
Model-based	Multi-batch RL (Zhang et al. 2022)	$\tilde{O}(\sqrt{H^2SAMT})$	-
	$\mathbf{APEVE} \ \underline{(\text{Qiao et al. 2022})}$	$\tilde{O}(\sqrt{H^4S^2AMT})$	-
	Byzan-UCBVI (Chen et al. 2023)	$\tilde{O}(\sqrt{H^3S^2AMT})$	$O(M^2 H^2 S^2 A^2 \log T)$
Model-free	Concurrent Q-UCB2H (Bai et al. 2019)	$\tilde{O}(\sqrt{H^4SAMT})$	O(MT)
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	Concurrent UCB-Advantage (Zhang et al. 2020)	$\tilde{O}(\sqrt{H^2SAMT})$	O(MT)
	FedQ-Hoeffding (this work)	$\tilde{O}(\sqrt{H^4SAMT})$	$O(M^2 H^4 S^2 A \log(T/M))$
	FedQ-Bernstein (this work)	$\tilde{O}(\sqrt{H^3 SAMT})$	$O(M^2 H^4 S^2 A \log(T/M))$

Table 1: Comparison of Related Algorithms

H: number of steps per episode; T: total number of steps; S: number of states; A: number of actions; M: number of agents. -: not discussed.

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 Central Server decides a policy π via the estimated Q, V functions and BE. It shares the estimated V function and the count function N_h for the total visiting number of (x, a, h) to all the agents.

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- All local agents collect episodes under π. We apply event-triggered abortion conditions to guarantee that n^m_h(x, a), the visiting number of Agent m to (x, a, h), is limited by N_h(x, a).

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- During a non-early round, agents share the reduced information n^m_h(x, a) and Mean^{m,h}_{x,a→x'}(V_{h+1}(x')). With them, central server finds out

$$v_{h+1}(x,a) = \mathsf{Mean}^h_{x,a \to x'}(V_{h+1}(x')),$$

which is the mean of the estimated value function at step h + 1 on all next states for visits of (x, a, h) in this round.

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• The central server updates the estimated Q function for all (x, a, h):

$$Q_h(x, a) \leftarrow (1 - \alpha_h)Q_h(x, a) + \alpha_h(r_h(x, a) + v_{h+1}(x, a) + b_h).$$

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• The central server updates the estimated V function according to BE.

Comments

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Image: A matrix and a matrix

- We propose FedQ-Hoeffding and FedQ-Bernstein where they use different ways of finding the UCB *b_h*.
- Our event-triggered synchronization guarantees that for any (x, a, h, k)-tuple,

$$n_h^{m,k}(x,a) \leq \max\left\{1, \left\lfloor \frac{N_h^k(x,a)}{MH(H+1)}
ight
floor
ight\},$$

and for each $k \in [K]$, there exists at least one agent m such that equality is met for a (x, a, h, m)-tuple. This guarantees that a sufficiently large amount of episodes is generated under the same policy and leads to logarithmic communication cost.

Thank you.

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