Day 1. Settings

NPEX Reinforcement Learning

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www.anaconda.com/

Handy management of separate environments

Convenient installation of scientific computing libraries → numpy, scipy, pandas, matplotlib, tensorflow, PyTorch, ... etc.



Anaconda

Create your environment:

```
sju5379@sju5379-System-Product-Name:~$ conda create -n npex python=3.6
Collecting package metadata (current_repodata.json): done
Solving environment: done
```

Check whether the environment is successfully created:



Anaconda

Activate the created environment:

```
sju5379@sju5379-System-Product-Name:~$ conda activate npex
(npex) sju5379@sju5379-System-Product-Name:~$ conda install
```

```
(npex) sju5379@sju5379-System-Product-Name:~$ conda list
  packages in environment at /home/sju5379/anaconda3/envs/npex:
                          Version
                                                      Build
                                                             Channel
 Name
libgcc mutex
                                                       main
                           0.1
blas
                                                        mkl
                          1.0
ca-certificates
                          2020.6.24
certifi
                          2020.6.20
                                                     py36 0
cloudpickle
                          1.3.0
                                                     pypi 0
                                                               pypi
```

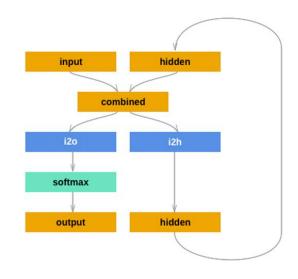
For more info:

https://docs.conda.io/projects/conda/en/latest/userguide/tasks/manage-environments.html



PyTorch







High-level Deep Learning Framework

Efficient Building/Training of large-scale models (ex. OpenAI GPT-3)

No such DL frameworks? → multiprocessing, CUDA, etc.



PyTorch - Installation

In your Conda env:

conda install pytorch torchvision cpuonly -c pytorch

(npex) sju5379@sju5379-System-Product-Name:~\$ conda install pytorch torchvision cpuonly -c pytorch

For the class, we will use cpu-only version(if you have already installed gpu version, it doesn't matter)

pytorch.org/



Anaconda

Install git by running the following command:

conda install -c anaconda git

and run

git clone https://github.com/npex2020rl/rl.git



PyTorch - Examples

Open torch_test.py

When computing the forwards pass, autograd simultaneously performs the requested computations and builds up a graph representing the function that computes the gradient.

Note: graph is recreated from scratch at **every iteration**!

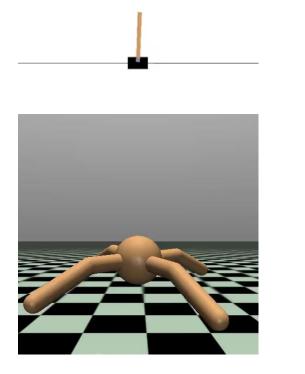
[Reference] pytorch.org/docs/stable/notes/autograd.html

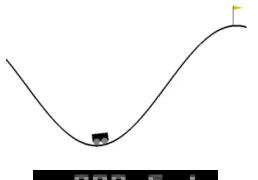


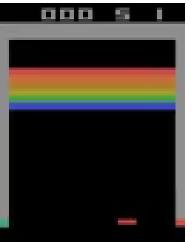
OpenAl Gym



provides various types of RL benchmark problems









Brockman, Greg, et al. "Openai gym." arXiv preprint arXiv:1606.01540 (2016). https://gym.openai.com/



OpenAl Gym

high-level API for agent-environment interaction

Intuitive abstraction, easy interface

Imagine MuJoCo without Gym



Introduction Key features Model instances Examples

Model elements
Options
Assets
Kinematic tree
Stand-alone

Clarifications
Not object-oriented
Softness and slip
Types, names, ids
Bodies, geoms, sites



