Meta-Learning

presented by Jason TOKO

- Background
- Formulation
- MAML
- MBMPO
- Meta-Critic-Networks
- RL²
- Conclusion

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- Machine VS Human
 - Machine have surpassed humans at many tasks.
 - However, Machine generally need far more data to reach the same level.
- Human can learn fast with a large amount of prior knowledge encoded in their brains and DNA!
- These prior knowledge are called "meta knowledge"!
- In fact, there is NO UNIFIED DIFINITION about WHAT IS META.....

- Meta-Learning Learning to Learn.
 - When you learn to play FPS, learn to play TCG, learn to play VR game, learn.....
 ---->You will know how to learn any game in a short time.
 - That is, You learned how to learn!
- The goal of meta-learning: Train a model on a variety of learning tasks, and solve new learning tasks using few training samples —— that is, few-shot learning.
- Requrement: Meta-learning should be general to the task and the form of computation.(similar to VIN, i.e. learn to plan)

- This process can be viewed as building an internal representation that is broadly suitable for many tasks.
- Furthermore, it also means maximizing the sensitivity of the loss function of new tasks.

Three categories of methods:

new task, e.g. MAML.

- Recurrent Models
- Metric Learning
- Learning Optimizers

Shuffle: $(\mathbf{x}_{t},y_{t-1})(\mathbf{x}_{t+1},y_{t})$ Labels $(\mathbf{x}_{1},0) \quad (\mathbf{x}_{2},y_{1})$ Classes $\mathbf{Episode}$ Samples

Meta-Learning with Memory-Augmented Neural Networks

Parameter Initialization: learn the initialization of network and fine-tune(微调) on the

 $\begin{array}{c} -\text{meta-learning} \\ -\text{learning/adaptation} \\ \nabla \mathcal{L}_3 \\ \nabla \mathcal{L}_2 \\ \nabla \mathcal{L}_1 \\ \theta_1^* \\ \theta_2^* \end{array}$

Class Prediction

Model-Agnostic Meta-Learning for Fast Adaptation of Deep Networks

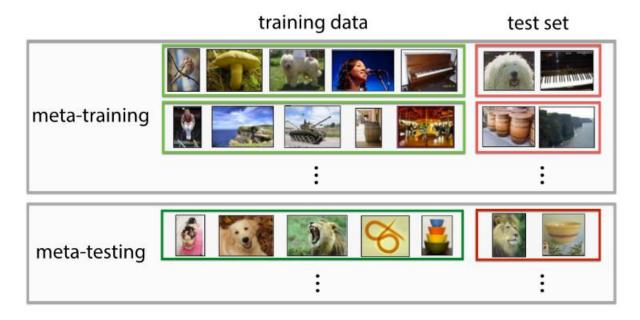
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Fomulation

- Task: $\mathcal{T} = \{\mathcal{L}(\mathbf{x}_1, \mathbf{a}_1, \dots, \mathbf{x}_H, \mathbf{a}_H), q(\mathbf{x}_1), q(\mathbf{x}_{t+1}|\mathbf{x}_t, \mathbf{a}_t), H\}$
- Loss: $\mathcal{L}(\mathbf{x}_1, \mathbf{a}_1, \dots, \mathbf{x}_H, \mathbf{a}_H)$ (depend on specified task)
- Init Observation: $q(\mathbf{x}_1)$
- Transition Distribution: $q(\mathbf{x}_{t+1}|\mathbf{x}_t,\mathbf{a}_t)$
- Episode Length: H (H=1 for supervised learning)
- Task Distribution: p(T)
- Goal: Find a model to be able to adapt to the task distribution p(T)

Fomulation

- How does meta-learning work to achieve this goal?
 - Meta-training and meta-testing.
 - Training set and test set.



