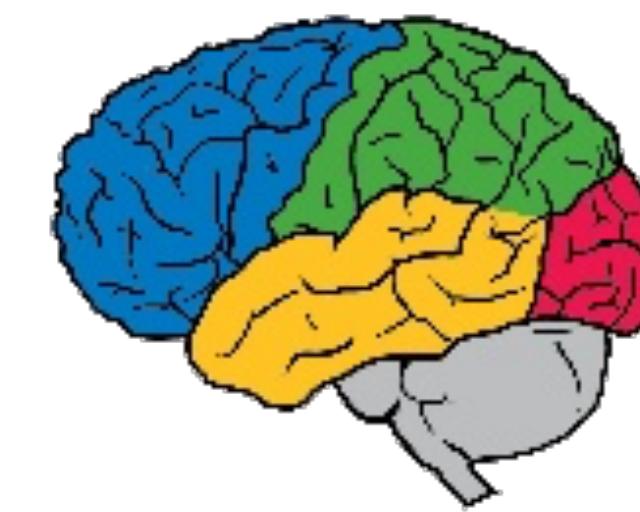


# Meta-Learning: Challenges and Frontiers

Chelsea Finn



UC Berkeley



Google Brain



Stanford

To learn intelligent, **general-purpose** behavior, learning each new skill from scratch isn't going to cut it.

meta-learning  $\longleftrightarrow$  learning priors, structure  
such that learning new tasks is fast

Can we learn a representation under which SL is fast and efficient?

Given 1 example of 5 classes:



training data

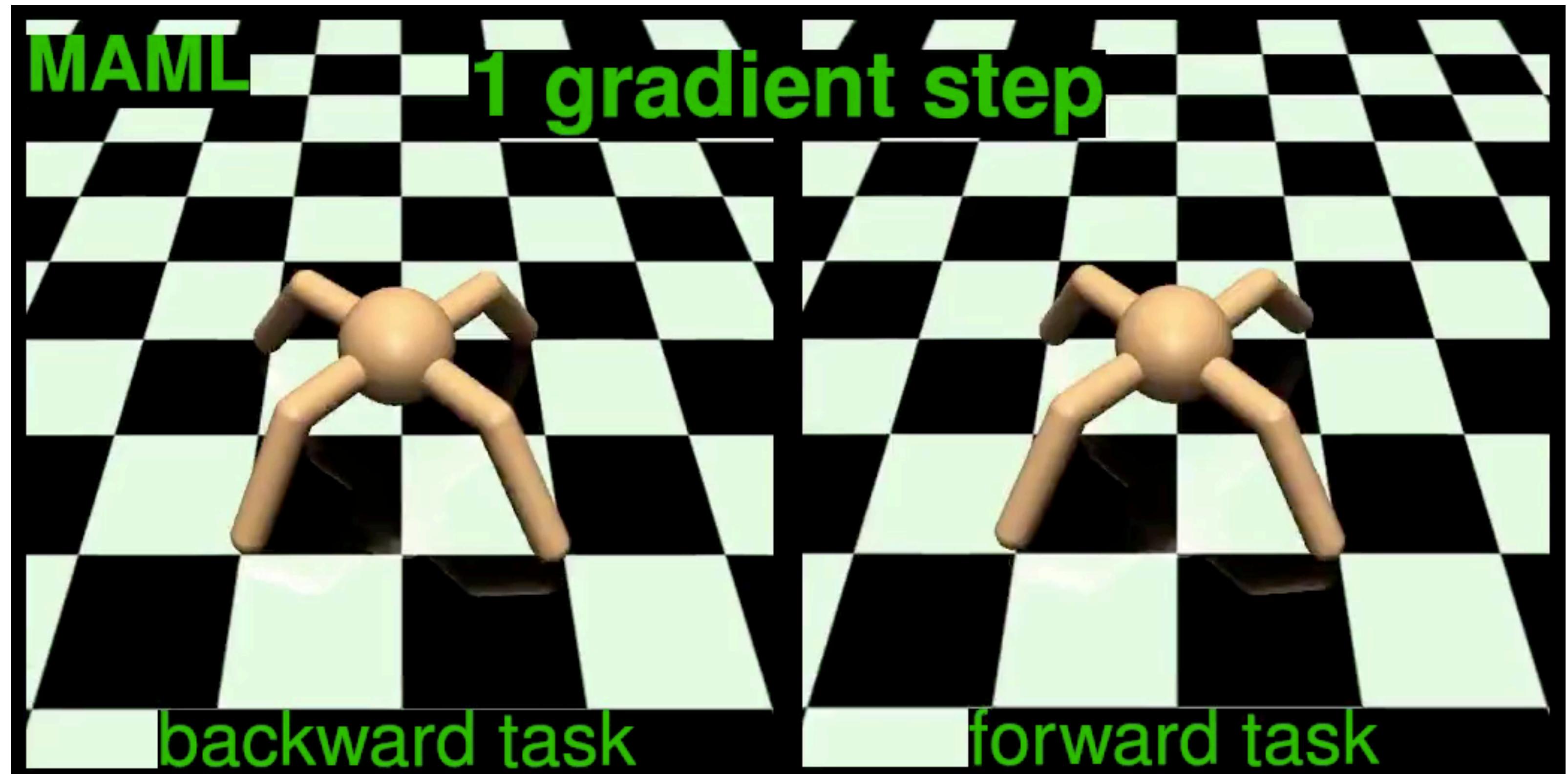
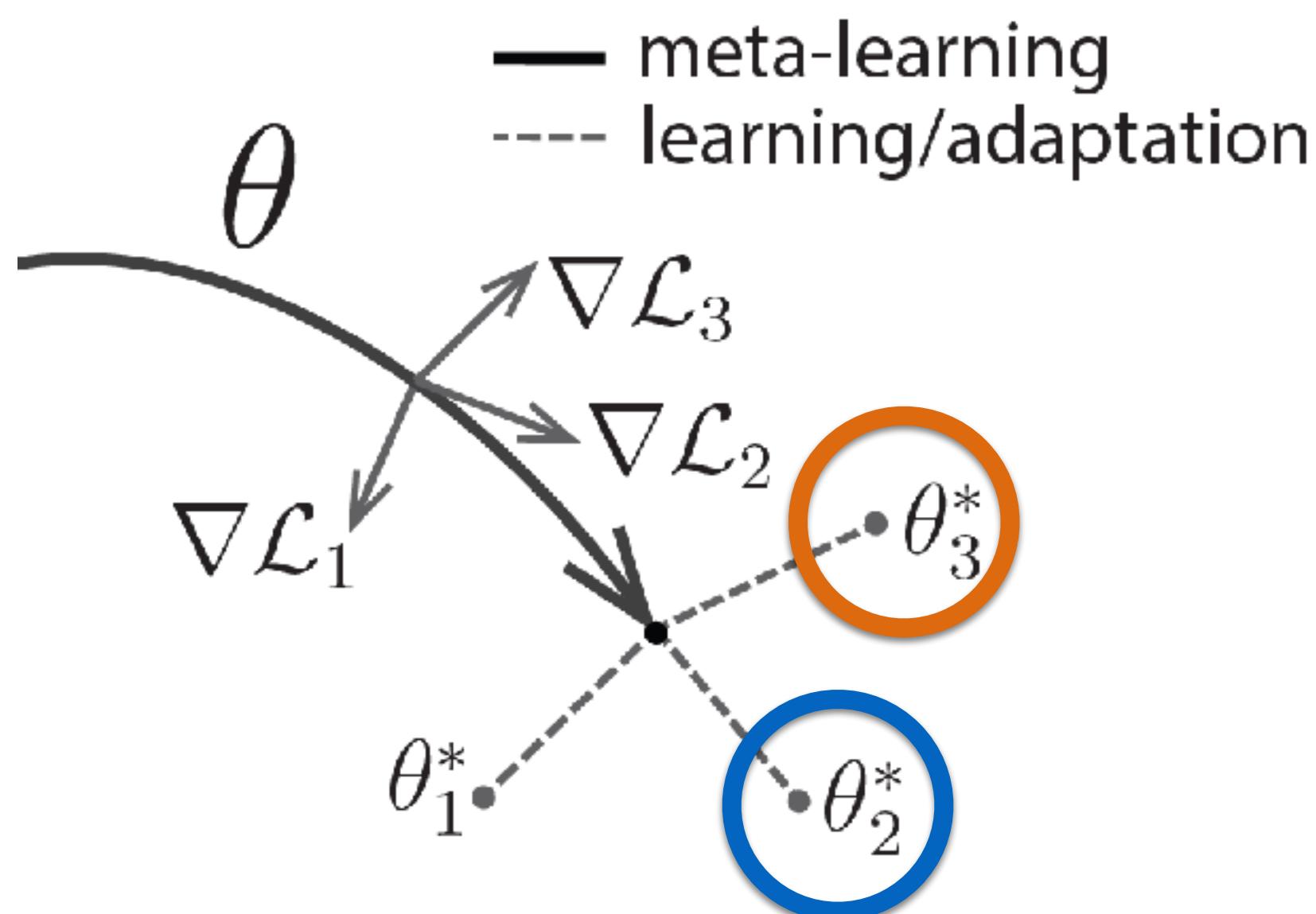
Classify new examples



