

# NUS-ISS

*Problem Solving Using  
Pattern Recognition*



## Deep learning: Act

by Nicholas Ho

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# Wind power output prediction

Better economic value



Source: <https://deepmind.com/blog/machine-learning-can-boost-value-wind-energy/>

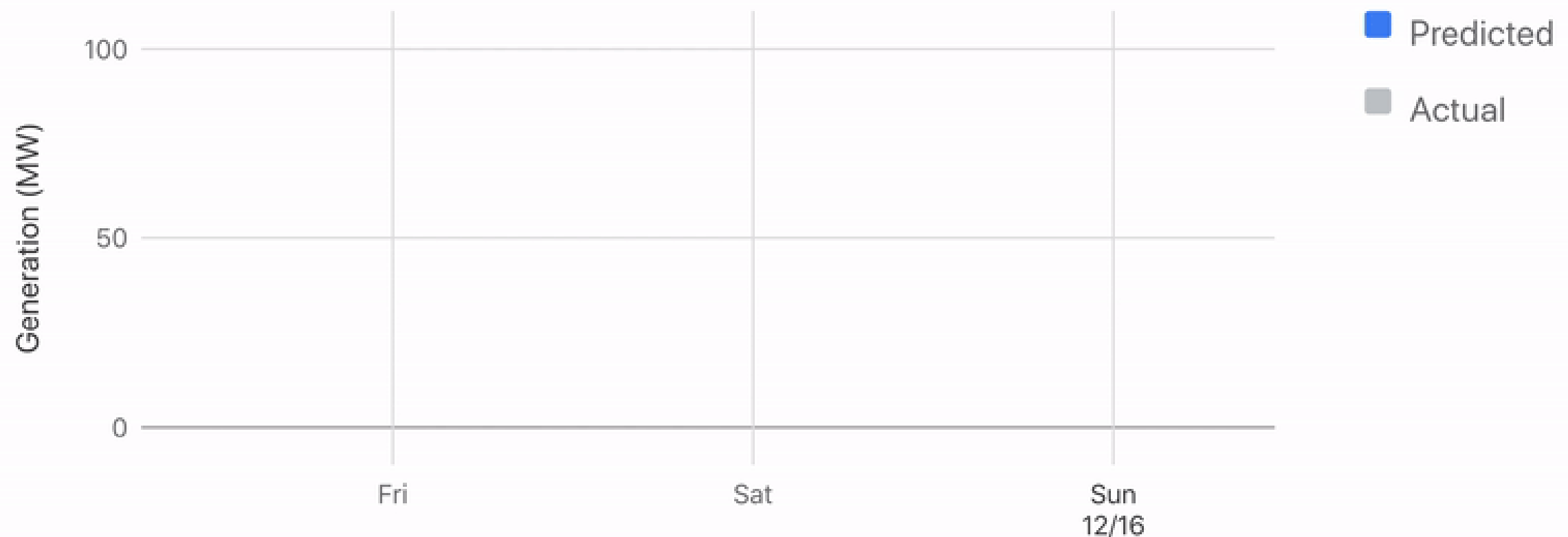
- Use deep learning to predict wind power output **36** hours ahead of actual generation
- Based on predictions recommend optimal hourly delivery commitments to power grid a full day in advance
- Benefit: scheduled energy sources are more valuable to grid

# Wind power output prediction

Better economic value

- Actual vs Predicted

The DeepMind system predicts wind power output 36 hours ahead...

