

CS 747, Autumn 2022: Lecture 12

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Indian Institute of Technology Bombay

Autumn 2022

Reinforcement Learning

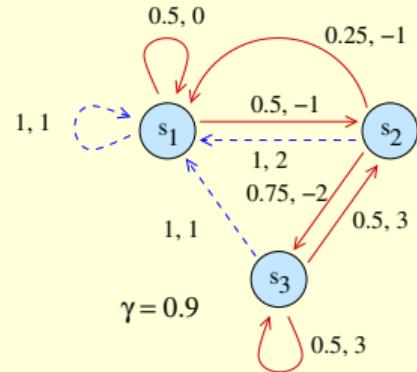
1. Reinforcement learning problem
2. Upcoming topics
3. Applications

Reinforcement Learning

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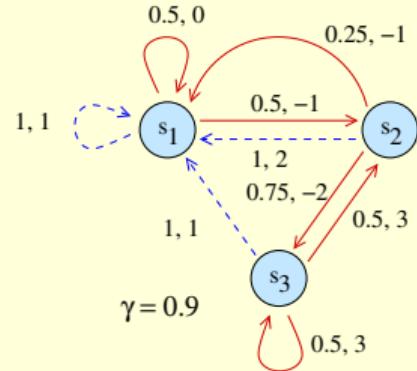
The Learning Setting

Underlying MDP:

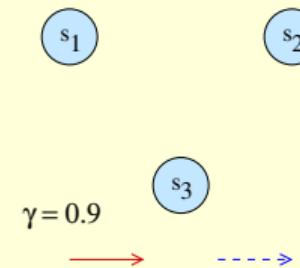


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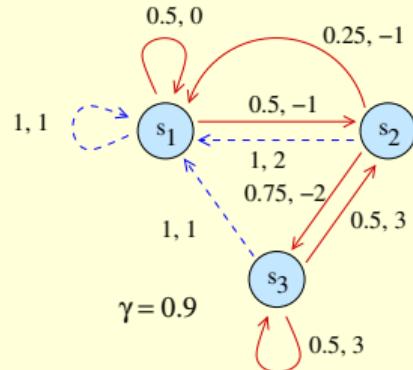


Agent's view:

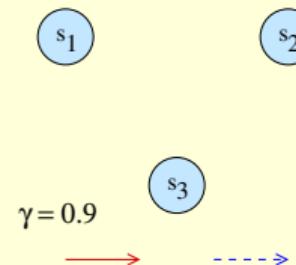


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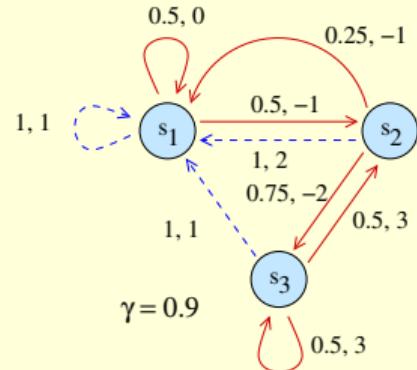
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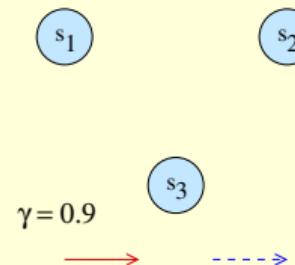
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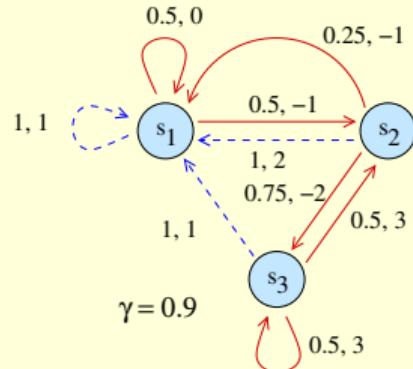
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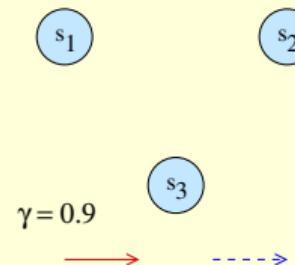
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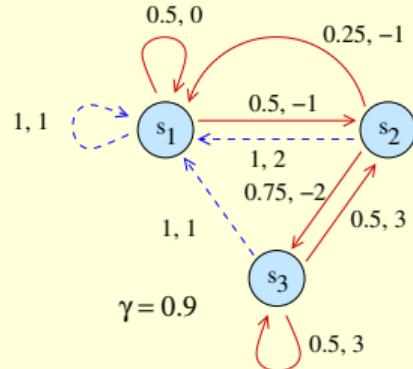
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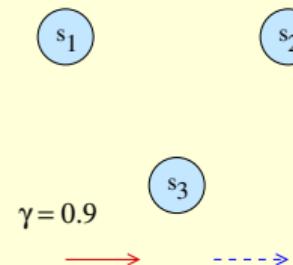
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- Possible history: s_2 , RED, -2, s_3 , BLUE, 1, s_1 , RED, 0, s_1 ,