test datapoints



Can we learn a representation under which RL is fast and efficient?



# Can we learn a representation under which **imitation** is fast and efficient?

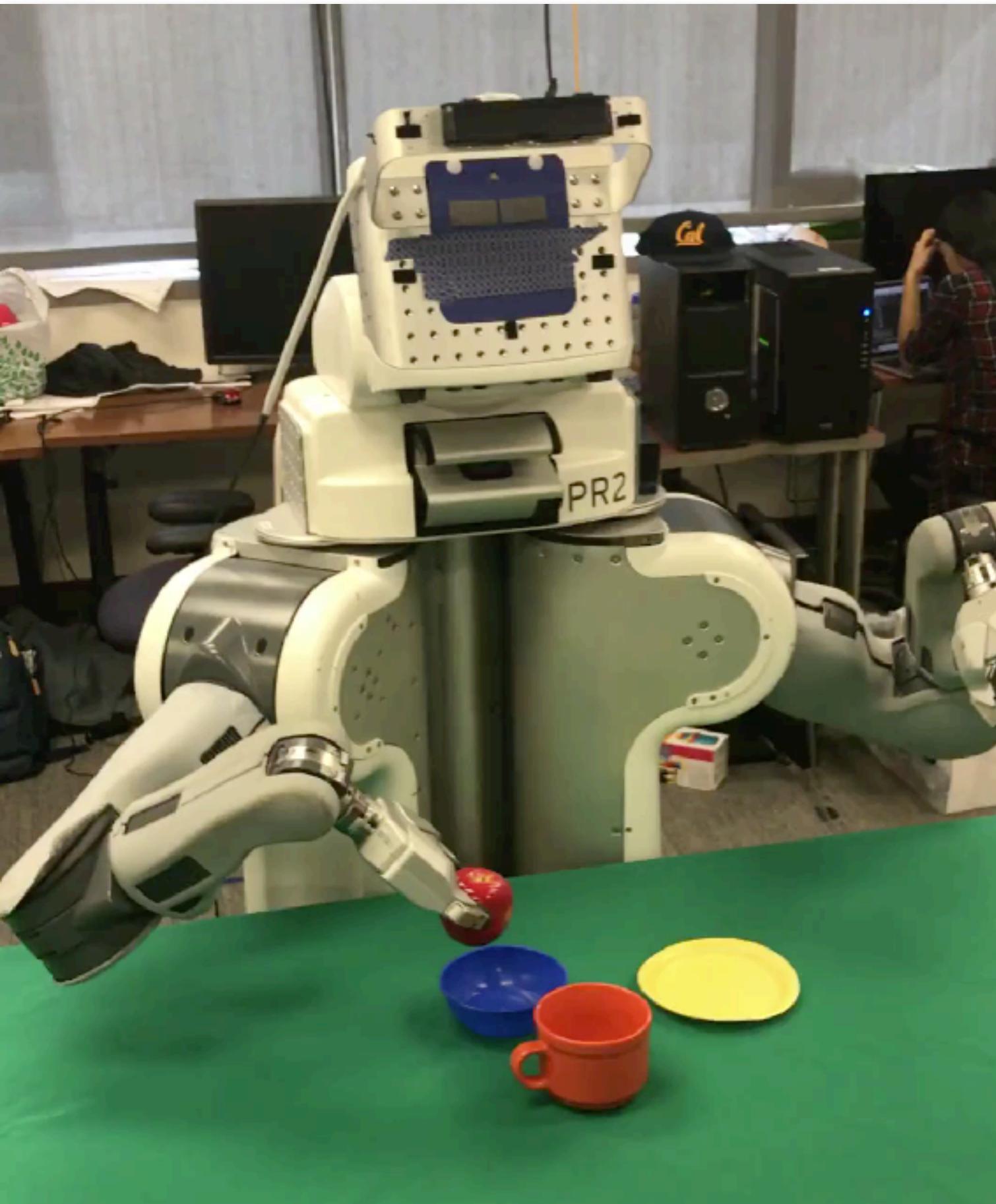


subset of  
training objects

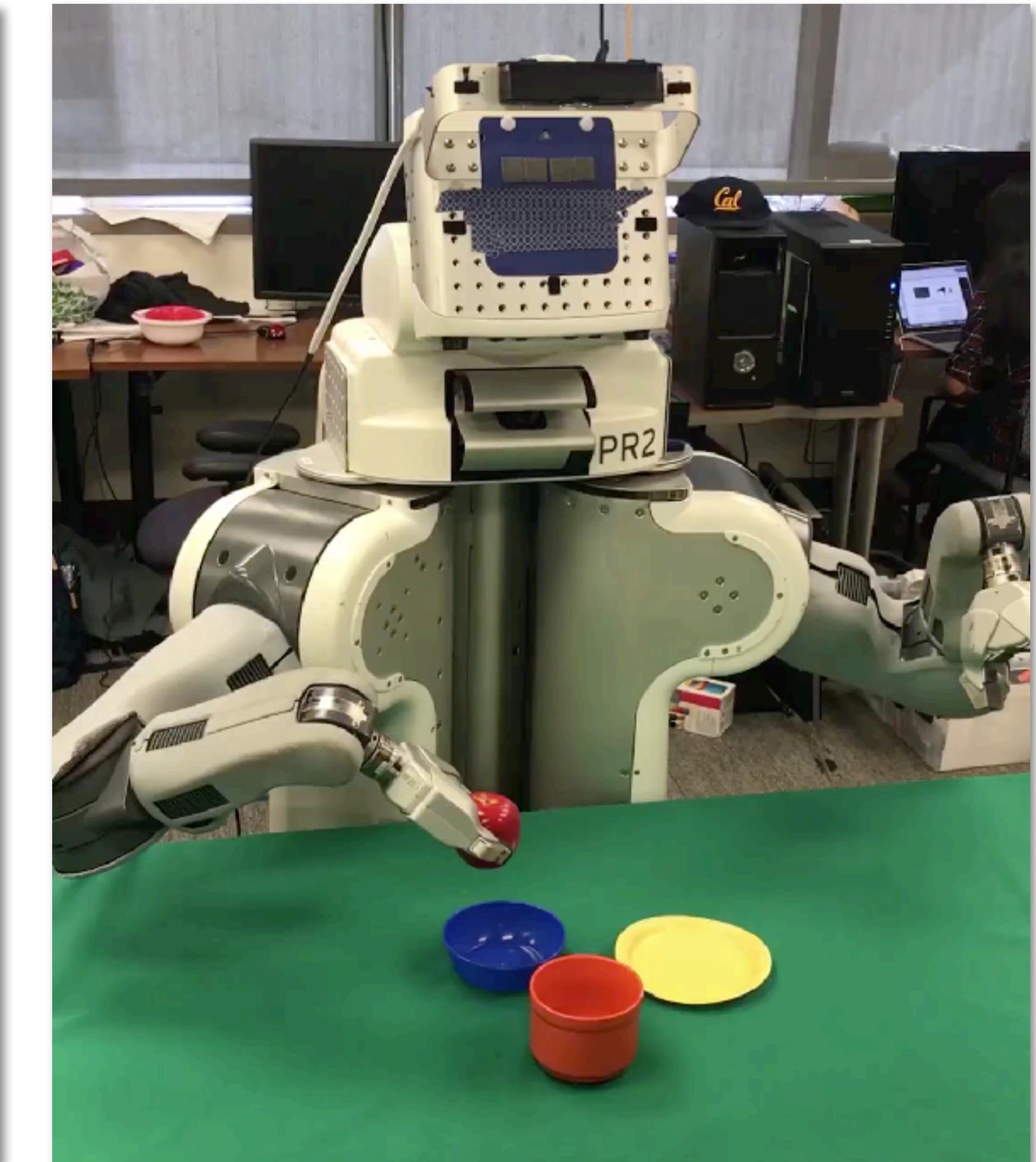


held-out test objects

