

Transfer and Meta-Learning

# ~~Imitation and Inverse Reinforcement Learning~~

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  - Imitation Learning
  - Inverse Reinforcement Learning
- Today:

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  - How do we **transfer** knowledge from one domain to another?  
(e.g. simulated to real-world)

# Imitation and Inverse Reinforcement Learning

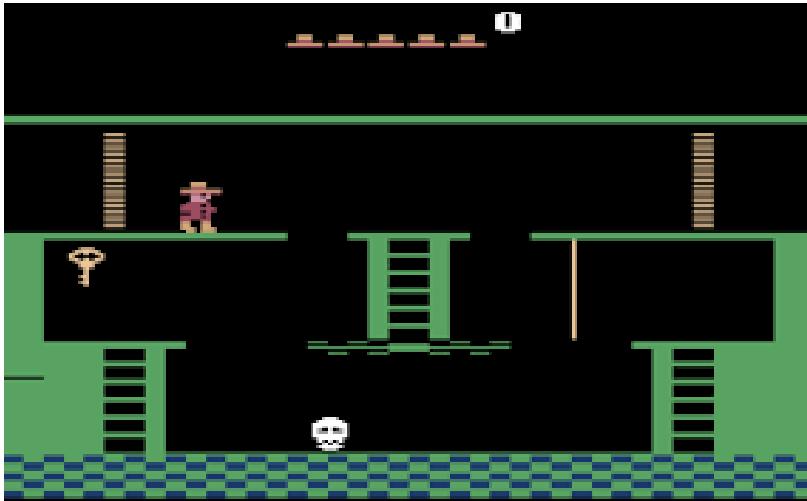
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- Today:
  - How do we **transfer** knowledge from one domain to another?  
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  - How do we learn how to learn? (**Meta** learning)

# Transfer Learning and Montezuma's Revenge

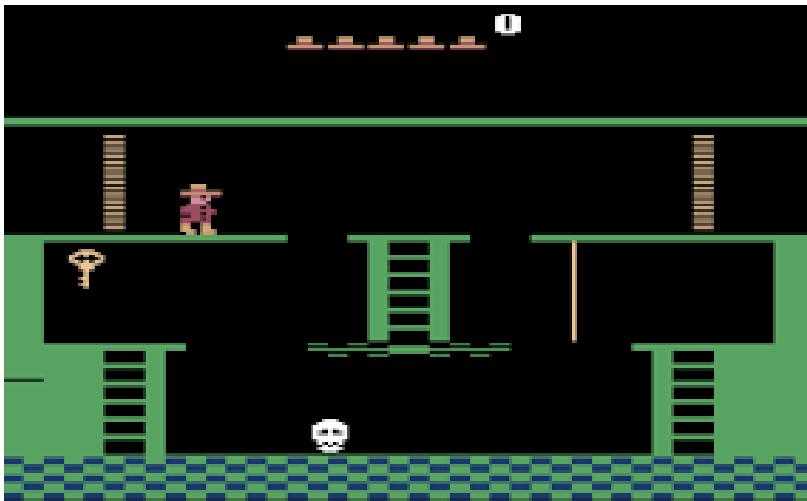
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Could an RL agent be better at Montezuma's revenge after watching Indiana Jones?

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In RL, task=MDP

Source domain → target domain

- "shot" = number of attempts in the target domain
- "0-shot" = run policy in target domain
- "1-shot" = try task once
- "few shot"

# Transfer Learning

How should prior knowledge be stored?