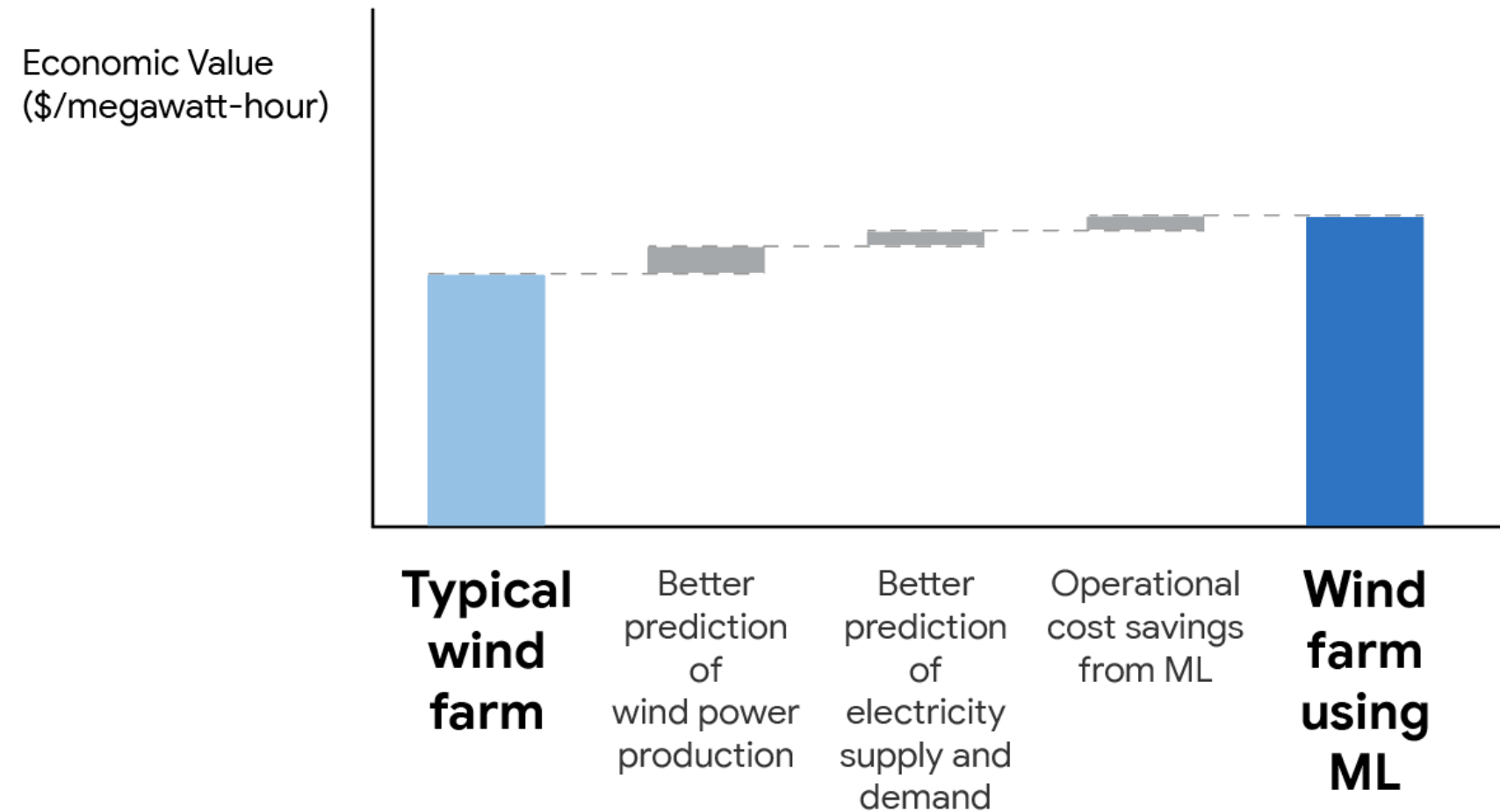


Source: <https://deepmind.com/blog/machine-learning-can-boost-value-wind-energy/>

# Wind power output prediction

Better economic value

## Machine learning can increase the value of wind energy



*Illustrative results from  
2018 Google/DeepMind field study*

Source: <https://deepmind.com/blog/machine-learning-can-boost-value-wind-energy/>

# Predict then recommend

What's next?

Predict next item in session



Purchase 1



Purchase 2



Purchase 3



Next purchase

Source: <https://medium.com/recombee-blog/machine-learning-for-recommender-systems-part-2-deep-recommendation-sequence-prediction-automl-f134bc79d66b>

# Recommend based on distance

This is how CNN sees the relations



Source: <https://medium.com/recombee-blog/machine-learning-for-recommender-systems-part-2-deep-recommendation-sequence-prediction-automl-f134bc79d66b>





