

# Accelerate RL with Active Boundary

BLP

NJUPT

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# Coaching is NOT Teaching

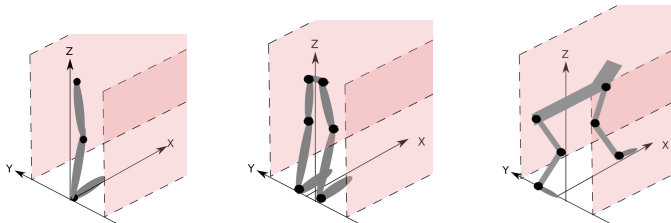
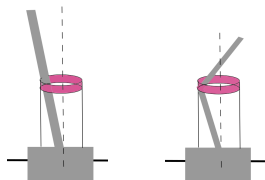
- There are inherent inefficiencies in RL methodology, which can either be driven out with statistical tactics or by complimented with existing control techniques.
- Athletes don't learn by trial and error. They learn with meticulously engineered coaching.
- Coaching is not teaching, but to provide conditions such that the athletes can experience things themselves.

# Active Boundary

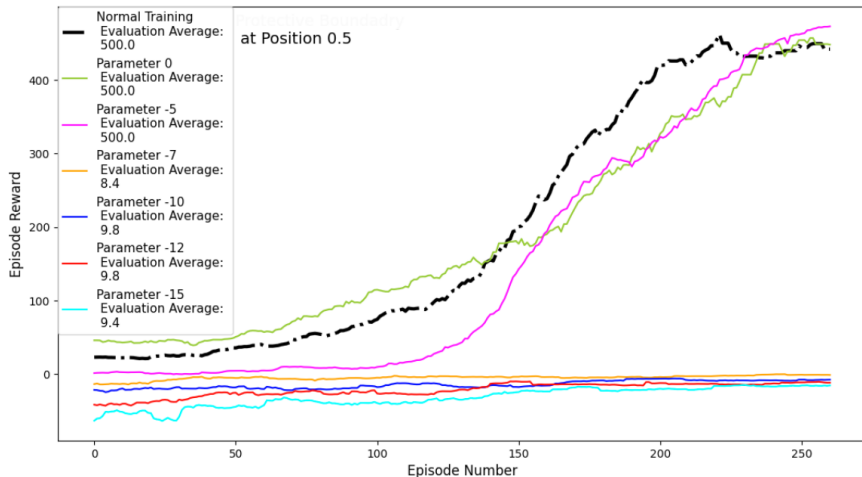


Figure: Active Boundary Implemented by Human

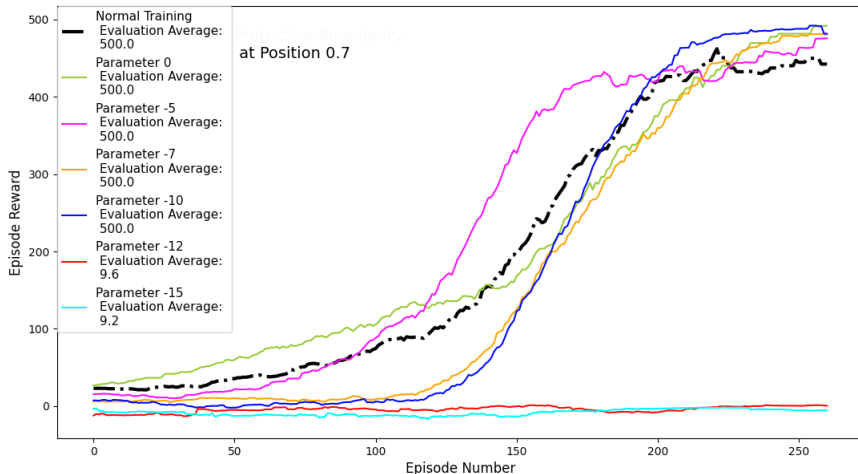
# Active Boundary in GYM



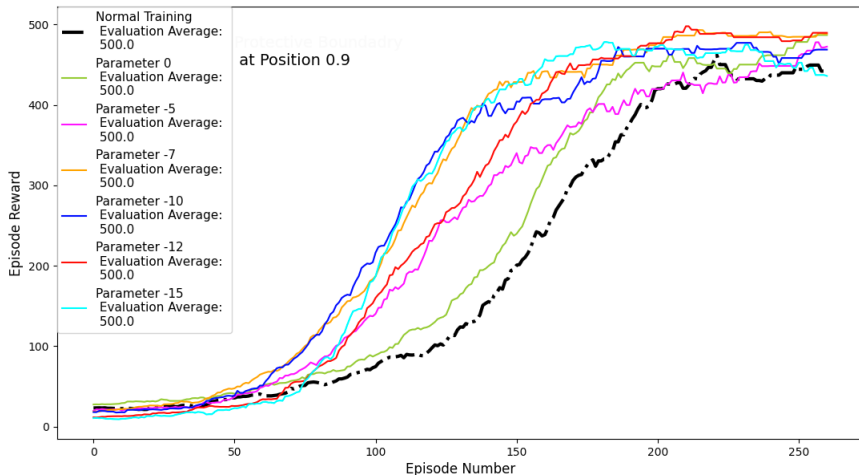
# Inverted Pendulum Boundary at 0.5



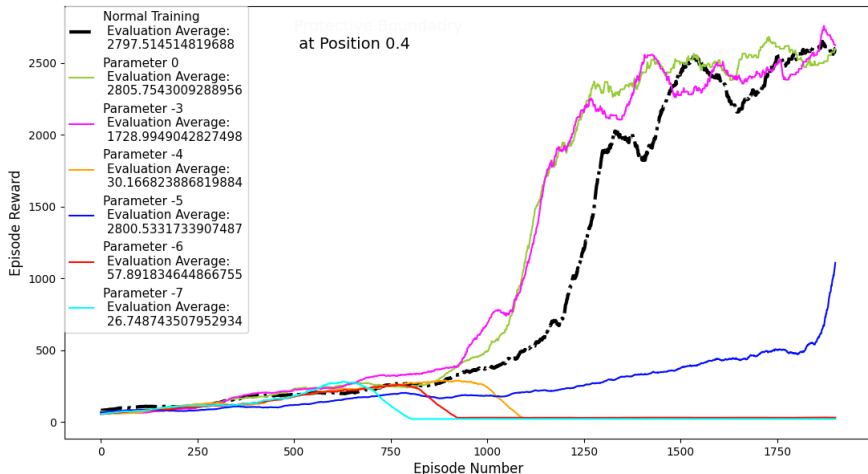