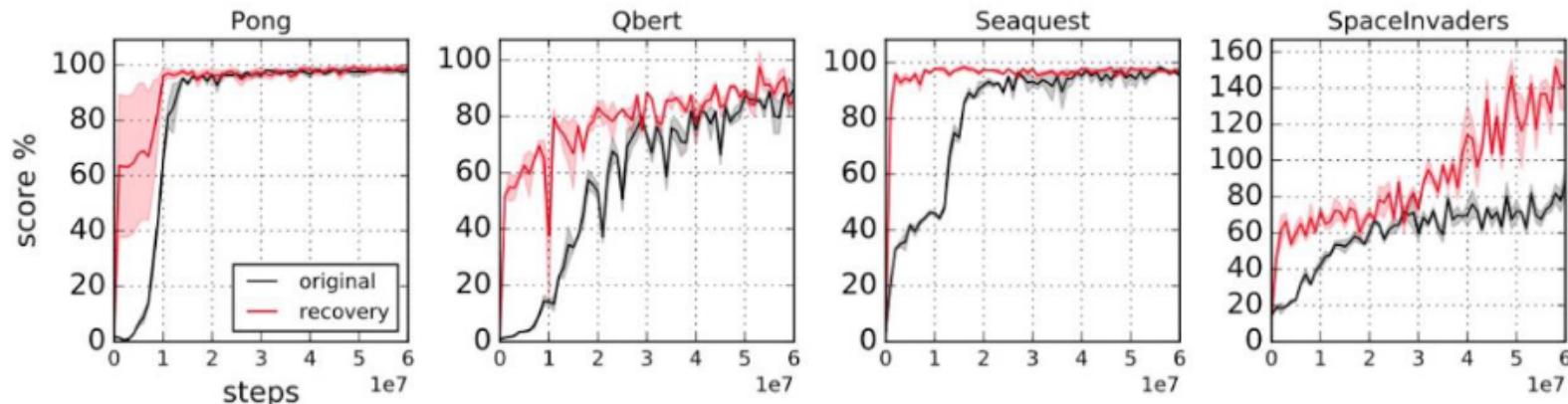
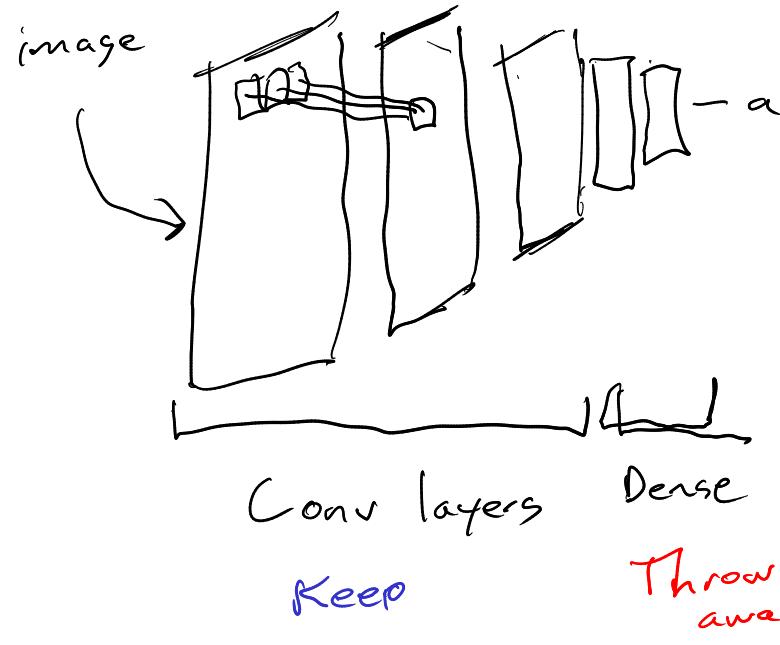
- Q-function
- Policy
- Model
- Features<sup>1</sup>/hidden states