# Freekick please

Fifa 18

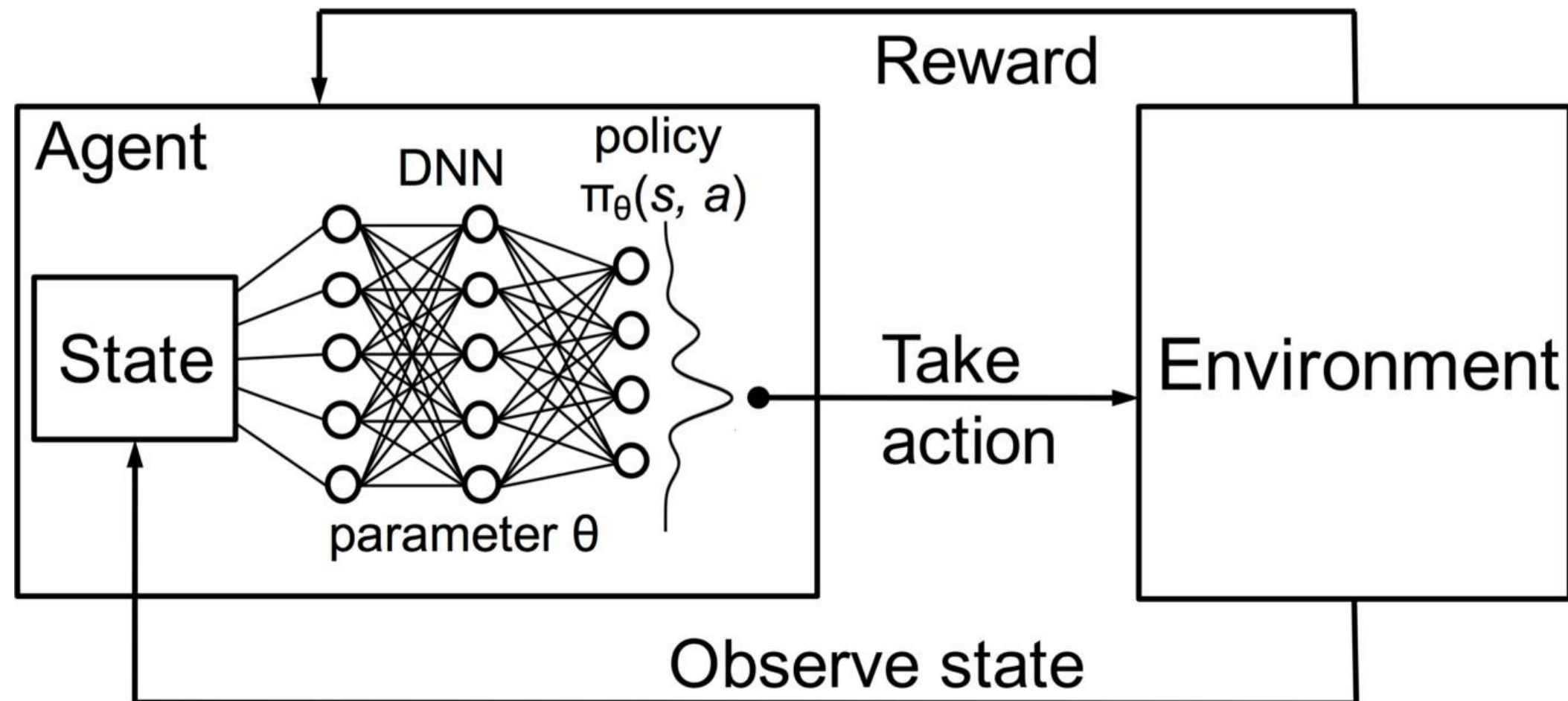


Source: <https://towardsdatascience.com/using-deep-q-learning-in-fifa-18-to-perfect-the-art-of-free-kicks-f2e4e979ee66>



# Deep Reinforcement learning

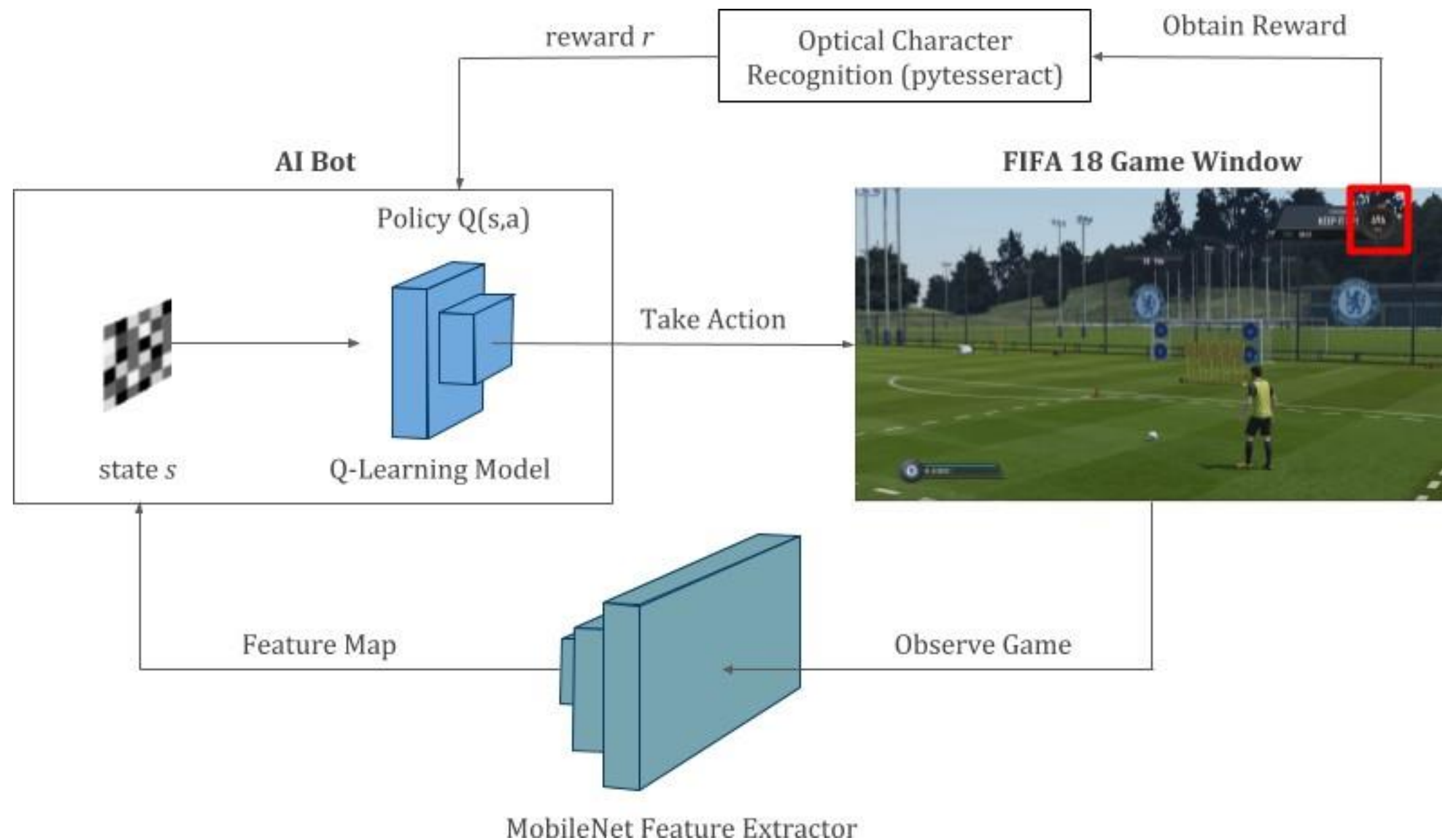
## Deep Q-learning



Source: <https://towardsdatascience.com/using-deep-q-learning-in-fifa-18-to-perfect-the-art-of-free-kicks-f2e4e979ee66>