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- Model-Agnostic Meta-Learning: a method to learn an initialization.
- Algorithm:
 - \bigcirc Initialization: meta-parameter θ
 - ②Sample Tasks: $T_i \sim p(T)$
 - ③Adaptation: compute adapted-parameter θ_i' using meta-parameter θ and training set, i.e. $\theta_i' = \theta \alpha \nabla_{\theta} \mathcal{L}_{\mathcal{T}_i}(f_{\theta})$
 - ④Optimization: update θ using θ'_i and test set w.r.t. θ , i.e.

$$\theta \leftarrow \theta - \beta \nabla_{\theta} \sum_{\mathcal{T}_i \sim p(\mathcal{T})} \mathcal{L}_{\mathcal{T}_i}(f_{\theta_i'})$$

Meta Training

why????

• Procedure ④ is an optimization problem:

$$\min_{\theta} \sum_{\mathcal{T}_i \sim p(\mathcal{T})} \mathcal{L}_{\mathcal{T}_i}(f_{\theta_i'}) = \sum_{\mathcal{T}_i \sim p(\mathcal{T})} \mathcal{L}_{\mathcal{T}_i}(f_{\theta - \alpha \nabla_{\theta} \mathcal{L}_{\mathcal{T}_i}(f_{\theta})})$$

- That is to say, we want to find an optimal θ to make the performance of fine-tuning best! (i.e. maximize the sensitivity)
- However, the update through a gradient. $\theta \leftarrow \theta \beta \nabla_{\theta} \sum_{\mathcal{T}_i \sim p(\mathcal{T})} \mathcal{L}_{\mathcal{T}_i}(f_{\theta_i'})$ involves a gradient
 - It requires additional computation(of course supported by some DL libraries)
 - Instead, we can only use a first-order approximatiom(FOMAML)

Algorithm 1 Model-Agnostic Meta-Learning

Require: $p(\mathcal{T})$: distribution over tasks

Require: α , β : step size hyperparameters

1: randomly initialize θ

2: while not done do

3: Sample batch of tasks $\mathcal{T}_i \sim p(\mathcal{T})$

4: for all \mathcal{T}_i do

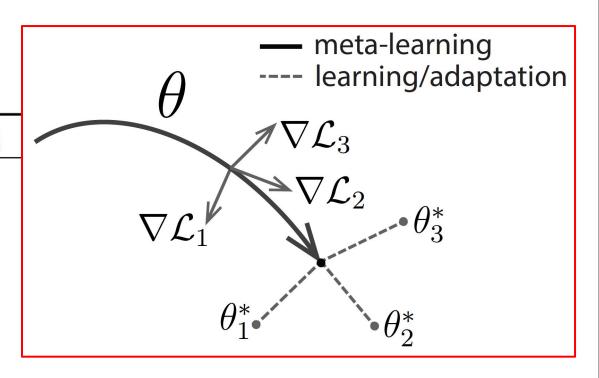
5: Evaluate $\nabla_{\theta} \mathcal{L}_{\mathcal{T}_i}(f_{\theta})$ with respect to K examples

6: Compute adapted parameters with gradient descent: $\theta'_i = \theta - \alpha \nabla_{\theta} \mathcal{L}_{\mathcal{T}_i}(f_{\theta})$

7: end for

8: Update $\theta \leftarrow \theta - \beta \nabla_{\theta} \sum_{\mathcal{T}_i \sim p(\mathcal{T})} \mathcal{L}_{\mathcal{T}_i}(f_{\theta_i'})$

9: end while



- With Algorithm 1, we can easily apply it to some different domains~~
- Supervised Learning
 - Regression
 - Classification
 - •
- Reinforcement Learning
 - Policy Gradient
 - Actor Critic
 -

Algorithm 2 MAML for Few-Shot Supervised Learning

```
Require: p(\mathcal{T}): distribution over tasks
```