input demo  
(via teleoperation)



resulting policy



*[real-time execution]*

Can we learn a representation under which **human imitation** is fast and efficient?

input human demo



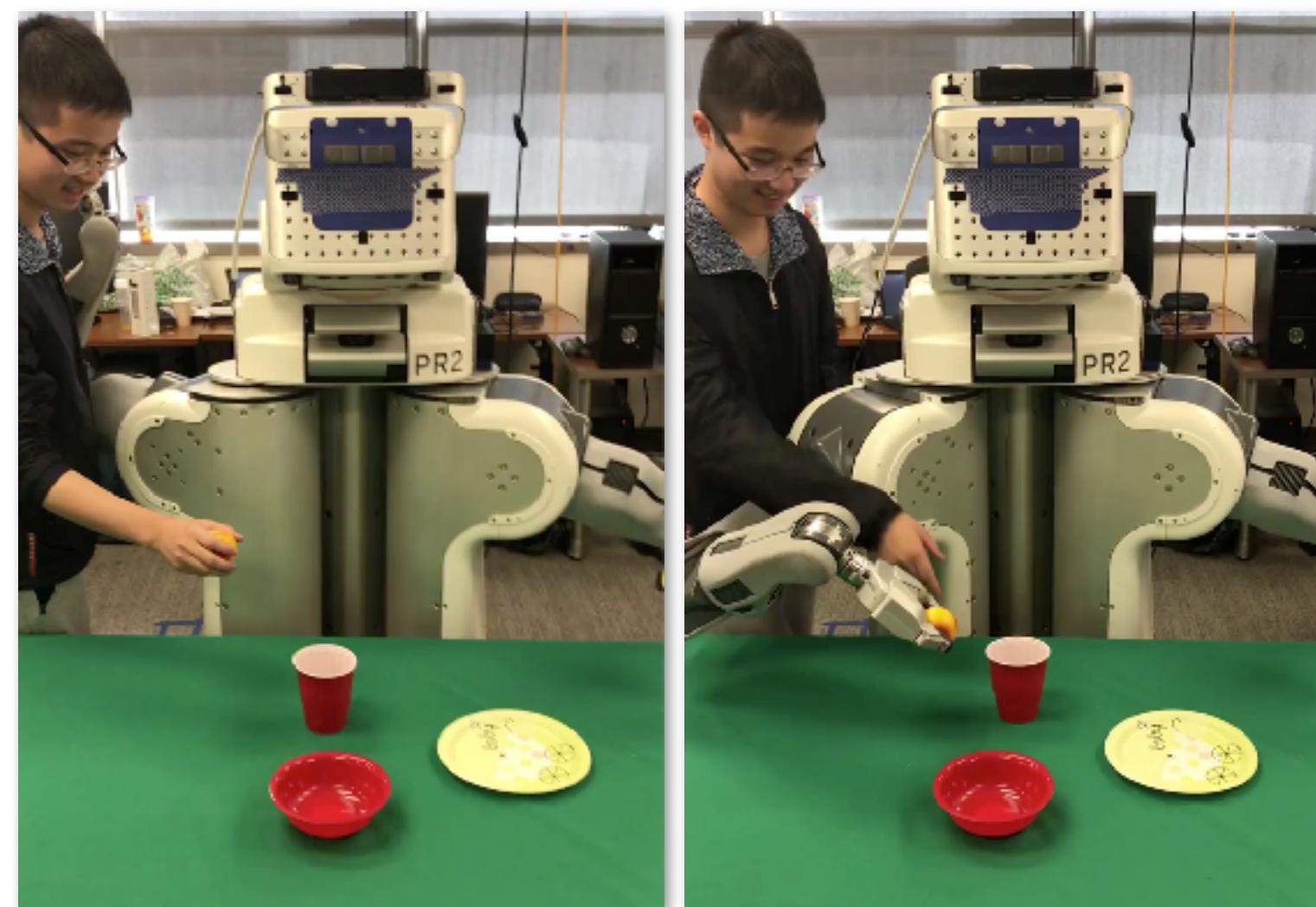
resulting policy



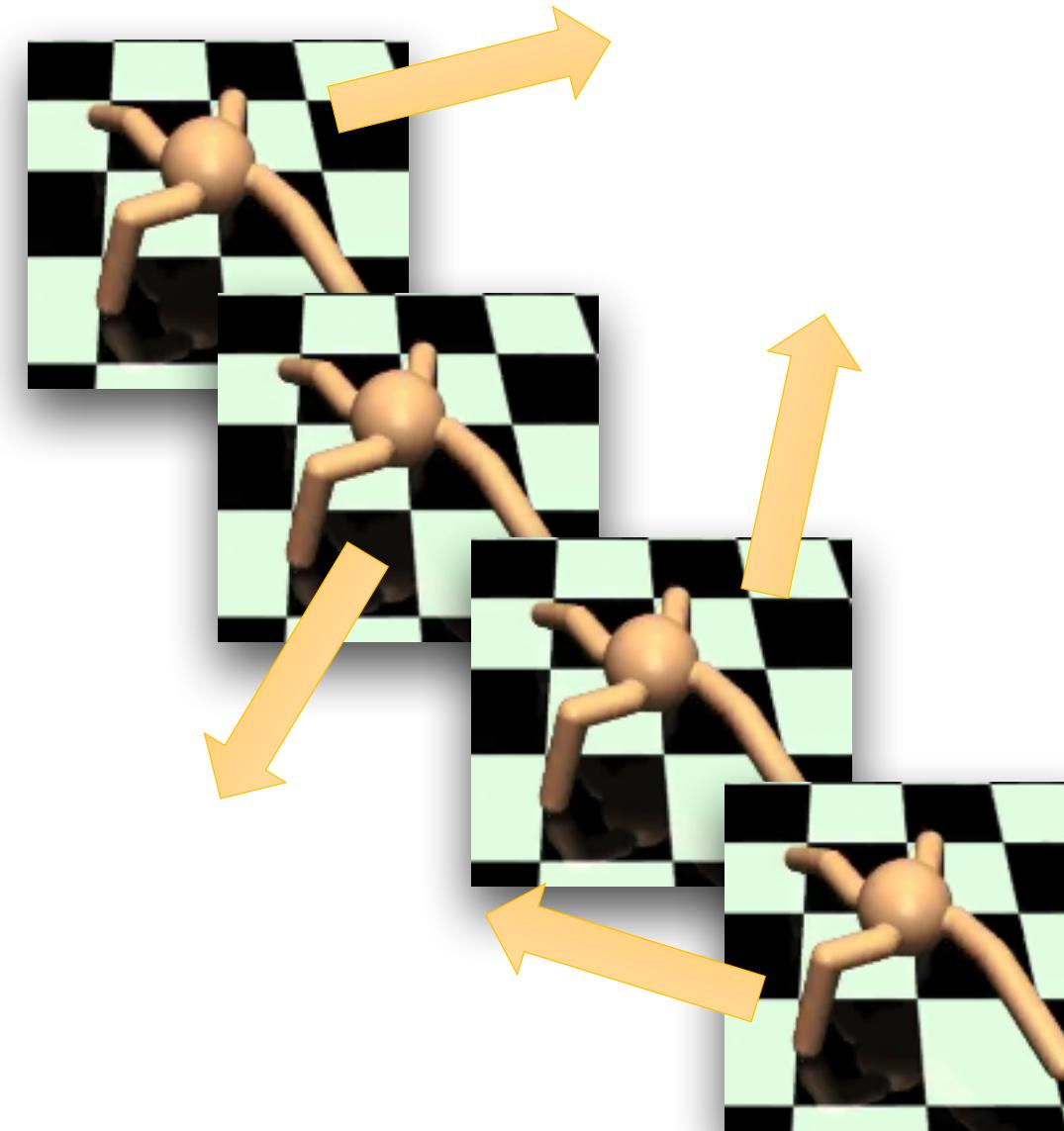
Where do the tasks come from?



