Imperial College London

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DEPARTMENT OF COMPUTING

Data Efficient Deep Reinforcement Learning using Inductive Logic Programming

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	Abstract
Your abstract.	

Acknowledgments

Comment this out if not needed.

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Introduction

Problem setting
Two most studied approach for using previous learning exprience is meta-learning
and transfer learning
Artificial General Intelligence
Definision of AGI

Background

The history of data-efficient learning What other people have done in this.

The advance of statistical machine learning methods, especially deeep reinforcement learning

AlphaGo, and AlphaGo Zero

Also business success.

History of Relational Reinforcement Learning

Baysian Optimisation

RNN approach

Symbolic Deep reinforcement learning

Some implementation: German paper

Motivation

Why symbolic reinforcement learning is good attempt

Reason 1:

Reason 2:

Complehensive by humans -¿ Explanable rather than black-box

Use of previous experience (background knowledge)

Not much explored yet.

TODO Explain how reinforcement learning works

Recent advance of ILASP is promissing

Because of the recent advancement of logic-based learning and deep reinforcement learning, combination of both approach would be a next explonation toward artificial general intelligence.

3.1 Objectives

3.2 Project outline

which measurement would you use? (grid word, something else? GVGAL games) Summarise different types of knowledge representations (Objects ?? relationship?) Common sense

Implement based on Towards Deep Symbolic Reinforcement Learning

3.3 Contribution

Background

ASP
What is ILP?
ILASP
ILASP task containing a contex-dependent example
TODO Explain how symbolic learning works
TODO What would you learn in my context? Relashinship of the objects? Objects, types, locations and interactions.

4.1 Reinforcement Learning

4.2 Symbolic reinforcement Learning

Explain the paper

4.3 GVGAI framework

4.4 Legal and Ethical Issues

???

Chapter 5 Contribution