Require: α , β : step size hyperparameters

- 1: randomly initialize θ
- 2: while not done do
- 3: Sample batch of tasks $\mathcal{T}_i \sim p(\mathcal{T})$
- 4: for all \mathcal{T}_i do
- 5: Sample K datapoints $\mathcal{D} = \{\mathbf{x}^{(j)}, \mathbf{y}^{(j)}\}$ from \mathcal{T}_i
- 6: Evaluate $\nabla_{\theta} \mathcal{L}_{\mathcal{T}_i}(f_{\theta})$ using \mathcal{D} and $\mathcal{L}_{\mathcal{T}_i}$ in Equation (2) or (3)
- 7: Compute adapted parameters with gradient descent: $\theta'_i = \theta \alpha \nabla_{\theta} \mathcal{L}_{\mathcal{T}_i}(f_{\theta})$
- 8: Sample datapoints $\mathcal{D}'_i = \{\mathbf{x}^{(j)}, \mathbf{y}^{(j)}\}$ from \mathcal{T}_i for the meta-update
- 9: end for
- 10: Update $\theta \leftarrow \theta \beta \nabla_{\theta} \sum_{\mathcal{T}_i \sim p(\mathcal{T})} \mathcal{L}_{\mathcal{T}_i}(f_{\theta'_i})$ using each \mathcal{D}'_i and $\mathcal{L}_{\mathcal{T}_i}$ in Equation 2 or 3
- 11: end while

MSE

$$\mathcal{L}_{\mathcal{T}_i}(f_{\phi}) = \sum_{\mathbf{x}^{(j)}, \mathbf{y}^{(j)} \sim \mathcal{T}_i} \|f_{\phi}(\mathbf{x}^{(j)}) - \mathbf{y}^{(j)}\|_2^2, \tag{2}$$

Cross-Entropy Loss

$$\mathcal{L}_{\mathcal{T}_{i}}(f_{\phi}) = \sum_{\mathbf{x}^{(j)}, \mathbf{y}^{(j)} \sim \mathcal{T}_{i}} \mathbf{y}^{(j)} \log f_{\phi}(\mathbf{x}^{(j)}) + (1 - \mathbf{y}^{(j)}) \log(1 - f_{\phi}(\mathbf{x}^{(j)}))$$
(3)

Algorithm 3 MAML for Reinforcement Learning

```
Require: p(\mathcal{T}): distribution over tasks
Require: \alpha, \beta: step size hyperparameters
  1: randomly initialize \theta
  2: while not done do
            Sample batch of tasks \mathcal{T}_i \sim p(\mathcal{T})
  3:
            for all \mathcal{T}_i do
  4:
                  Sample K trajectories \mathcal{D} = \{(\mathbf{x}_1, \mathbf{a}_1, ... \mathbf{x}_H)\} using f_{\theta}
  5:
                 in \mathcal{T}_i
                 Evaluate \nabla_{\theta} \mathcal{L}_{\mathcal{T}_i}(f_{\theta}) using \mathcal{D} and \mathcal{L}_{\mathcal{T}_i} in Equation 4
  6:
                 Compute adapted parameters with gradient descent:
                 \theta_i' = \theta - \alpha \nabla_{\theta} \mathcal{L}_{\mathcal{T}_i}(f_{\theta})
                  Sample trajectories \mathcal{D}'_i = \{(\mathbf{x}_1, \mathbf{a}_1, ... \mathbf{x}_H)\} using f_{\theta'}
  8:
                 in \mathcal{T}_i
            end for
  9:
            Update \theta \leftarrow \theta - \beta \nabla_{\theta} \sum_{\mathcal{T}_i \sim p(\mathcal{T})} \mathcal{L}_{\mathcal{T}_i}(f_{\theta'_i}) using each \mathcal{D}'_i
10:
             and \mathcal{L}_{\mathcal{T}_i} in Equation 4
11: end while
```

 $\pi_{\theta}(a \mid x_{t})$

 $\mathcal{L}_{\mathcal{T}_i}(f_{\phi}) = -\mathbb{E}_{\mathbf{x}_t, \mathbf{a}_t \sim f_{\phi}, q_{\mathcal{T}_i}} \left[\sum_{t=1}^{n} R_i(\mathbf{x}_t, \mathbf{a}_t) \right]$

- Benefits of MAML:
- 1.It is a simple framework.
- 2.It can be combined with any model representation / architecture and any differentiable objective. (MAML merely produces a parameter initialization)
- 3.Adaptation can be performed with any amount of data and any number of gradient step.

• As you can see, MAML is quite a common framework!