# Inverted Pendulum Boundary at 0.7



# Inverted Pendulum Boundary at 0.9

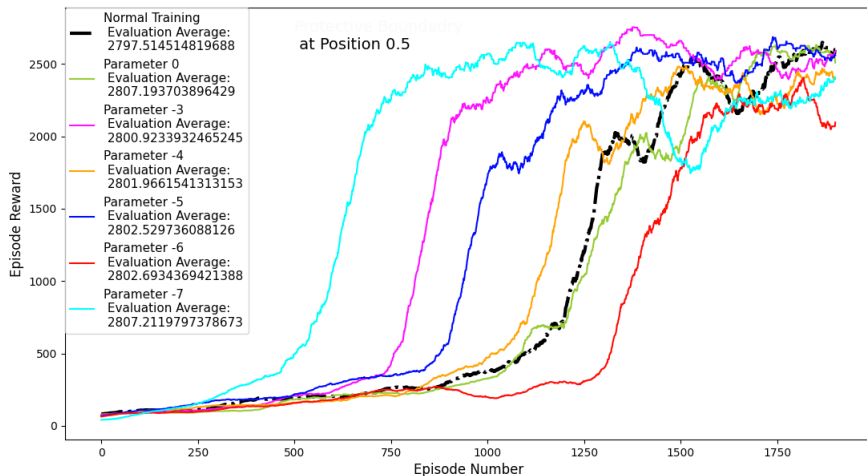


# Inverted Double Pendulum Boundary at 0.4

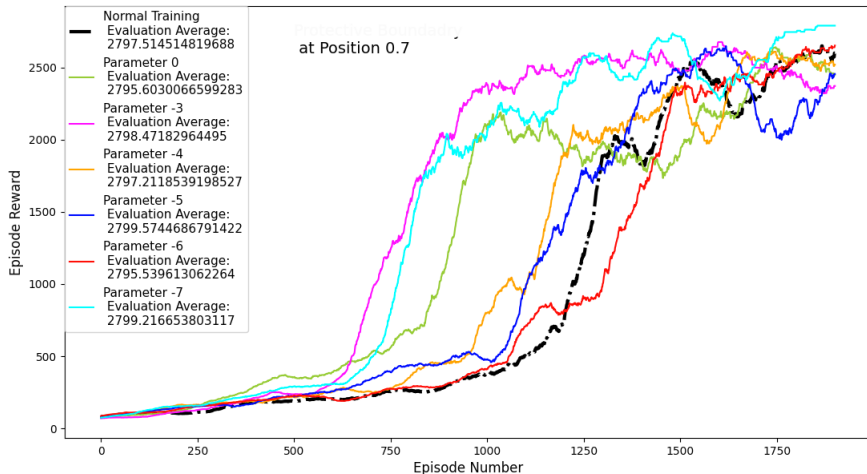




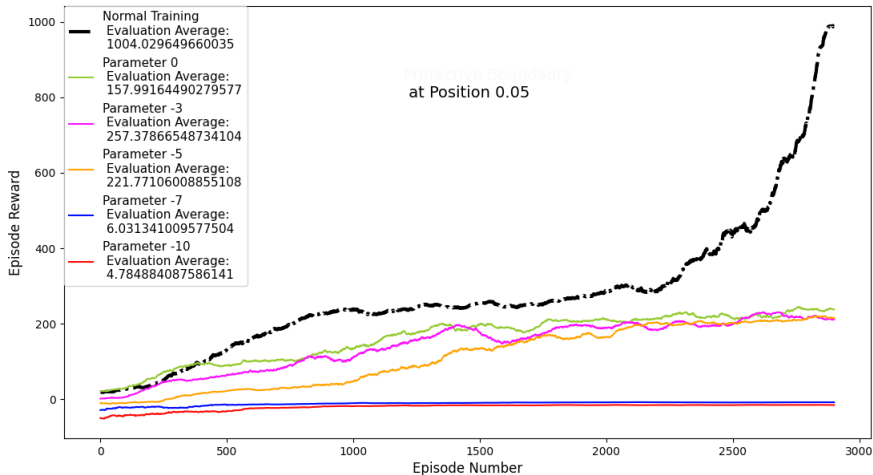
# Inverted Double Pendulum Boundary at 0.5



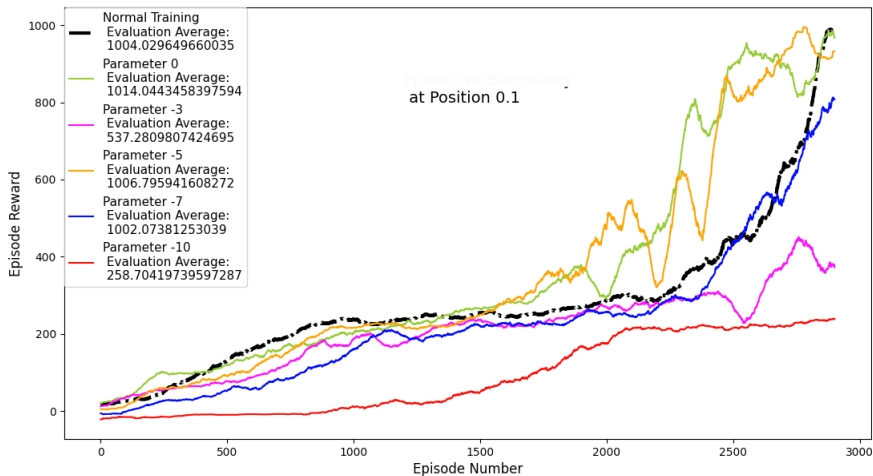
# Inverted Double Pendulum Boundary at 0.7