Requires tasks constructed from labeled data



Requires demos for many previous tasks



Requires many tasks with corresponding reward functions

Meta-learning: manual algorithm design —> manual task distribution design

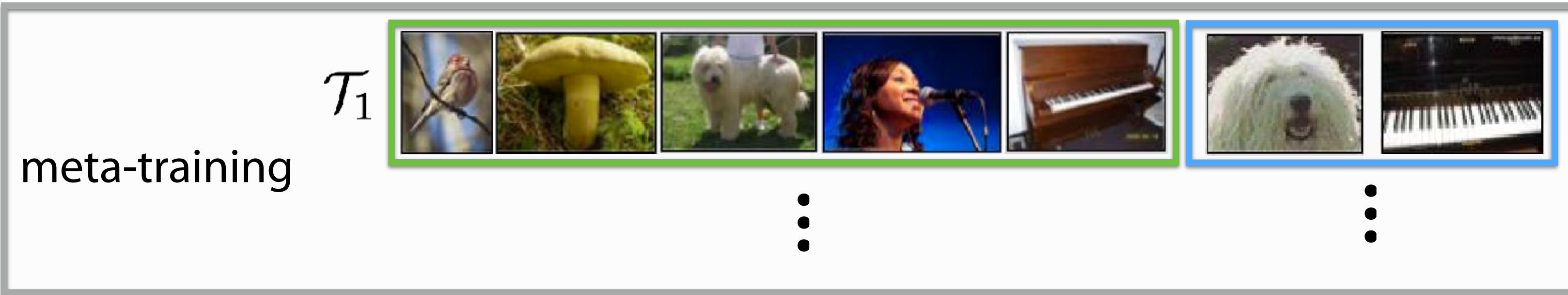
*Are we simply kicking the can down the road?*