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MBMPO

- Model-Based Meta-Policy Optimization.
- Key Point:
 - Model-based approach with ensemble.
 - Meta-policy for fast adaptation.
- Benefits:
 - Lower sample complexity(model-based)
 - Alleviate model bias to achieve better performance(ensemble)
 - Faster convergence(meta-policy)

MBMPO

Model Learning:

$$\min_{oldsymbol{\phi}_k} rac{1}{|\mathcal{D}_k|} \sum_{(oldsymbol{s}_t, oldsymbol{a}_t, oldsymbol{s}_{t+1}) \in \mathcal{D}_k} \|oldsymbol{s}_{t+1} - \hat{f}_{oldsymbol{\phi}_k}(oldsymbol{s}_t, oldsymbol{a}_t)\|_2^2$$

• Meta-Reinforcement Learning:

meta-objective

$$\max_{\boldsymbol{\theta}} \quad \frac{1}{K} \sum_{k=0}^{K} J_k(\boldsymbol{\theta}_k') \quad \text{s.t.:} \quad \boldsymbol{\theta}_k' = \boldsymbol{\theta} + \alpha \; \nabla_{\boldsymbol{\theta}} J_k(\boldsymbol{\theta}) \quad \text{adaptation objective}$$

models

• with the objective function: $J_k(m{ heta}) = \mathbb{E}_{m{a}_t \sim \pi_{m{ heta}}(m{a}_t | m{s}_t)} igg[\sum_{t=0}^{H-1} r(m{s}_t, m{a}_t) igg| m{s}_{t+1} = \hat{f}_{m{\phi}_k}(m{s}_t, m{a}_t) igg]$

MBMPO

Algorithm 1 MB-MPO

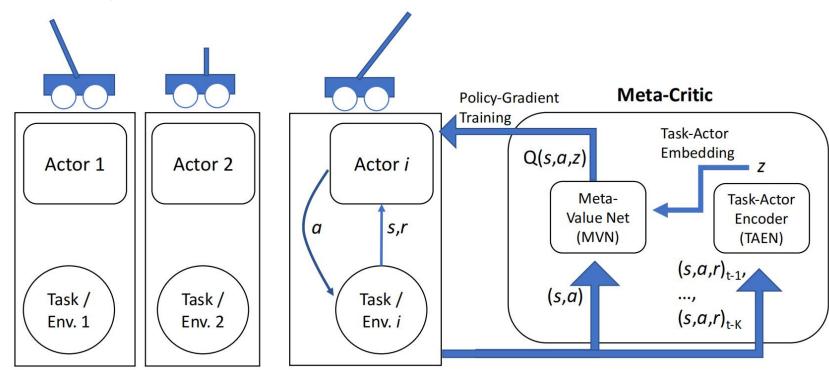
12: **return** Optimal pre-update parameters θ^*

```
Require: Inner and outer step size \alpha, \beta
 1: Initialize the policy \pi_{\theta}, the models \hat{f}_{\phi_1}, \hat{f}_{\phi_2}, ..., \hat{f}_{\phi_K} and \mathcal{D} \leftarrow \emptyset
 2: repeat
         Sample trajectories from the real environment with the adapted policies \pi_{\theta_1'}, ..., \pi_{\theta_K'}. Add
         them to \mathcal{D}.
         Train all models using \mathcal{D}.
 4:
        for all models \hat{f}_{\phi_k} do
             Sample imaginary trajectories \mathcal{T}_k from \hat{f}_{\phi_k} using \pi_{\theta}
 6:
             Compute adapted parameters \theta'_k = \theta + \alpha \nabla_{\theta} J_k(\theta) using trajectories \mathcal{T}_k
             Sample imaginary trajectories \mathcal{T}'_k from \hat{f}_{\phi_k} using the adapted policy \pi_{\theta'_k}
         end for
 9:
         Update \theta \to \theta - \beta \frac{1}{K} \sum_k \nabla_{\theta} J_k(\theta'_k) using the trajectories \mathcal{T}'_k
11: until the policy performs well in the real environment
```

PG method, e.g.TRPO,VPG......

