



# A Brief Introduction to Policy Gradient Method

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# Outline

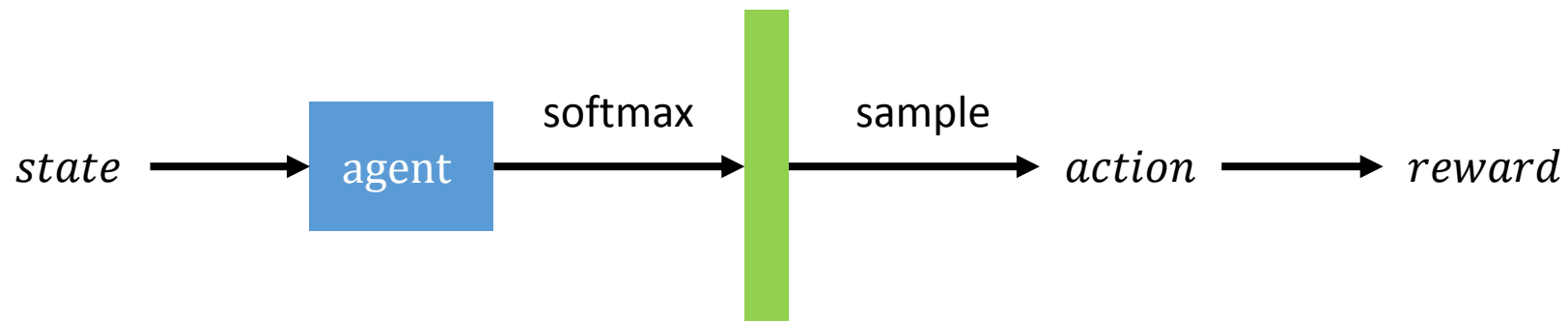
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- A brief introduction to policy gradient theorem
- Example: Learning Globally Optimized Object Detector via Policy Gradient
- Example: Towards Diverse and Natural Image Descriptions via a Conditional GAN



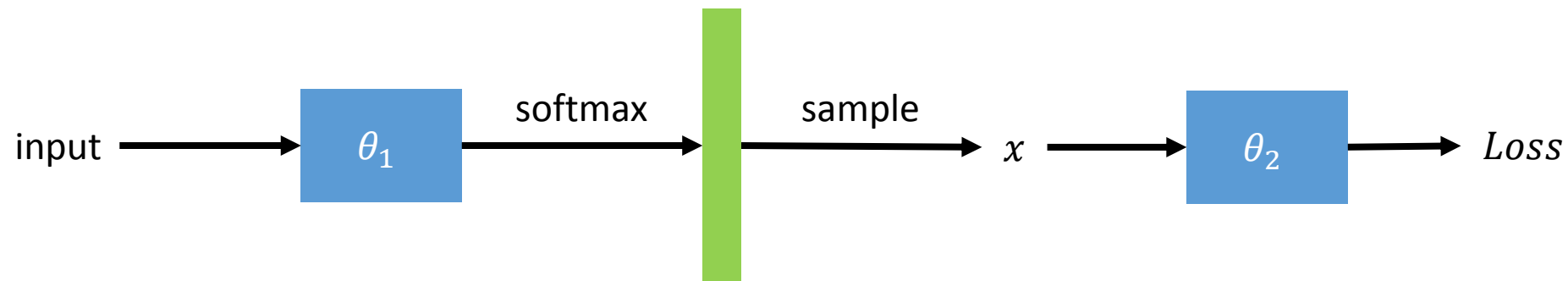
# A brief introduction to policy gradient theorem

- 如何根据reward更新网络参数？



# A brief introduction to policy gradient theorem

- 如何对采样求导?



$$\frac{\partial \text{Loss}}{\partial \theta_1} = ?$$



# A brief introduction to policy gradient theorem

- We might be given a parameterized probability distribution  $x \sim p(\cdot; \theta)$ . In this case, we can use the *score function* (SF) estimator [3]:

$$\frac{\partial}{\partial \theta} \mathbb{E}_x [f(x)] = \mathbb{E}_x \left[ f(x) \frac{\partial}{\partial \theta} \log p(x; \theta) \right]. \quad (1)$$

This classic equation is derived as follows:

$$\begin{aligned} \frac{\partial}{\partial \theta} \mathbb{E}_x [f(x)] &= \frac{\partial}{\partial \theta} \int dx p(x; \theta) f(x) = \int dx \frac{\partial}{\partial \theta} p(x; \theta) f(x) \\ &= \int dx p(x; \theta) \frac{\partial}{\partial \theta} \log p(x; \theta) f(x) = \mathbb{E}_x \left[ f(x) \frac{\partial}{\partial \theta} \log p(x; \theta) \right]. \end{aligned} \quad (2)$$

This equation is valid if and only if  $p(x; \theta)$  is a continuous function of  $\theta$ ; however, it does not need to be a continuous function of  $x$  [4].