# Where do the tasks come from?

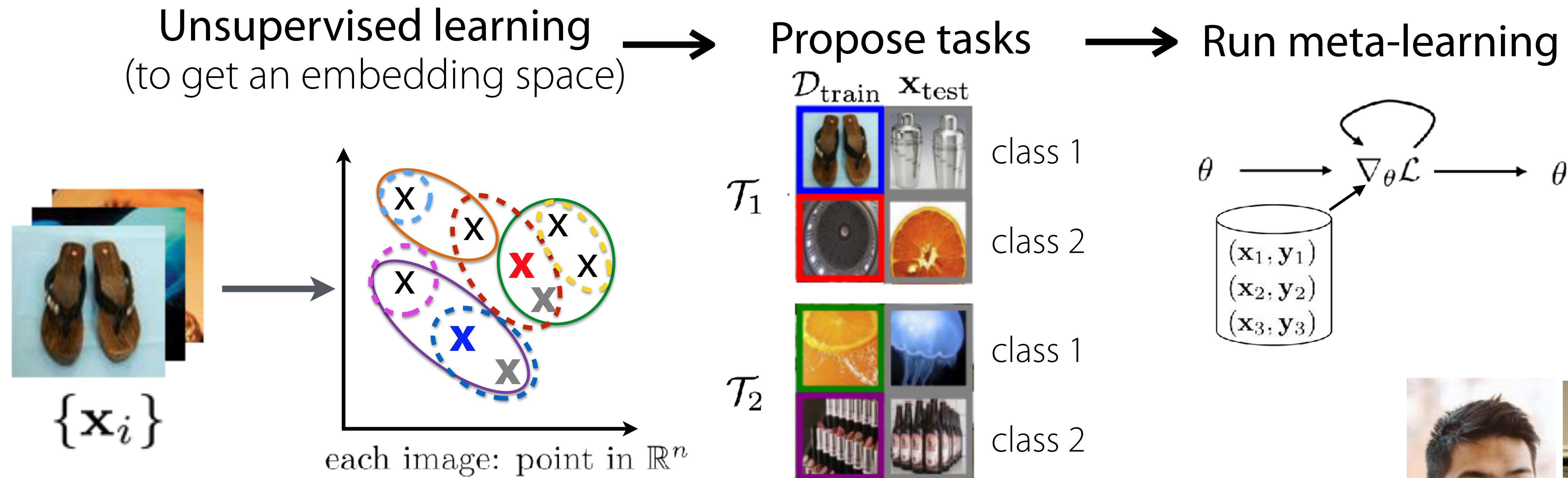
**self-driven**: propose your own tasks

**environment-driven**: dynamic, real-world environment

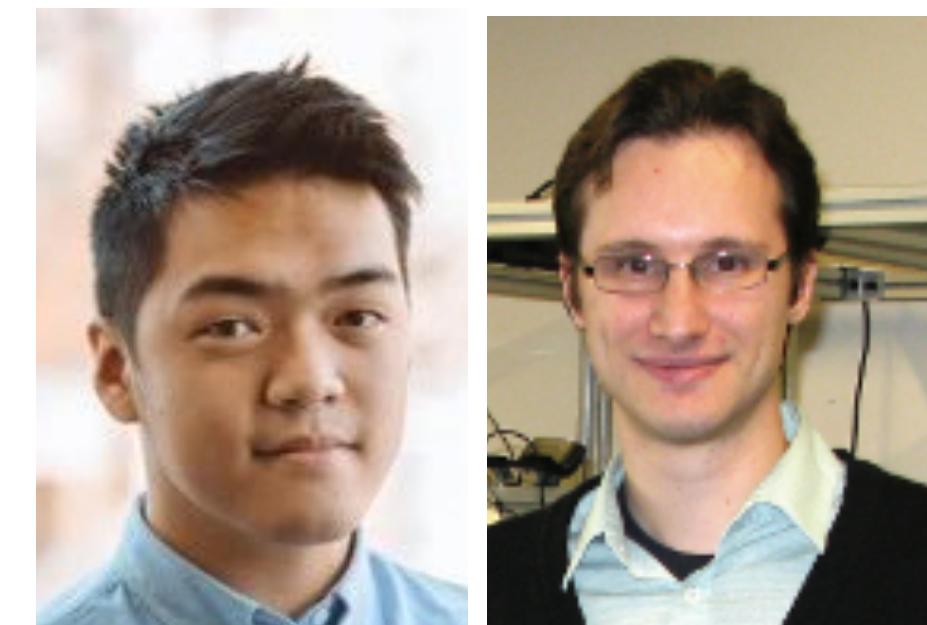
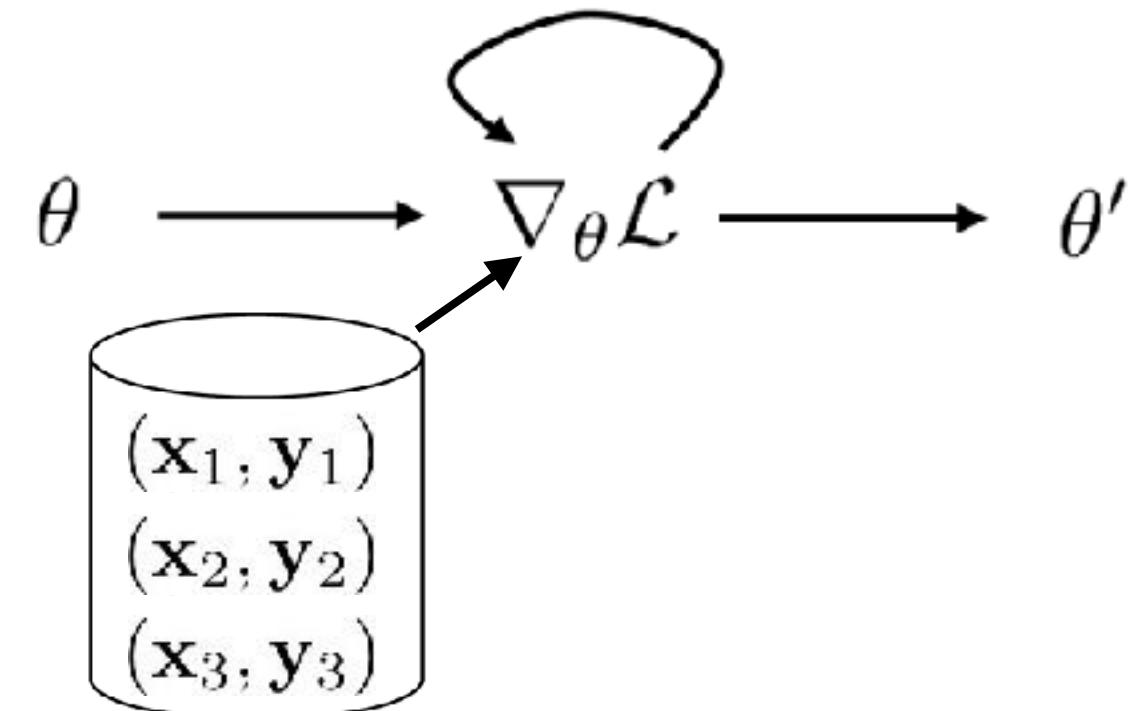
# Meta-learn with only unlabeled images?



Construct tasks without  
labeled data?



Result: representation suitable for learning downstream tasks



Kyle Hsu

Sergey Levine

# Can we meta-learn with only unlabeled images?

Unsupervised learning → Propose tasks → Run meta-learning  
(to get an embedding space)

A few options:

BiGAN — Donahue et al. '17

DeepCluster — Caron et al. '18

Clustering to Automatically  
Construct Tasks for Unsupervised  
Meta-Learning (CACTUs)

MAML — Finn et al. '17  
ProtoNets — Snell et al. '17



minilmageNet 5-way 5-shot

method	accuracy
MAML with labels	62.13%
BiGAN kNN	31.10%
BiGAN logistic	33.91%
BiGAN MLP + dropout	29.06%
BiGAN cluster matching	29.49%
BiGAN CACTUs MAML	51.28%
DeepCluster CACTUs MAML	<b>53.97%</b>

Same story for:

- 4 different embedding methods
- 4 datasets (Omniglot, CelebA, minilmageNet, MNIST)
- 2 meta-learning methods (\*)
- Test tasks with larger datasets

\*ProtoNets underperforms in some cases.

# What about unsupervised meta-RL?

Environment → Propose tasks → Run meta-RL

**Result:** Environment-specific RL algorithm



Abhishek Gupta



Ben Eysenbach



Sergey Levine

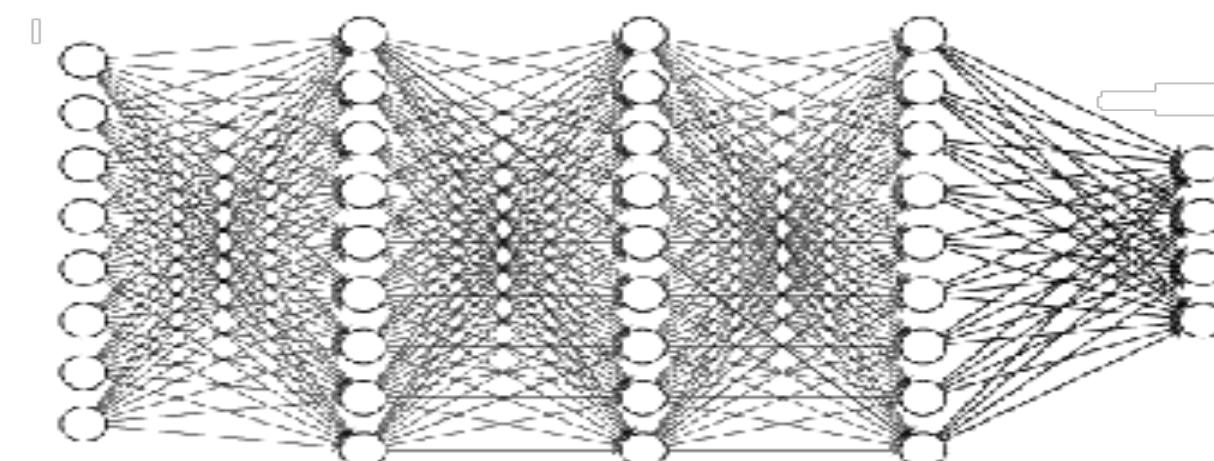
# What about unsupervised meta-RL?