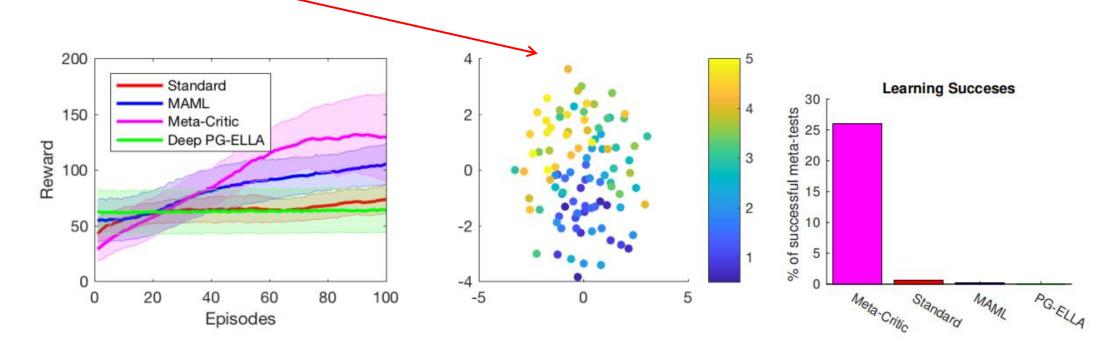
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- Idea: Instead of learning a policy, Meta-Critic-Networks learn a Meta Value Network(MVN) and a Task-Actor Encoder Network(TAEN).
- In their words, that is a "核心价值观"



• Experiment: Cartpole

What does TAEN encode?



```
Algorithm 1: Meta-Learning Stage
     Input: Task generator \mathcal{T}
     Output: Trained task and value net
   1 Init: task and value net;
   2 for episode = 1 to max episode do
         Generate M tasks from \mathcal{T};
   3
        Init M policy nets (actors);
   4
        for step = 1 to max steps do
   5
            Sample mini-batch of tasks;
   6
            foreach task in mini-batch do
                Sample training data from task;
   8
                Train task-specific actor;
   9
            end
  10
            Train value network;
  11
            Train task network;
  12
        end
  13
  14 end
```

```
Input: An unseen task
Input: Trained task and value nets
Output: Trained policy network

1 Init: one policy network (actor);
2 for step = 1 to max step do

3 | Sample train data from task;
4 | Train actor;
5 end
```

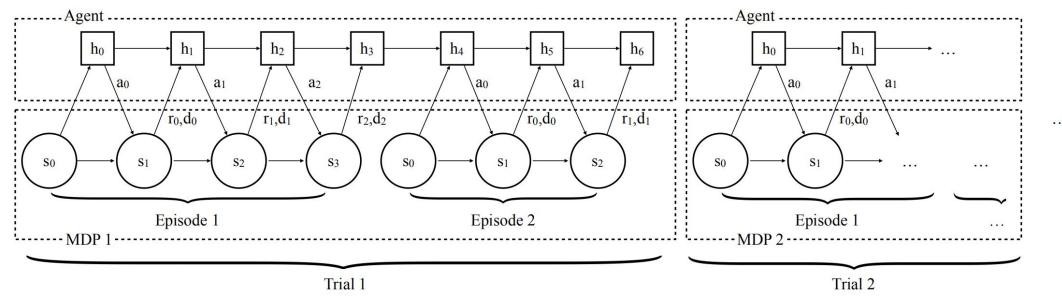
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RL^2

- RL²: Casts learning an RL algorithm as a reinforcement learning problem
- Idea:
 - View the learning process of the agent itself as an objective.
 - Structure the agent as a RNN, which receives past rewards, actions, and termination flags as inputs in addition to the normally received observations.

RL^2

Illustration



• When MDP changes, the agent must act differently according to its belief over which MDP it is currently in. Hence, the agent is forced to integrate all the information and adapt its strategy continually.

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Conclusion

- What is meta? What is meta-learning?
 - No unified difinition.....
 - However, we still can make progress on it.
- MAML is a kind of common framwork to produce a parameter initialization.
- Meta-Critic-Network produce a novel idea for meta-learning.
- RL² use RL to learn a RL progcess.
- •

Reference

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- Model-Based Reinforcement Learning via Meta-Policy Optimization
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- RL²: FAST REINFORCEMENT LEARNING VIA SLOW REINFORCEMENT LEARNING