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# Representation Bottleneck



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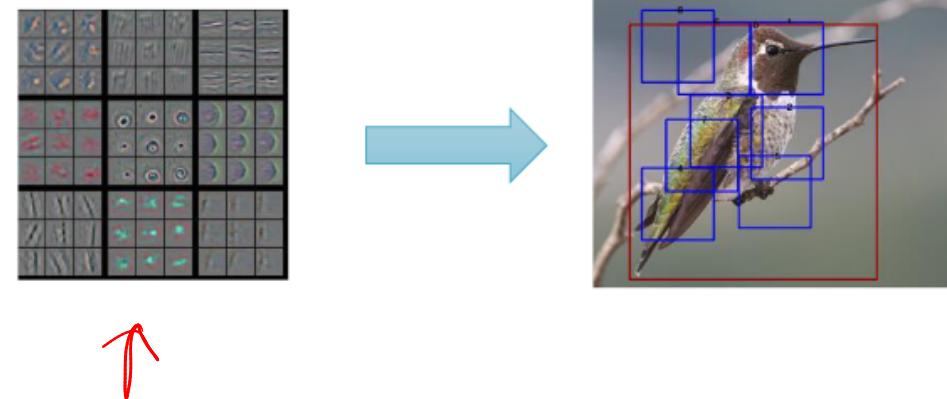
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# Pretraining + Finetuning

General Data



Domain-Specific Data



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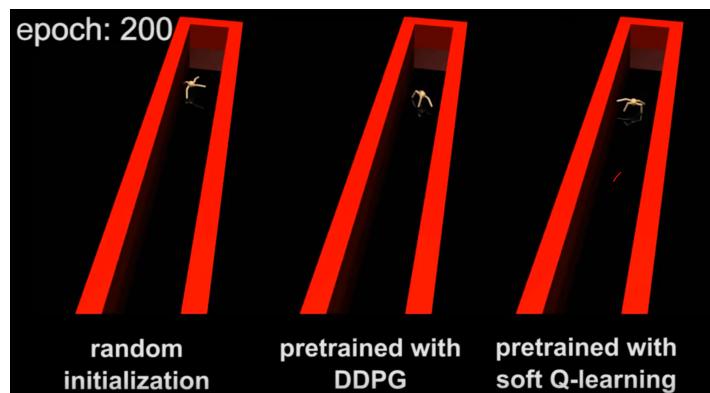


Pretrain: reward speed in any direction

# Pretraining + Finetuning



Pretrain: reward speed in any direction

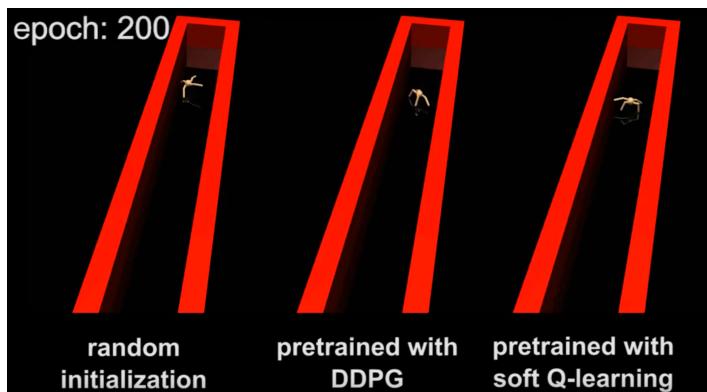


Fine Tune: reward speed in specific direction

# Pretraining + Finetuning



Pretrain: reward speed in any direction



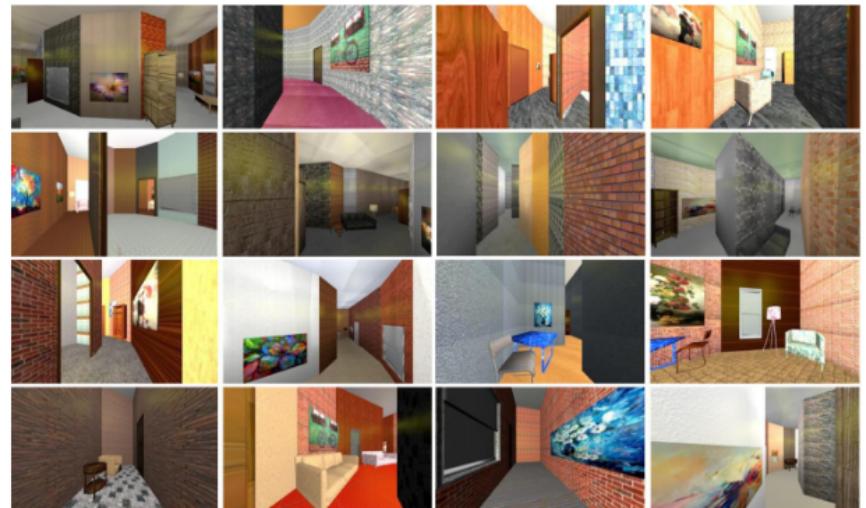
Fine Tune: reward speed in specific direction