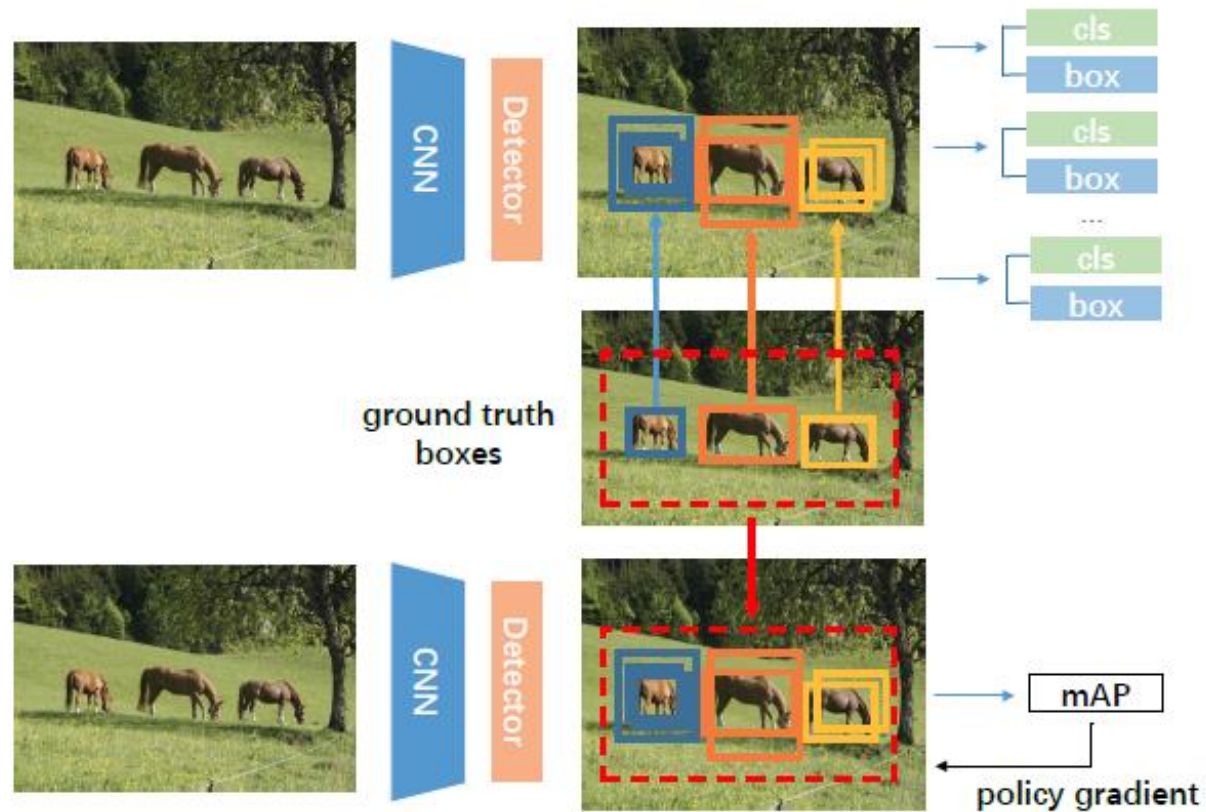
# A brief introduction to policy gradient theorem

- Code (pytorch):

```
def update_policy(states, actions, returns):
    action_probs = policy(states)
    action_dist = torch.distributions.Categorical(action_probs)
    action_loss = -action_dist.log_prob(actions) * returns
    entropy = action_dist.entropy()
    loss = torch.mean(action_loss - 1e-4 * entropy)
    optimizer.zero_grad()
    loss.backward()
    optimizer.step()
    return
```

# Example: Object Detection

- The relation information between RoIs that is ignored in Faster R-CNN can be further utilized to improve object detectors.*



# Example: Object Detection

- The objective of object detection can be formulated as:

$$\begin{aligned} \mathcal{H} &= \max_{\theta} \text{mAP}(F_{\theta}(I), B), \\ \text{subject to} \quad & |F_{\theta}(I)| \leq N_{bb} \end{aligned}$$