# Deep Reinforcement learning

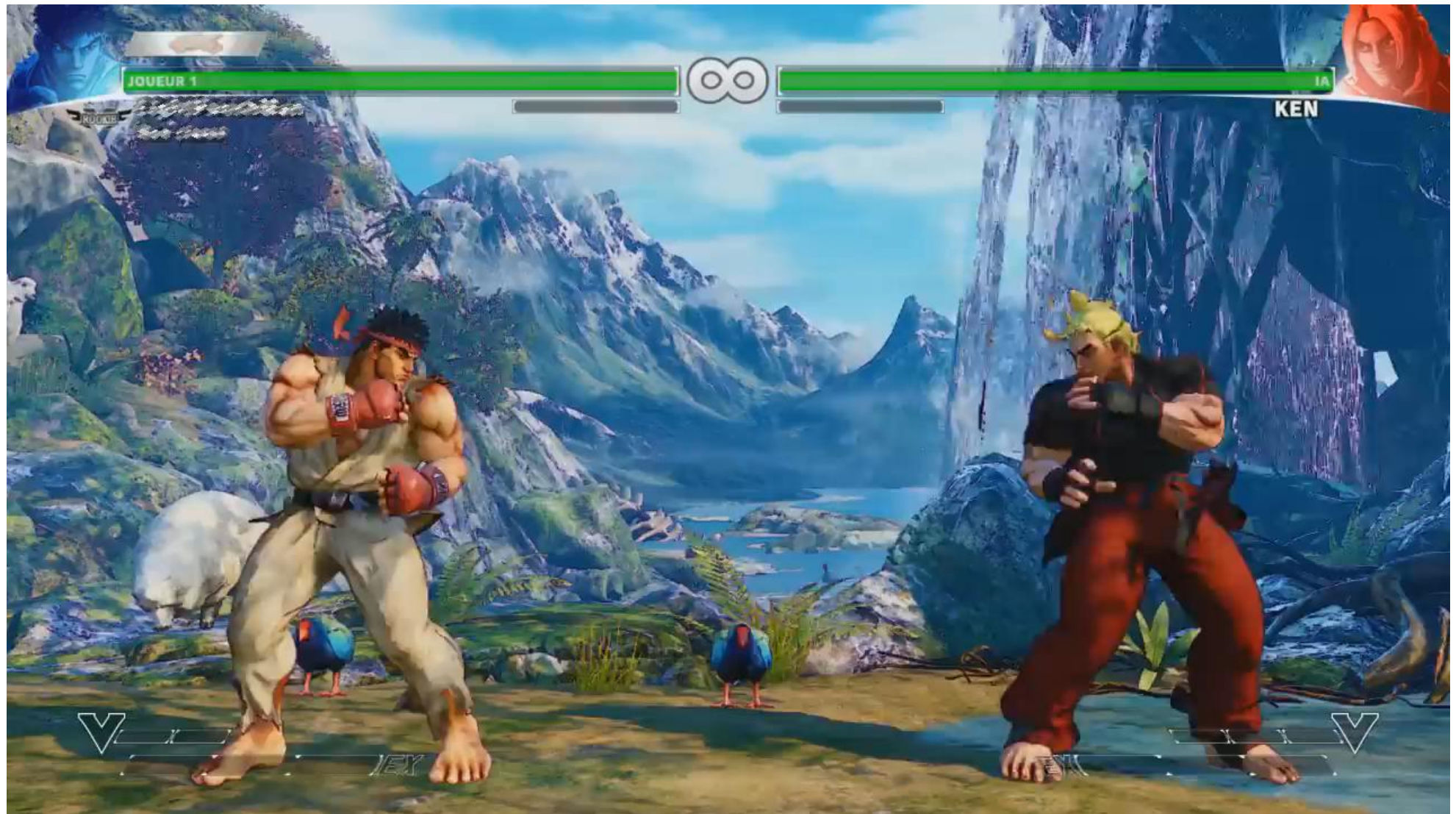
Fifa 18



Source: <https://towardsdatascience.com/using-deep-q-learning-in-fifa-18-to-perfect-the-art-of-free-kicks-f2e4e979ee66>