Environment → **Propose tasks** → Run meta-RL

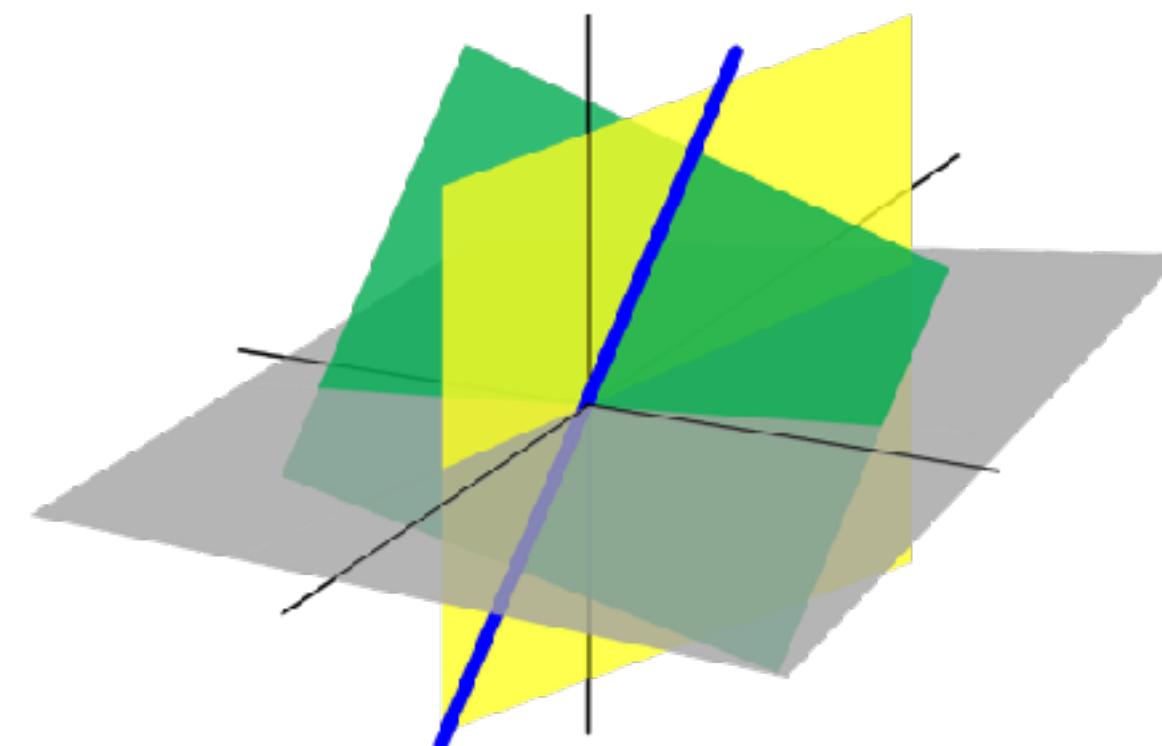
**Result:** Environment-specific RL algorithm

- Discrete set of random tasks

$D \rightarrow$  randomly initialized network



$$R(s, z) = \log p_D(z|s)$$

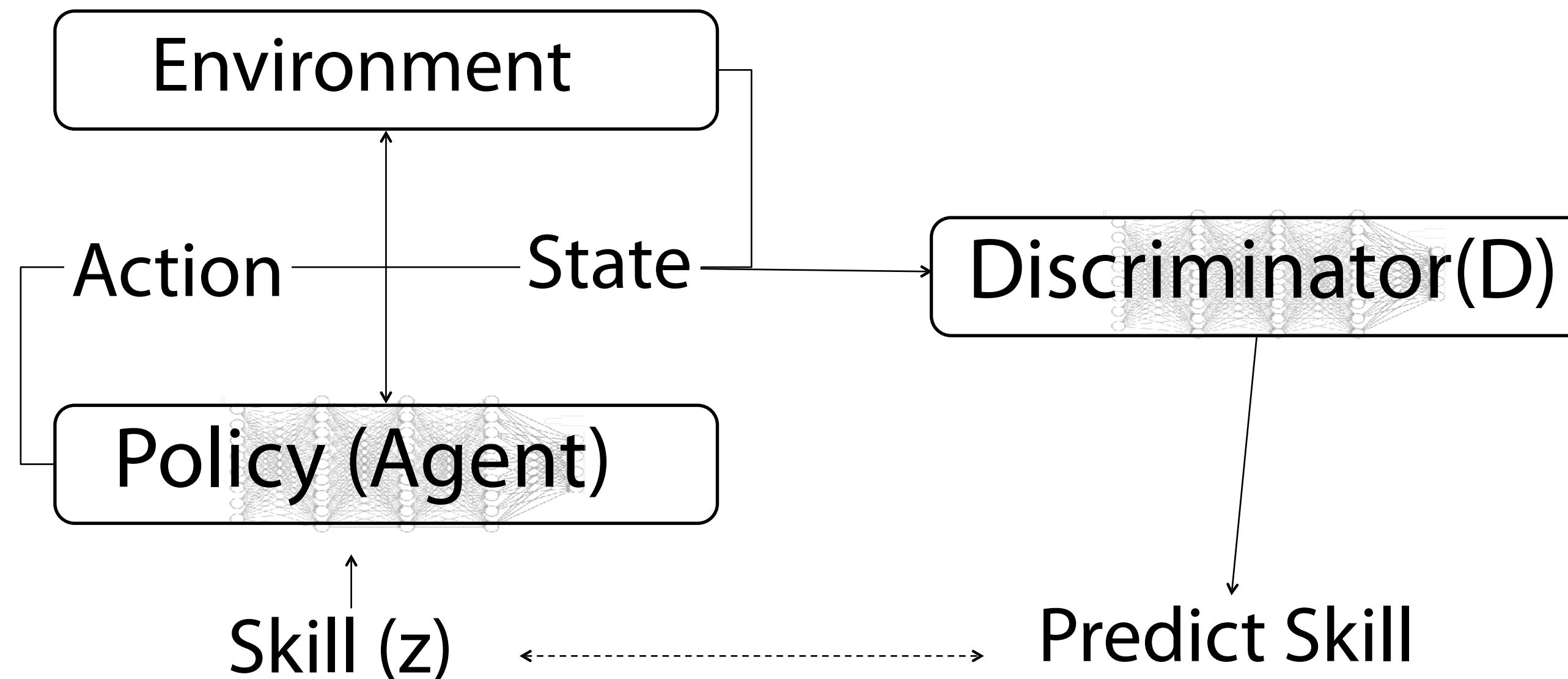


# What about unsupervised meta-RL?

Environment → Propose tasks → Run meta-RL

Result: Environment-specific RL algorithm

- Discrete set of random tasks
- Learned diverse set of tasks by pushing apart discriminator classes



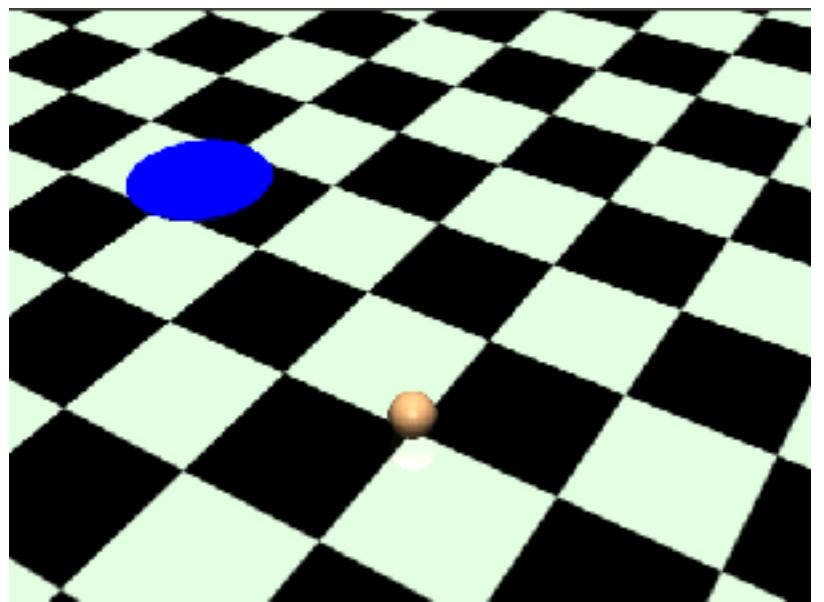
- Policy -> visit states that are discriminable
- Discriminator -> predict skill from state