- We can use a policy gradient method to compute the expected gradient of the non-differentiable reward function as follows:

$$\nabla L_I(\theta) = -\mathbb{E}_a[r(a)\nabla_{\theta} \log(p_a)] \quad (6)$$

- Action  $a$  can be defined as selecting a set of bounding boxes from all candidates



# Example: Object Detection

$p_a$  is the probability of action  $a$ , therefore,  $p_a = \prod_{b \in a} p_b$ . We can further simplify Equation 6 as:

$$\begin{aligned} & \mathbb{E}_a[r(a)\nabla_{\theta} \log(p_a)] \\ &= \sum_a p(a)r(a)\nabla_{\theta} \log\left(\prod_{b \in a} p_b\right) \\ &= \sum_a [p(a)r(a) \sum_{b \in B'} [\delta(a, b)\nabla_{\theta} \log(p_b)]] \\ &= \sum_{b \in B'} [\nabla_{\theta} \log(p_b) \sum_a [p(a)r(a)\delta(a, b)]] \end{aligned}$$

define  $r(b) = \sum_a [p(a)r(a)\delta(a, b)]$ .

- Sampling several actions during a single gradient calculation is more efficient.





# Example: Object Detection

- Experiment results:

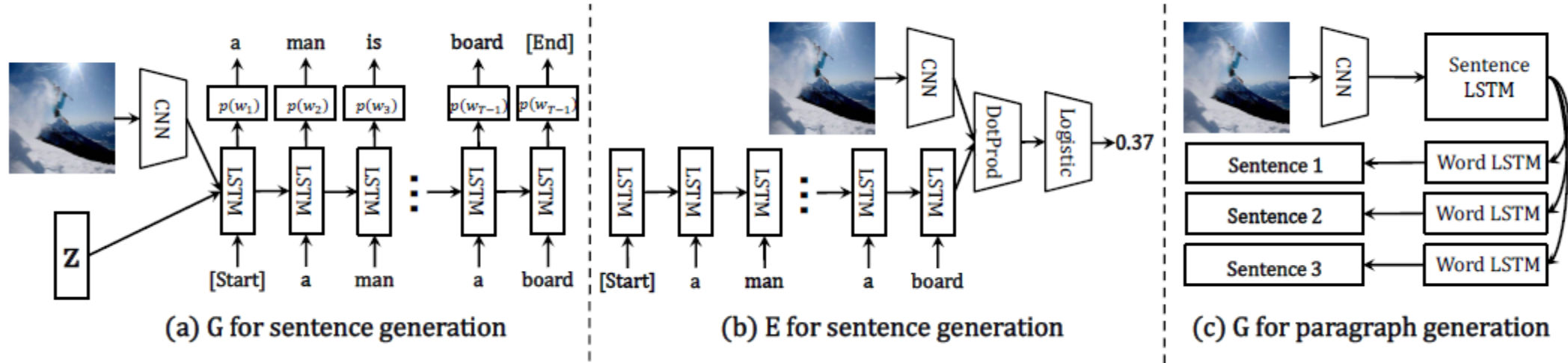
Detection model	training method	greedy NMS	soft NMS	mAP	mAP <sub>50</sub>	mAP <sub>75</sub>	mAP <sub>S</sub>	mAP <sub>M</sub>	mAP <sub>L</sub>
Faster R-CNN	standard	✓		36.3	57.3	38.8	17.7	42.4	51.4
Faster R-CNN	standard		✓	36.9	57.2	40.1	18.0	42.7	52.1
Faster R-CNN	OHEM	✓		36.9	57.3	40.2	17.7	42.7	52.4
Faster R-CNN	ours ( $\gamma = 0$ )	✓		37.6	60.0	40.2	19.6	42.6	52.0
Faster R-CNN	ours ( $\gamma = 1$ )	✓		38.3	60.6	40.9	20.7	43.2	52.6
Faster R-CNN	ours ( $\gamma = 1$ )		✓	<b>38.5</b>	<b>60.8</b>	<b>41.3</b>	<b>20.9</b>	<b>43.4</b>	<b>52.7</b>
Faster R-CNN with FPN	standard	✓		37.7	58.5	40.8	19.3	41.7	<b>52.3</b>
Faster R-CNN with FPN	ours ( $\gamma = 1$ )	✓		<b>39.5</b>	<b>60.2</b>	<b>43.3</b>	<b>22.7</b>	<b>44.1</b>	51.9

# Example: Image Caption

- Existing efforts primarily focus on fidelity, while other essential qualities of human languages, e.g. naturalness and diversity, have received less attention.