# AI vs AI

Ryu is played  
by AI that  
learned by  
itself to play



Source: <https://www.youtube.com/watch?v=Ao1yJsZPQAM>



# Any idea about SpaceX?

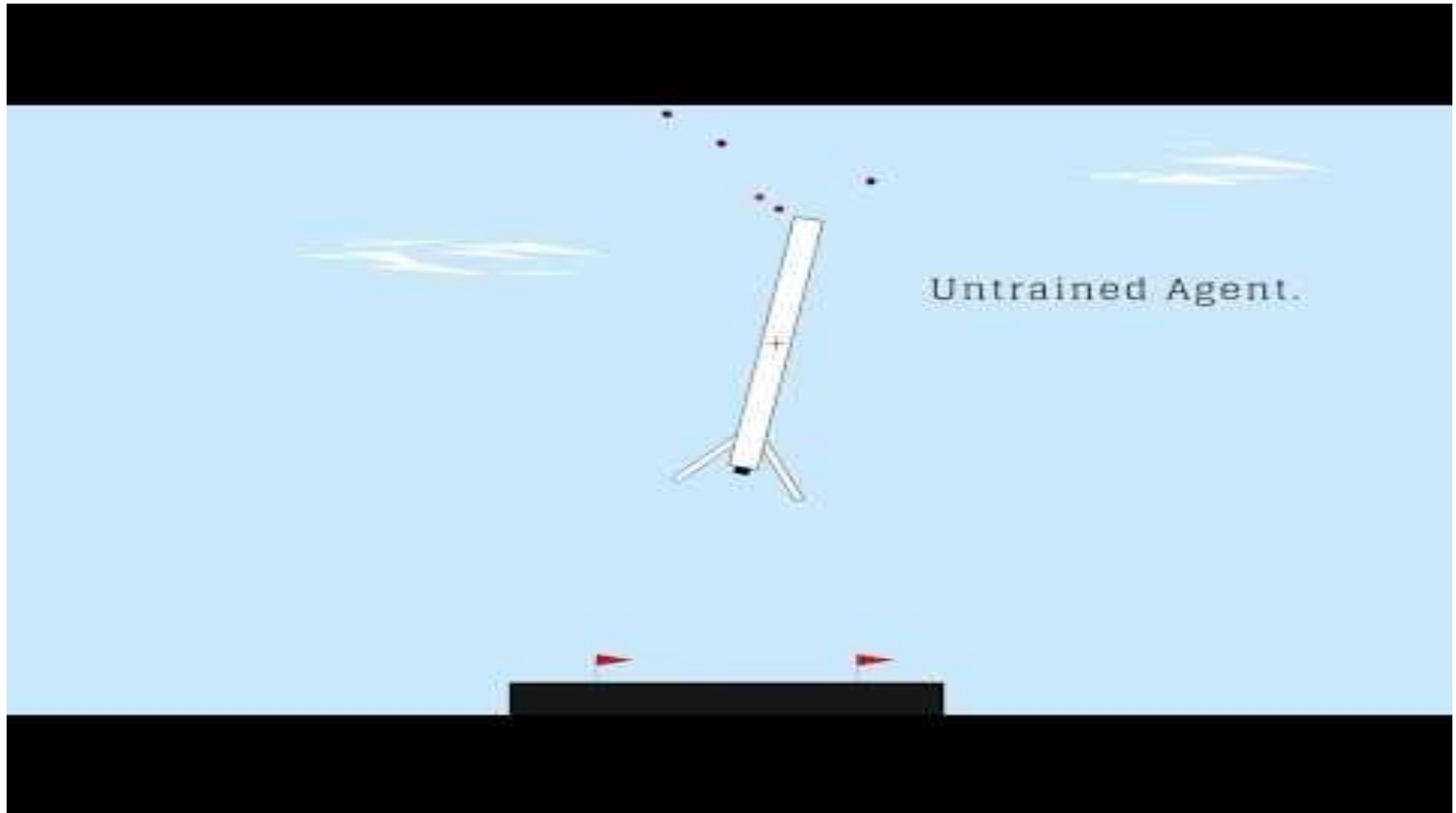
Landing?