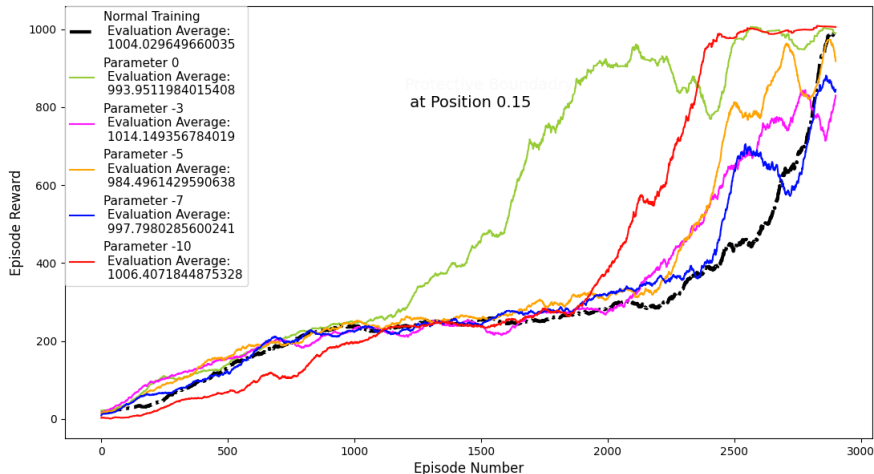
# Hopper Boundary at 0.05



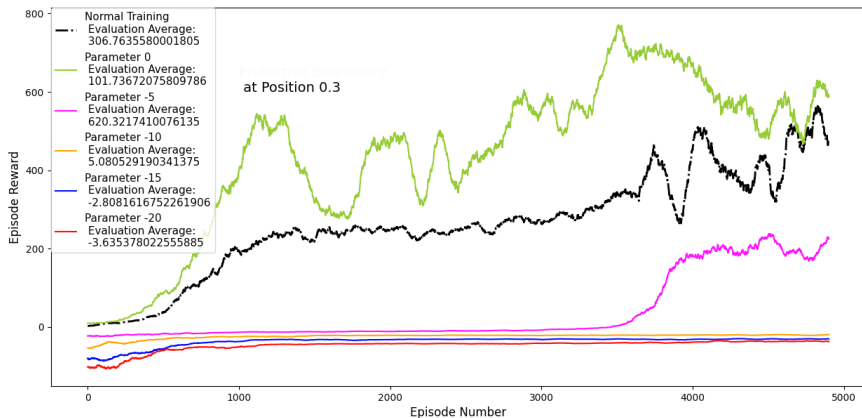
# Hopper Boundary at 0.1



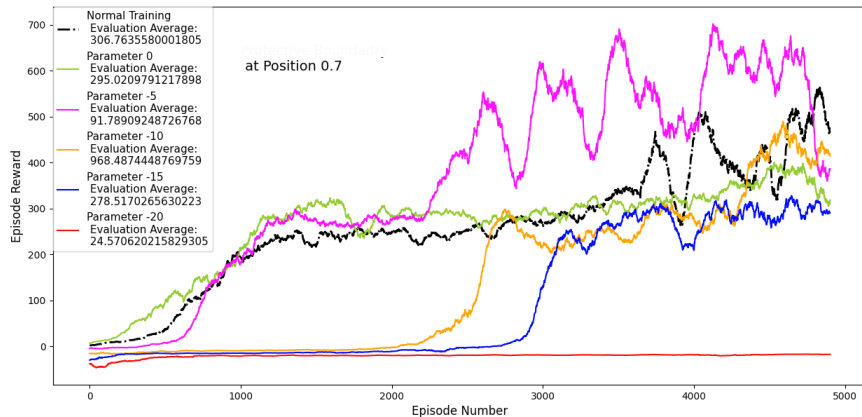
# Hopper Boundary at 0.15



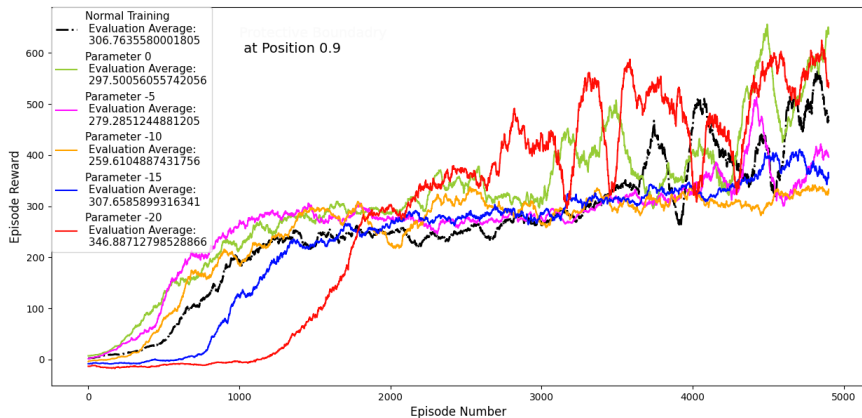
# Walker Boundary at 0.3



# Walker Boundary at 0.7



# Walker Boundary at 0.9





# Conclusion and Future Research

- Proof of Concept, it works, albeit in an ad hoc fashion.
- Need Analytical Tools to Guide the Boundary Position and Penalty Design.
- There are TONS TONS of this kind of tactics from the world of professional sports that we can tap into.
- Coach/Athelete Dueling/Bootstrap