$$\pi(a|s) \propto_a \exp(Q(s, a))$$

softmax policy

<https://sites.google.com/view/softqlearning/home>

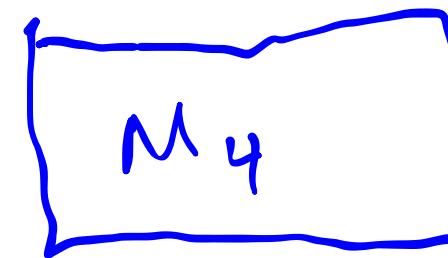
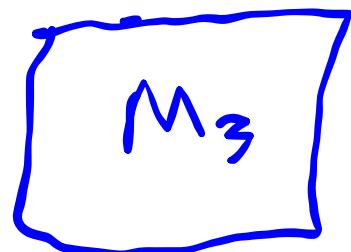
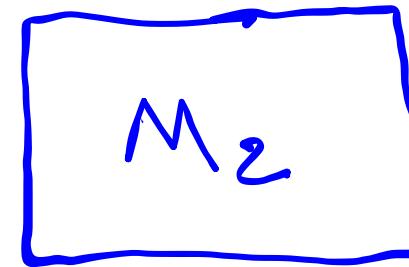
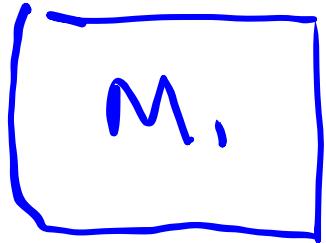
# CAD2RL



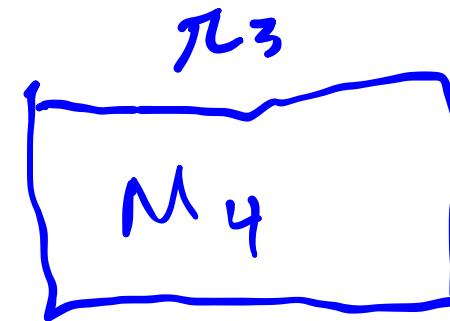
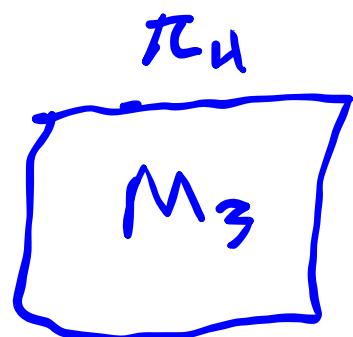
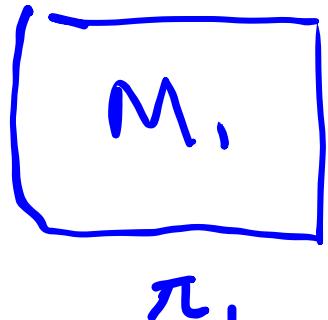
Key: Diversity