Source: SpaceX

# Controlled landing

Simulation

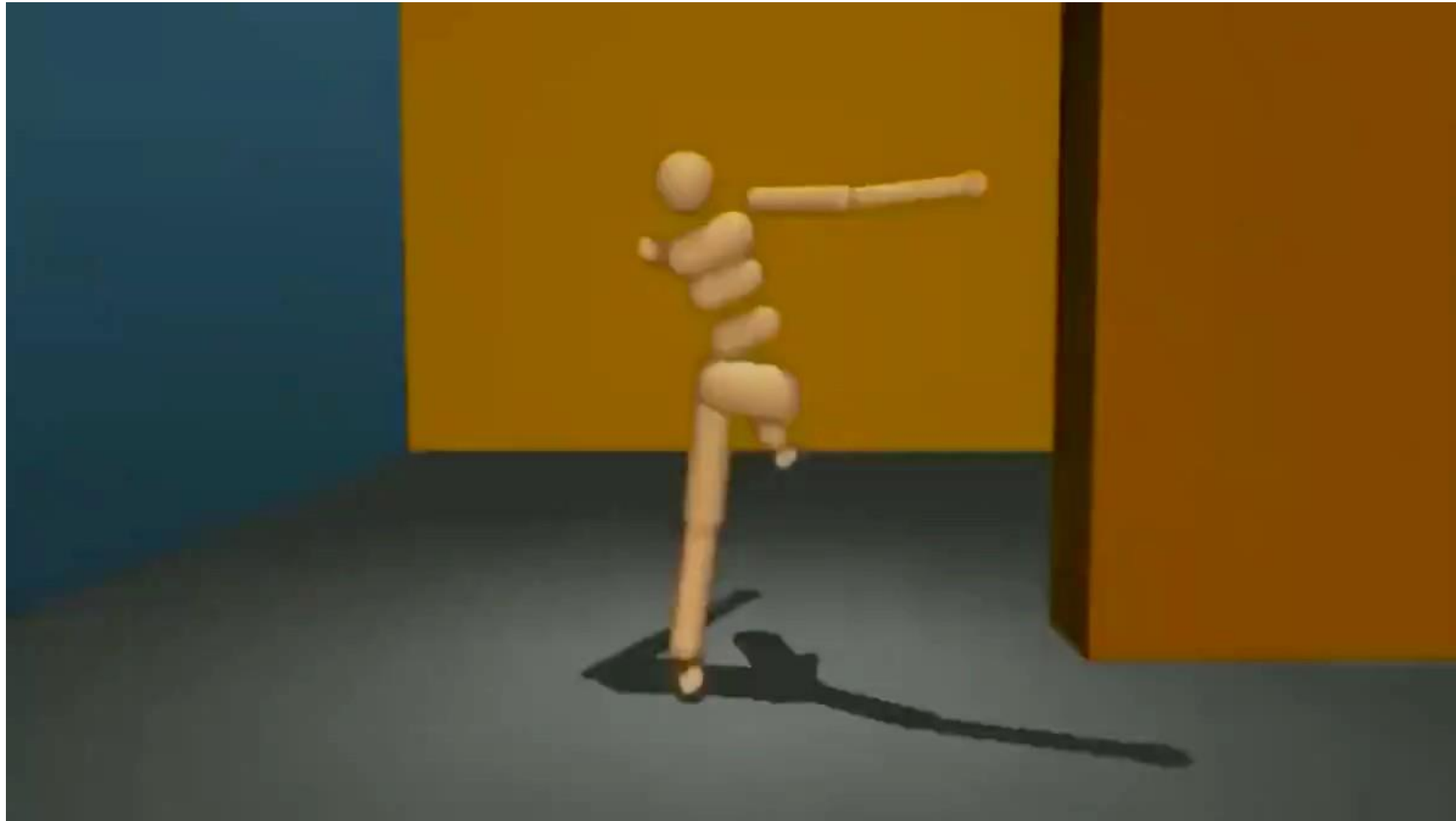


Source: SpaceX; [https://www.youtube.com/watch?v=NX\\_o9jB9bZ4](https://www.youtube.com/watch?v=NX_o9jB9bZ4)



# Walk in style

Learn like a kid



Source: [https://twitter.com/randal\\_olson/status/1111683751874945025](https://twitter.com/randal_olson/status/1111683751874945025)

# Throwing

Robot follows



Source: <https://twitter.com/andyzengtweets/status/1110655184642936832>  
<https://youtu.be/-O-E1nFm6-A>

# Grasping

## Shared learning



Source: <https://ai.googleblog.com/2018/06/scalable-deep-reinforcement-learning.html>



