

COMBOU: Leveraging Unlabelled Data in Conservative Offline Model-Based RL

Project Overview

- Offline RL learns from static datasets that require reward annotation.
- In many cases, labelling reward is **costly**.
- Common to have a small amount of labelled task-specific data and a large amount of unlabelled task-agnostic data (state, action, next state) without reward.
- **Problem Statement:** leverage the use of unlabelled data in offline model-based RL, specifically in Conservative Offline Model Based Policy Optimization (COMBO).
- **Previous Literature:** in model-free methods. reward prediction performs poorly, setting all unlabelled data's reward to 0 (UDS) is effective.
- **COMBO** consists of 3 parts:
 - Dynamics (state & reward) Training
 - Critics Training
 - Conservative Policy Evaluation
- This project explores how to incorporate unlabeled data into these three parts.
- Main Results: UDS and reward prediction with built-in pessimism both work very well (~30%) improvement from baseline COMBO method)!

Datasets & Metrics

- D4RL Benchmark for Offline RL.
- Uses the Walker2D and Hopper tasks.



- **10k labelled expert samples** (s, a, s', r) ~ **L** from a policy trained with SAC + **1M random unlabelled samples** (s, a, s') ~ **U** from a random policy.
- Resembles the case unlabelled data is of low quality and even irrelevant to the target task.
- Metric: Average normalized evaluation episode reward in the last 100 training epochs.
- We use the Adam optimizer. All model backbones are **MLPs** that follow the COMBO paper.

- **COMBO** in detail, given **labeled data** L and **policy** π : Train dynamics model $T_{\theta}(s', r|s, a)$ on L
- 2. Iterate:
 - a) Rollout dynamics model for model data M b) **Conservatively evaluate** critics:

c) Improve policy π based on updated critics

- **Baseline 1 (COMBO with no data sharing):** Run COMBO on 10k expert labelled data L only.
- Baseline 2 (naive reward prediction):
 - \circ Use L and U to train dynamics model to predict next state (s' | s, a). \circ Use L alone to train a reward model **R** and use **R** to fill in the rewards for data in **U**. • Run COMBO on L and U.
- Variant 1 (only use unlabelled data for training state dynamics): \circ Use L and U to train dynamics model to predict next state (s' | s, a).
- Use L alone to train a reward model R. Run COMBO on L alone.
- Variant 2 (UDS):
- \circ Set the reward of all unlabelled data in **U** to 0. Then combine **L** & **U** to run COMBO on them. • Variant 3 (reward prediction with built-in pessimism):
- \circ Use L and U to train dynamics model to predict next state (s' | s, a).
- Use L alone to train a reward model **R** and use **R** to fill in the rewards for data in **U**.

Discussions:

- **Reward prediction with built-in pessimism** is very effective for leveraging unlabelled data! • COMBO archives 103.3 using 2M medium-expert data on Walker2D. CQL+UDS achieves 81.5 in the same setup on Hopper. \rightarrow **Our method is potentially superior!**
- Using unlabelled data to train state dynamics is useful. Naive reward prediction doesn't work. • Variant 2 (UDS) doesn't need built-in pessimism as we already assign lowest reward to unlabelled data. Its performance is more variable.

Future Research:

- Needs further investigation on overfitting in Hopper environment.
- Test on more environments to figure out the methods' strength and weaknesses.
- Incorporate CDS into the framework.
- Experiment with multitask learning environments as this approach naturally applies.

References

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Methods & Experiments

 $Q^{\pi} := argmin_Q \mathbb{E}_{(s,a,s',r) \sim L \cup M} [(Q(s,a) - (r + \gamma \mathbb{E}[Q(s',a')]))^2]$ $+\alpha \mathbb{E}_{(s,a)\sim M}[Q(s,a)] - \alpha \mathbb{E}_{(s,a)\sim L}[Q(s,a)]$

• Run COMBO on L and U with built-in pessimism on U (step 3 second line): $\mathbb{E}_{(s,a)\sim M\cup U}$

Discussions & Future Research







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Results

Training Curves for Walker2D Environment:



Training Curves for Hopper Environment:

*Note that we discard the data after the sudden drop in baseline 1 and variant 2.

	Walker2D		Hopper	
	Avg. Eval Reward	Stdev. Eval Reward	Avg. Eval Reward	Stdev. Eval Reward
ABO (Baseline 1)	82.372	10.187	39.918	16.656
ard Pred. (B2)	-0.167	0.017	29.653	9.960
ant 1	100.794	9.877	55.355	9.292
ant 2	108.534	1.611	66.466	16.027
ant 3	106.064	5.444	95.167	8.381