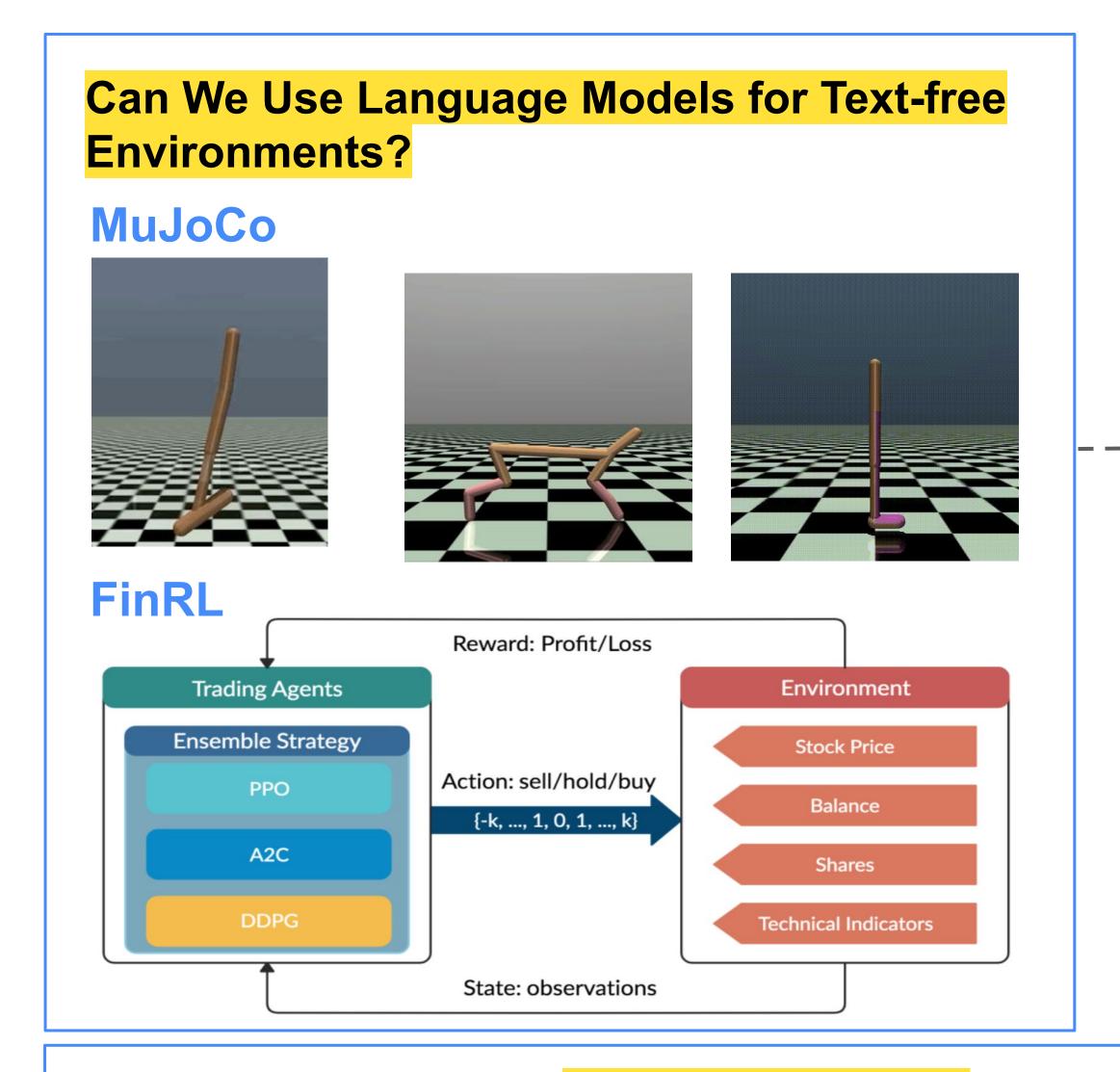
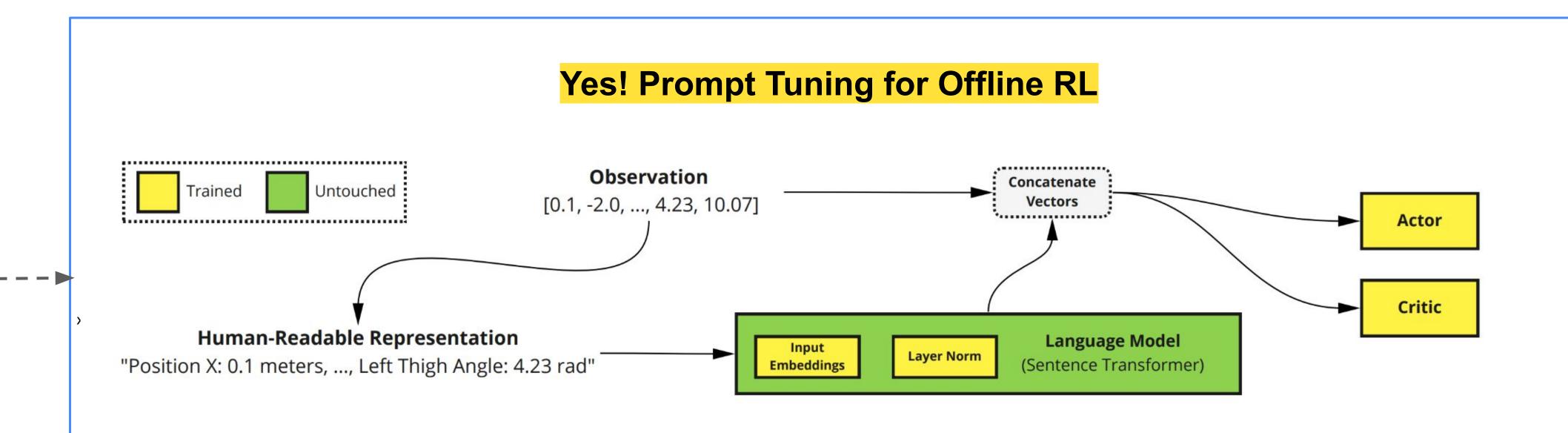
Prompts and Pre-Trained Language Models for Offline Reinforcement Learning