$$R(s, z) = \log p_D(z|s)$$

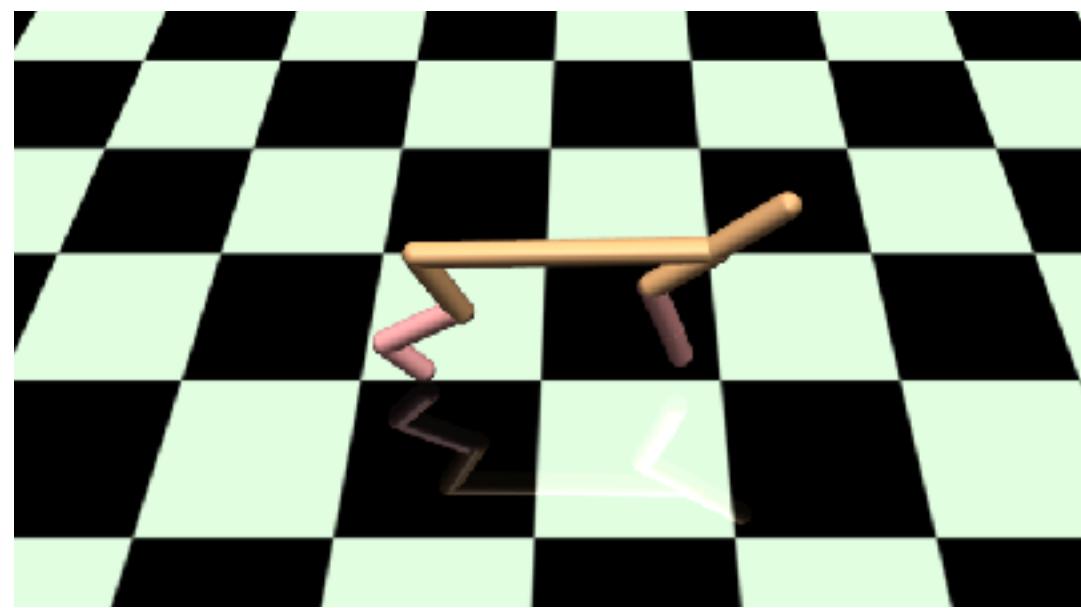
# Does it work?

- compare UML-Random, UML-DIAYN, RL from scratch
- measure learning performance on **test tasks with rewards**