Modeling, Simulation and Visualization of Multi-Joint Dynamics with Contact

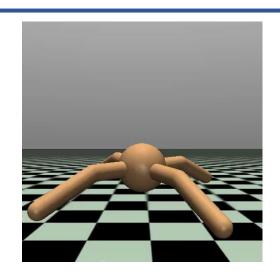
Emo Todorov

Roboti Publishing, Seattle

Preface

This is an online book about the MuJoCo physics simulator. It contains all the information needed to use MuJoCo effectively. It includes introductory material, technical explanation of the underlying physics model and associated algorithms, specification of MJCF which is MuJoCo's XML modeling format, user guides and reference manuals. Additional information, answers to user questions as well as a collection of models can be found on the MuJoCo Forum.









OpenAl Gym - Installation

In your Conda env:

pip install gym

gym.openai.com github.com/openai/gym



Pendulum Swing Up

Goal: keep a frictionless pendulum standing up





Open gym_test.py

```
import gym

env = gym.make('Pendulum-v0')

state = env.reset()

for _ in range(200):
    state, reward, done, info = env.step(env.action_space.sample())
    env.render()

env.close()
```

```
Class Env(object):
```

def close(self):

```
action_space =
observation_space =

def step(self, action):

def reset(self):

def render(self, mode='human):
```



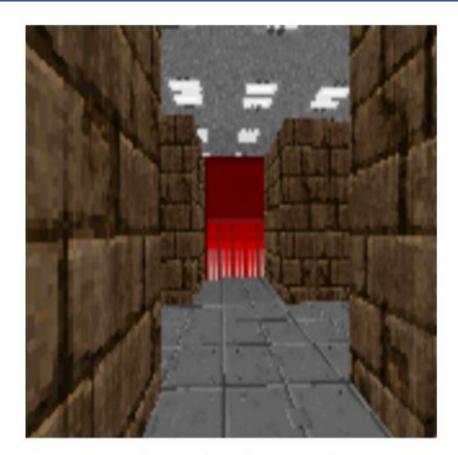
See pendulum.py

determine the state space S and the action space A

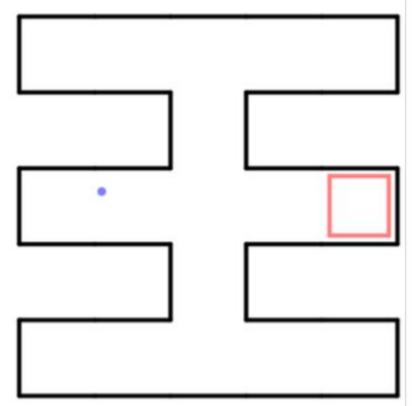
```
high = np.array([1., 1., self.max_speed], dtype=np.float32)
self.action_space = spaces.Box(
    low=-self.max_torque,
    high=self.max_torque, shape=(1,),
    dtype=np.float32
)
self.observation_space = spaces.Box(
    low=-high,
    high=high,
    dtype=np.float32
)
```

self.seed()





(a) Sample observation



(b) Layout of the 5×5 maze in (a)

state space?

observation space?



```
def reset(self): 

high = np.array([np.pi, 1]) 

self.state = self.np_random.uniform(low=-high, high=high) 

self.last_u = None 

return self._get_obs() 

def _get_obs(self): 

theta, thetadot = self.state 

return np.array([np.cos(theta), np.sin(theta), thetadot]) 

sample an initial state s_0 

state : s = (\theta, \dot{\theta}) 

observation : o = (\cos \theta, \sin \theta, \dot{\theta}))
```



Jupyter Notebook

We will use Jupyter Notebook to write code

In your Conda env:

conda install -c conda-forge notebook

Then, run notebook with:

jupyter notebook



Google Colab

If you don't have GPU or you are only available with windows, you can use Google Colab instead of installing Jupyter

https://colab.research.google.com/notebooks/intro.ipynb?utm_source=scs-index/

Free GPU session with basic libraries pre-installed

Upload the tutorial session directory to your google drive



Thank you!