			BLEU	E-GAN
	G-MLE	A cow standing in a field next to houses	■	■
		A cow standing in a field with houses	■	■
		A cow standing in a field of grass	■	■
	G-GAN	Many cows grazing in the grass field in front of houses	■	■
		Several cows grazing on grassy area in a pasture	■	■
		A heard of cattle grazing on a lush green field	■	■
	human	Grey cow walking in a large green field in front of house	■	■
		A cow in a large open field with a house in the background	■	■
		A cow standing in a large open grass field	■	■
	G-MLE	A train that is pulling into a station	■	■
		A train that is going into a train station	■	■
		A train that is parked in a train station	■	■
	G-GAN	A passenger train is going down the tracks	■	■
		A beige blue and white train blocking a train track	■	■
		A large long train is going down the tracks in a waiting area	■	■
	human	A train pulling into a station outside during the day	■	■
		A passenger train moving through a rail yard	■	■
		A long passenger train pulling up to a station	■	■

# Example: Image Caption



- G: a generator to produce descriptions conditioned on images
- E: an evaluator to assess how well a description fits the visual content.

# Example: Image Caption

- Difficulties:

- The production of sentences is a discrete sampling process, which is non-differentiable.
- A sentence can only be evaluated when it is completely generated.

- Solutions:

- Use policy gradient to compute gradient
- Evaluate an expected future reward when the sentence is partially generated

$$V_{\theta, \eta}(I, \mathbf{z}, S_{1:t}) = \mathbb{E}_{S_{t+1:T} \sim G_{\theta}(I, \mathbf{z})} [r_{\eta}(I, S_{1:t} \oplus S_{t+1:T})].$$

- we can derive the gradient of this objective w.r.t.  $\theta$  as:

$$\tilde{\mathbb{E}} \left[ \sum_{t=1}^{T_{\max}} \sum_{w_t \in \mathcal{V}} \nabla_{\theta} \pi_{\theta}(w_t | I, \mathbf{z}, S_{1:t-1}) \cdot V_{\theta', \psi}(I, \mathbf{z}, S_{1:t} \oplus w_t) \right]$$

# Example: Image Caption

- Experiment results:

		BLEU-3	BLEU-4	METEOR	ROUGE_L	CIDEr	SPICE	E-NGAN	E-GAN
COCO	human	0.290	0.192	0.240	0.465	0.849	<b>0.211</b>	0.527	<b>0.626</b>
	G-MLE	<b>0.393</b>	<b>0.299</b>	<b>0.248</b>	<b>0.527</b>	<b>1.020</b>	0.199	0.464	0.427
	G-GAN	0.305	0.207	0.224	0.475	0.795	0.182	<b>0.528</b>	0.602
Flickr	human	0.269	0.185	0.194	0.423	0.627	0.159	0.482	<b>0.464</b>
	G-MLE	<b>0.372</b>	<b>0.305</b>	<b>0.215</b>	<b>0.479</b>	<b>0.767</b>	<b>0.168</b>	0.465	0.439
	G-GAN	0.153	0.088	0.132	0.330	0.202	0.087	<b>0.582</b>	0.456

Table 1: This table lists the performances of different generators on MSCOCO and Flickr30k. On BLEU- $\{3,4\}$ , METEOR, ROUGE\_L, CIDEr, and SPICE, *G-MLE* is shown to be the best among all generators, surpassing human by a significant margin. While *E-NGAN* regard *G-GAN* as the best generator, *E-GAN* regard *human* as the best one.

# Example: Image Caption

- Experiment results:

				
$Z_1$	a baseball player holds a bat up to hit the ball	a man riding a snowboard down a slope	a group of people sitting around a table having a meal in a restaurant	a group of men dressed in suits posing for a photo
$Z_2$	a baseball player holding white bat and wear blue baseball uniform	a person standing on a snowboard sliding down a hill	a young man sitting at a table with coffee and a lot of food	a couple of men standing next to each other wearing glasses
$Z_3$	a professional baseball player holds up his bat as he watches	a man is jumping over a snow covered hill	a pretty young man sitting next to two men in lots of people	some people dressed in costume and cups

Figure 6: This figure shows example images with descriptions generated by *G-GAN* with different  $z$ .