# Autonomous vehicle

Example 1: Wayve; Drive by self-learning



Source: <https://techcrunch.com/2019/04/03/wayve-claims-world-first-in-driving-a-car-autonomously-with-only-its-ai-and-a-satnav/>

# Autonomous vehicle

Example 1: Wayve; Drive by self-learning

Alex Kendall, Co-Founder & CTO of Wayve says:

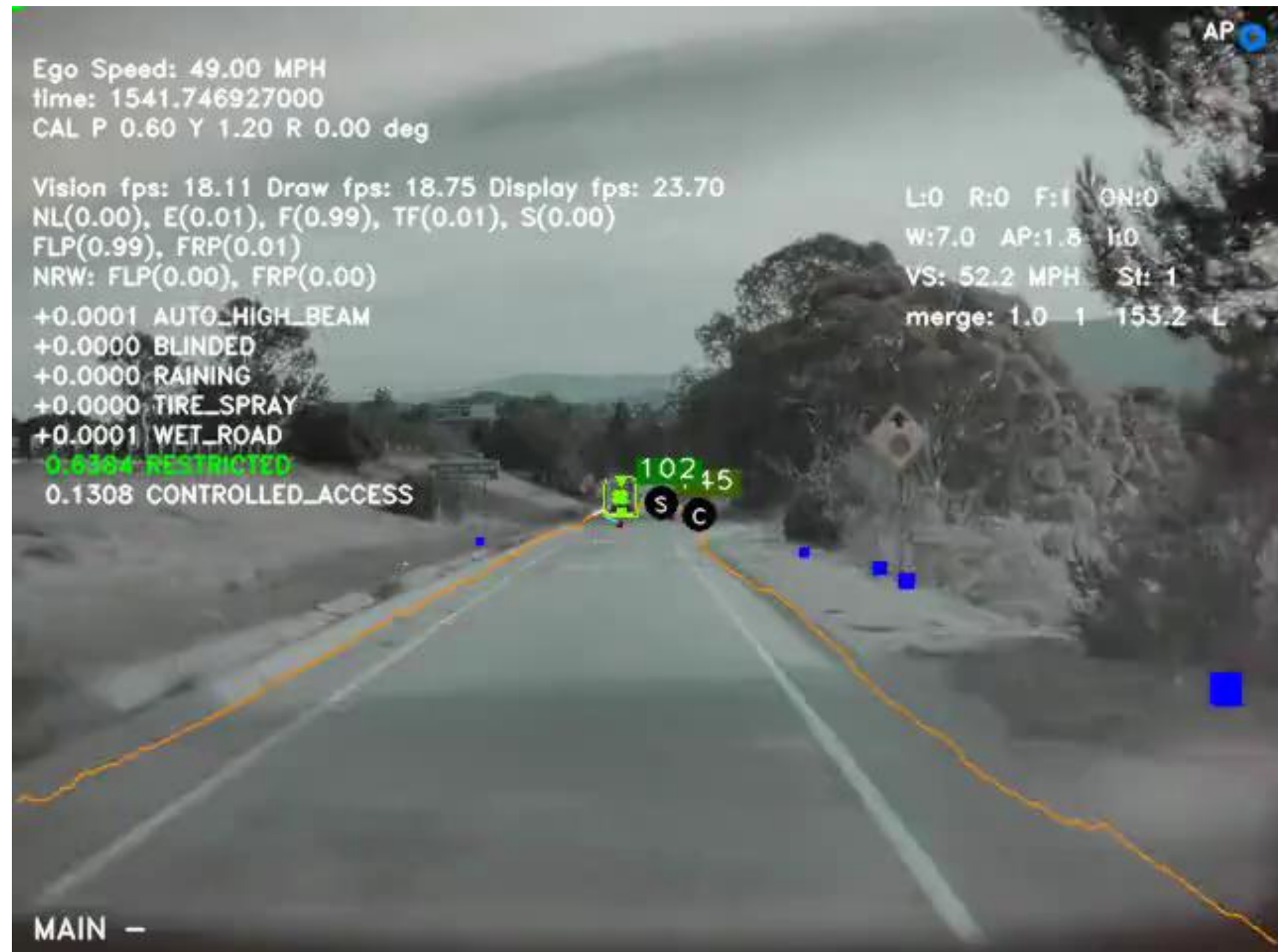
**“Our cars learn to drive from data with machine learning.** Every time a safety driver intervenes and takes over, the car learns to drive better. We don’t tell the car how to drive, rather **it learns to drive from experience, example and feedback, just like a human.** This is **more safe and scalable than any other approach today.**”