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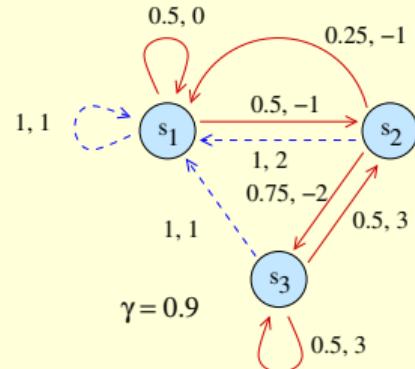
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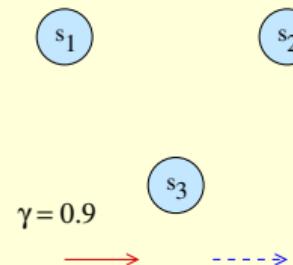
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Agent's view:



- From current state, agent takes action.
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 - Possible history: s_2 , RED, -2 , s_3 , BLUE, 1 , s_1 , RED, 0 , s_1 ,
 - History conveys information about the MDP to the agent.
- Can the agent eventually take optimal actions?

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- **Learning problem:** Can we construct L such that

$$\lim_{H \rightarrow \infty} \frac{1}{H} \left(\sum_{t=0}^{H-1} \mathbb{P}\{a^t \sim L(h^t) \text{ is an optimal action for } s^t\} \right) = 1?$$

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- Applications
 - ▶ ATARI games (Mnih *et al.* (2015)), Go (Silver *et al.* (2016)).

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Board Games

Backgammon



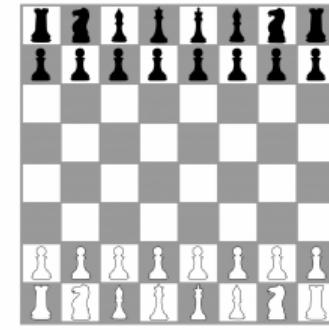
[1]

Go



[2]

Chess



[3]

References: Tesauro (1992), Silver *et al.* (2018).

1. <https://www.publicdomainpictures.net/pictures/60000/velka/backgammon.jpg>.
2. <https://www.publicdomainpictures.net/pictures/170000/velka/finished-go-game.jpg>.
3. <https://www.publicdomainpictures.net/pictures/80000/velka/chess-board-and-pieces.jpg>.

Robotics and Control



[1]

Reference: Ng *et al.* (2003).

1. <https://www.publicdomainpictures.net/pictures/20000/velka/police-helicopter-8712919948643Mk.jpg>.

Video Games



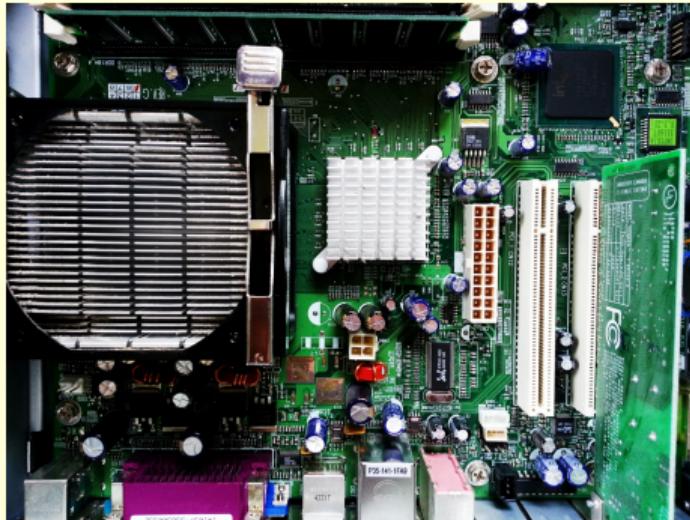
[1]

Reference: Mnih *et al.* (2015).

1. <https://www.publicdomainpictures.net/pictures/30000/velka/arcade-gaming.jpg>.

Computer Systems

Optimising a memory controller



[1]

- Reference: İpek *et al.* (2008).

1. <https://www.publicdomainpictures.net/pictures/100000/velka/motherboard.jpg>.

Healthcare

Adaptive treatment of epilepsy



[1]

- Reference: Guez *et al.* (2008).

1. <https://www.publicdomainpictures.net/pictures/140000/velka/brain-signals.jpg>.

Finance

Stock trading



- Reference: Moody and Saffell (2001).

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