# **Actor Mimic**

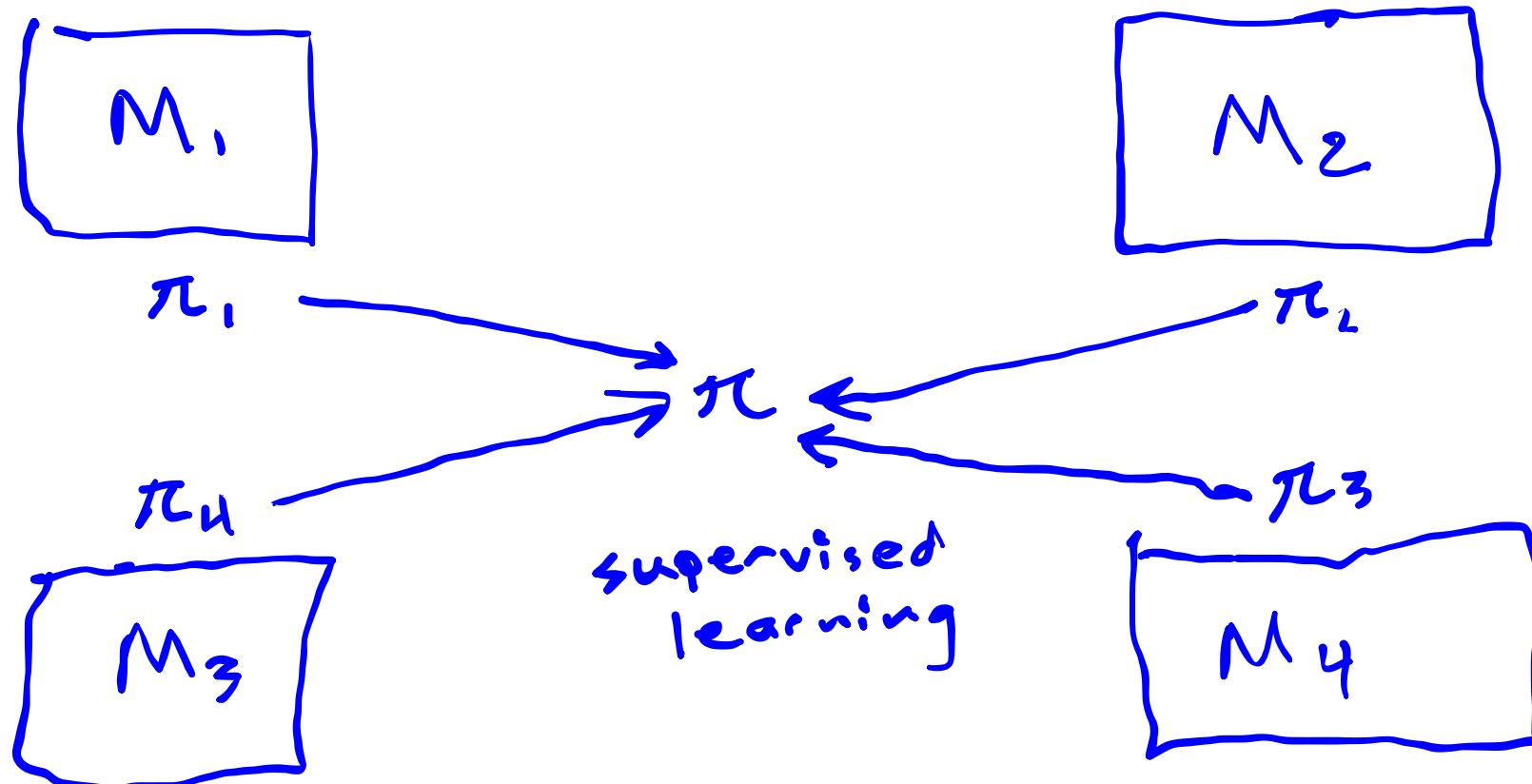
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# Successor Features

All domains have same  $S, A, T, \gamma$

Difference:  $R$

Recall:

$$V^\pi = (I - \gamma T^\pi)^{-1} R^\pi$$

Let  $\lambda(R(s, a) =$