

Reinforcement learning for robotic assembly

Gabriel Vallat

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Abstract

Algorithm 1 Training loop with replay buffer

Require: a set of autonomous agent A , a *simulator*, a reward function $R(s, a)$

Initialise an empty replay buffer B
Initialise A
Initialise the simulator
 $ep \leftarrow 0$
while $ep < ep_{max}$ **do**
 reset *simulator*
 $B \leftarrow \text{run episode}(A, B, \text{simulator})$
 $ep \leftarrow ep + 1$
end while

Algorithm 2 Episode with egoist rewards

Require: an agent set A , a replay buffer B , a simulator

$t \leftarrow 0$
while $t < t_{max}$ **do**
 for all $agents \in A$ **do**
 if $t > 0$ **then**
 $s' \leftarrow \text{simulator state}$
 Store s' in T_{agent}
 Delete oldest T_{agent} if B_{agent} is full
 Store T_{agent} in $B_{agent} \subset B$
 end if
 $s \leftarrow \text{simulator state}$
 $a \leftarrow \text{agent choose action given and its policy } \pi(s)$
 $r \leftarrow R(s, a)$
 Store s, a, r in T_{agent}
 update simulator with a
 update π with B_{agent}
 end for
 $ep \leftarrow ep + 1$
end while
return B

Algorithm 3 Choose action Q-Table

Require: a state s and an agent having an internal Q-table Q and a set of action \mathbb{A}

Ensure: $Q(s) = \vec{v}$, where $v_a \in \vec{v}$ is the expected reward of each action $a \in \mathbb{A}$

$p \leftarrow \text{softmax}(Q(s))$
 $a \leftarrow \text{sample } \mathbb{A} \text{ with probability distribution } p$

Algorithm 4 Update Q-Table

Require: a buffer B_{agent} of transitions $T_t = (s_t, a_t, r_t, s'_t)$ and an agent having a discount factor γ , a set of action \mathbb{A} and an internal Q-table Q_θ with parameters θ

Ensure: $Q(s) = \vec{v}$, where $v_a \in \vec{v}$ is the expected reward of each action $a \in \mathbb{A}$

$i \leftarrow 0$

while $i < n_{batches}$ **do**

 Sample a minibatch b from B_{agent}

$y \leftarrow r(b) + \gamma \max_a (Q_\theta(s'(b)))$

$\theta' \leftarrow \sum_{t \in b} (Q_\theta(s(t)) - y(t)) \nabla_\theta Q_\theta(s(t))$

\triangleright MSE loss with the gradient detached from y

$\theta \leftarrow \theta - \alpha \theta'$

$i \leftarrow i + 1$

end while

References