Source: <https://techcrunch.com/2019/04/03/wayve-claims-world-first-in-driving-a-car-autonomously-with-only-its-ai-and-a-satnav/>



# Autonomous vehicle

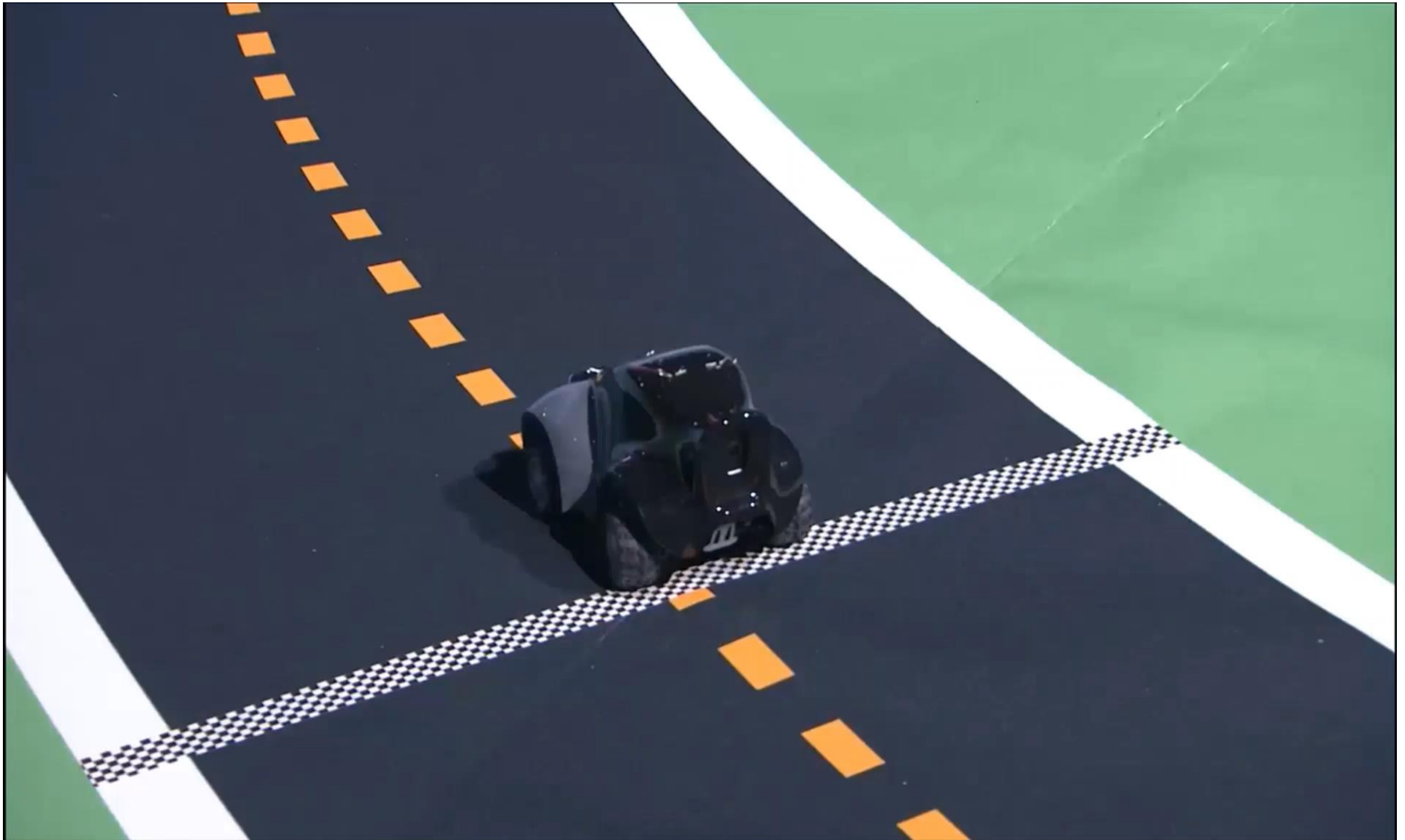
Example 2:  
Tesla autopilot



Source: <https://www.tesla.com/autopilotAI>

# Autonomous vehicle

## Example 3: AWS DeepRacer

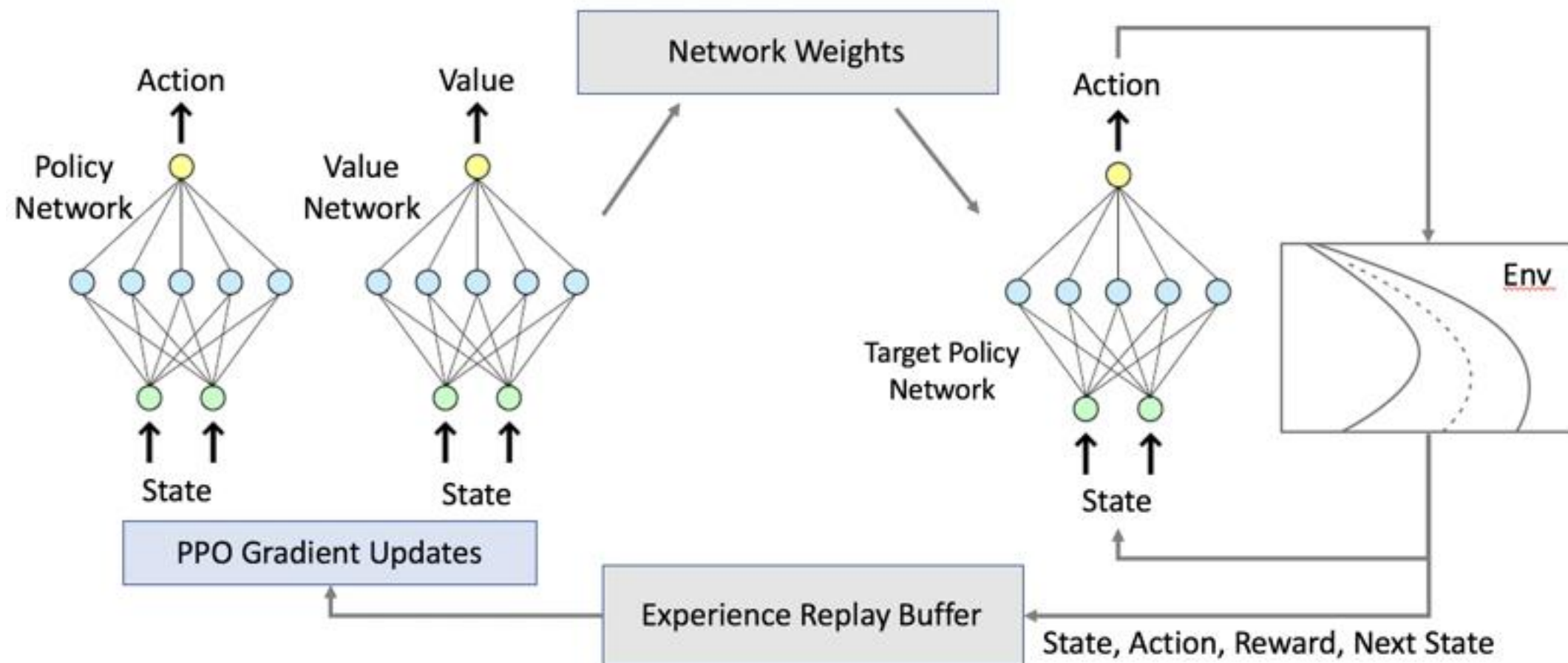


Source: <https://youtu.be/xL34jRhg6ME?t=427>

# Autonomous vehicle

## Example 3: AWS DeepRacer

Uses the **Proximal Policy Optimization (PPO) algorithm** to train the reinforcement learning model



Uses **two neural networks** during training: **a policy network and a value network**

# Autonomous vehicle

## Example 3: AWS DeepRacer

- **PPO is a derivative of the policy gradient method**, which trains the agent to move along a track by searching for the optimal policy
- The **policy network** (aka actor network) **decides which action** to take given an image as input
- The **value network** (aka critic network) **estimates the cumulative reward** we are likely to get given the image as input
- The neural network is the **core of your machine learning model** that **processes sensory inputs into actions** for your vehicle
- The depth of the neural network defines the complexity of the model and it's ability to perform tasks
- A **deeper network can learn more complex behaviors** (e.g. sharp curves, numerous turns, avoiding obstacles) **than a shallow network** (i.e. more vs fewer layers)

PPO
Works in both discrete and continuous action spaces
On-policy
Uses entropy regularization