Denis Tarasov, Vladislav Kurenkov, Sergey Kolesnikov @ Tinkoff







Inspired by the recent success in informing deep RL algorithms with pre-trained language models, we propose an alternative approach to leverage them in environments that are not obviously suited for the textual representation, similar to Reid et al. (2022); Li et al. (2022). Here, we suggest a method based on prompt-tuning (Liu et al., 2021a) depicted in figure above: (1) re-write an observation into a human-readable textual representation (2) encode it using a pre-trained language model, and (3) concatenate the resulting embedding with the original observation.

Benchmark Results

FinRL					
Task	TD3 + BC	TD3 + BC + LM-No-Train			
FinRL-L-99	742	1043			
FinRL-M-99	544	627			
FinRL-H-99	808	859			
FinRL-L-999	711	804			
FinRL-M-999	1024	854			
FinRL-H-999	879	883			

MuJoCo

Task	TD3 + BC	TD3 + BC + LM	TD3 + BC LM-No-Train
Hopper-L-99	660	762	654
Walker2d-L-99	2480	2669	2564
HalfCheetah-L-99	4171	4084	4171

Examples of Prompts

Hopper

-0.00287, 1.24741, -0.00328, -0.00231, -0.00302, -0.00395, -0.00037, 0.00124, -0.00342, 0.00295, 0.00157, -0.00121 x position: -0.00287 m, z position: 1.24741 m, y angle: -0.00328 rad, thigh angle: -0.00231 rad, leg angle: -0.00302 rad, foot angle: -0.00395 rad, x velocity: -0.00037 m/s, z velocity: 0.00124 m/s, y angular velocity: -0.00342 rad/s, thigh angular velocity: 0.00295 rad/s, leg angular velocity: 0.00157 rad/s, foot angular velocity: -0.00121 rad/s

FinRL

1000000.0, 2.79591, 0.0, 0.00373, 100.0, 66.66666, 100.0, 15.80062, 0.0, 0.0143, 100.0, 66.66666, 100.0, ...
42.72148, 0.0, 0.01877, 100.0, 66.66666, 100.0, 53.48384, 0.0, 0.0266, 100.0, 66.66666, 100.0

Current balance: 1000000.0, AAPL: 2.79591 0.0 0.00373 100.0 66.66666 100.0, MSFT: 15.80062 0.0 0.0143 100.0 66.66666 100.0,

WBA: 42.72148 0.0 0.01877 100.0 66.66666 100.0, DD: 53.48384 0.0 0.0266 100.0 66.66666 100.0