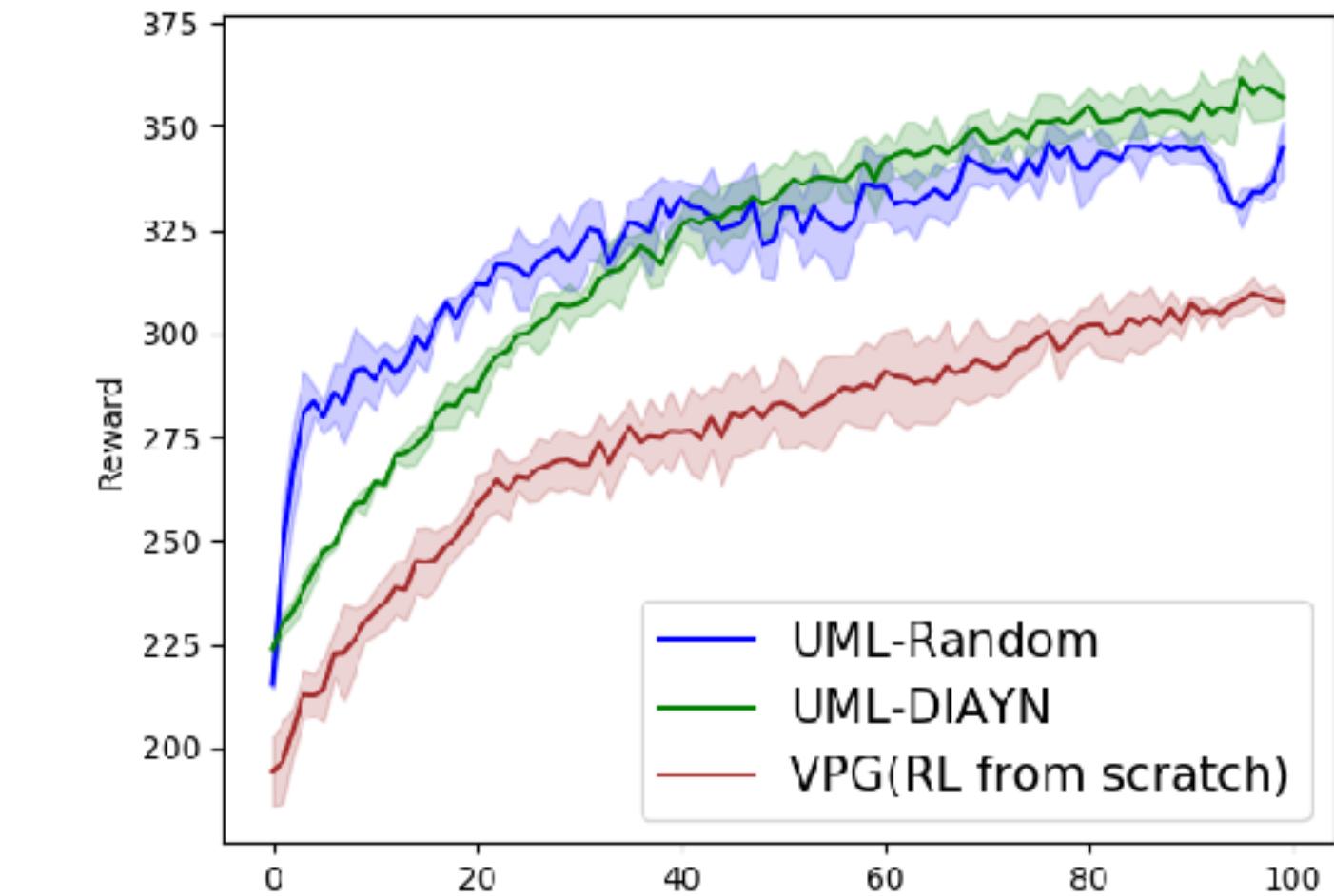
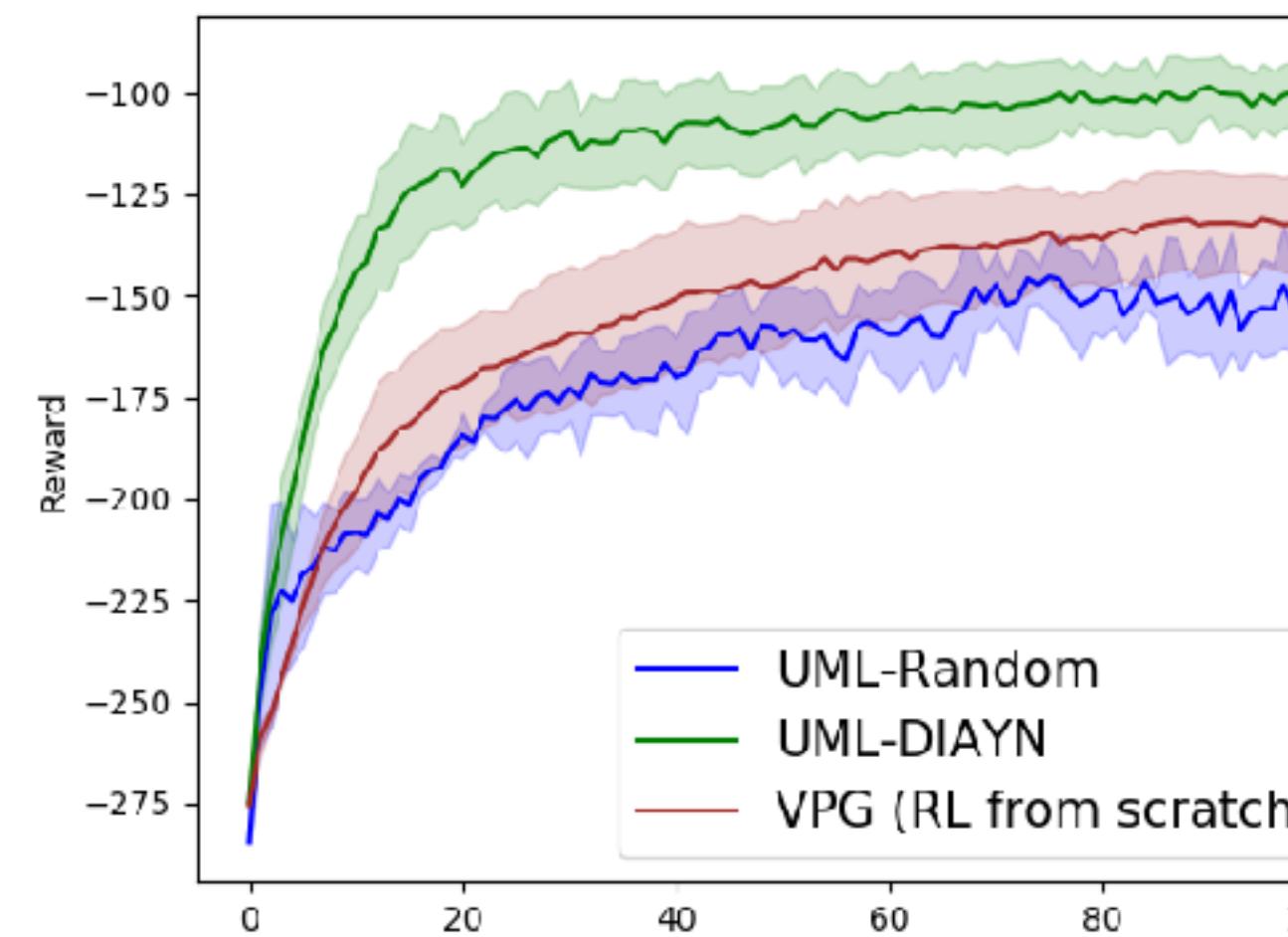
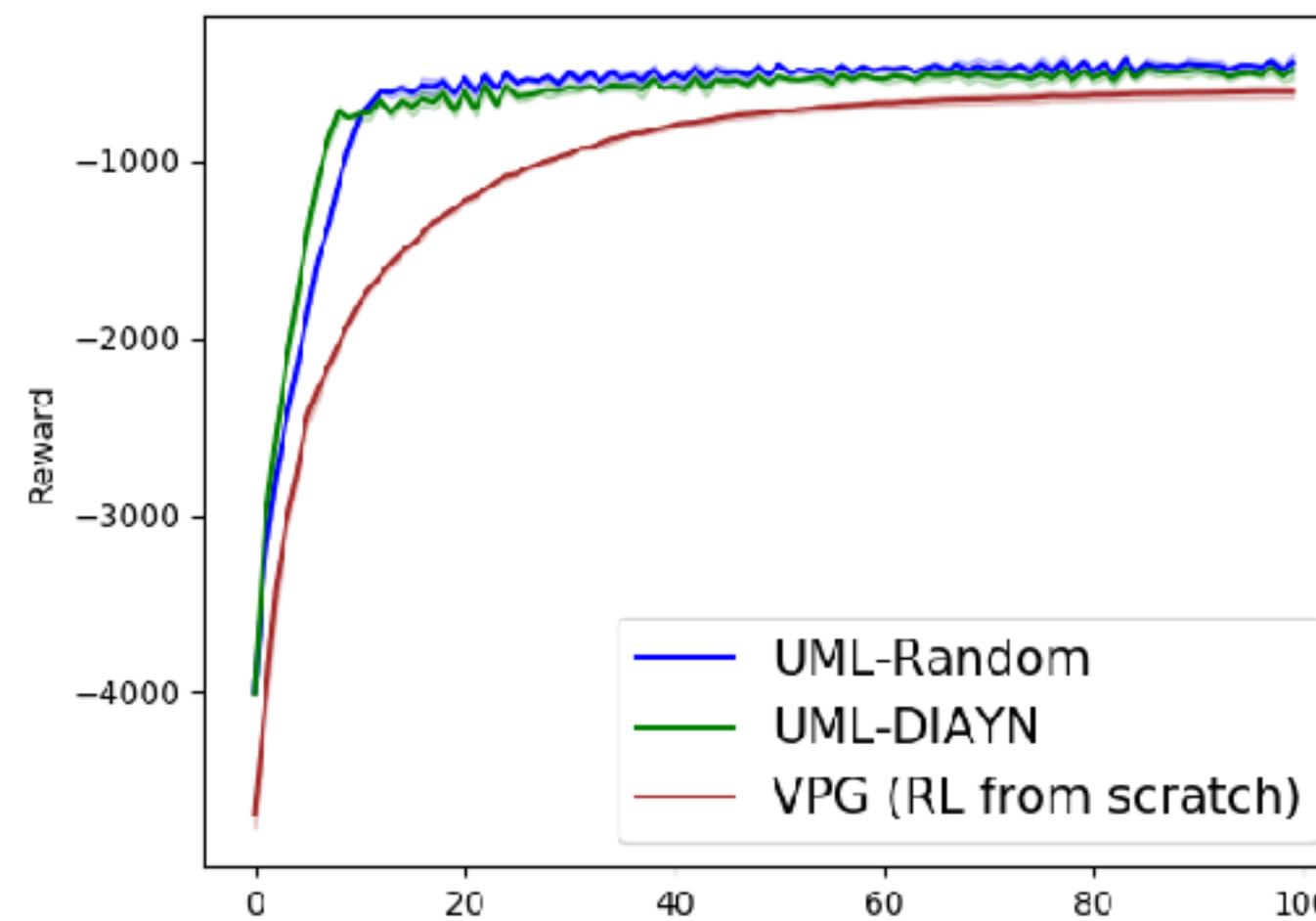
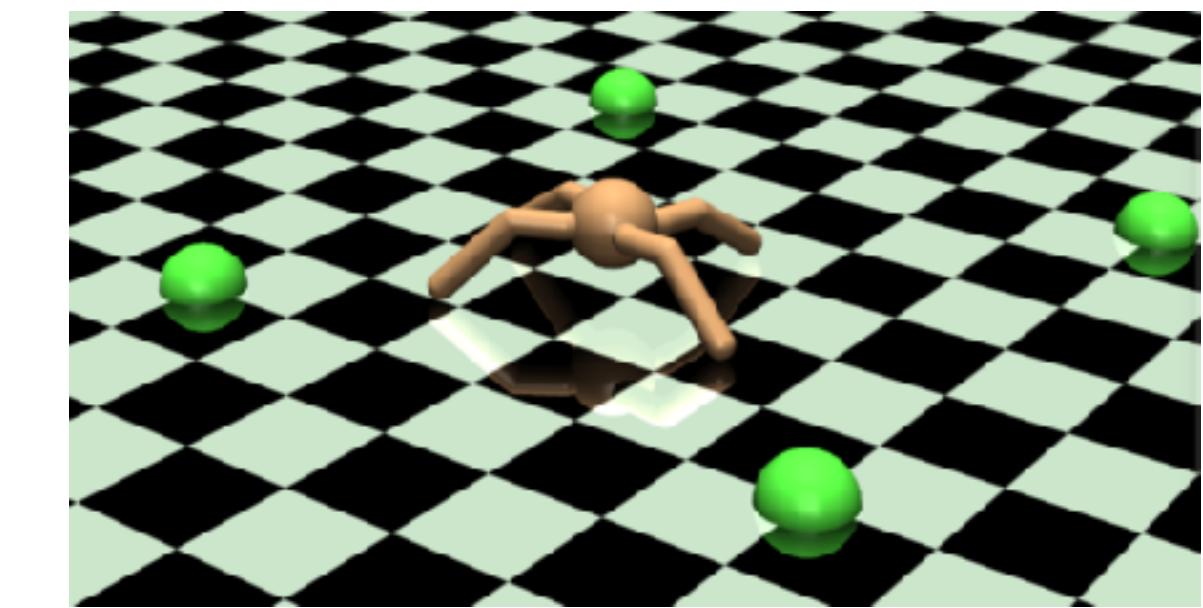
2D Navigation



Cheetah



Ant



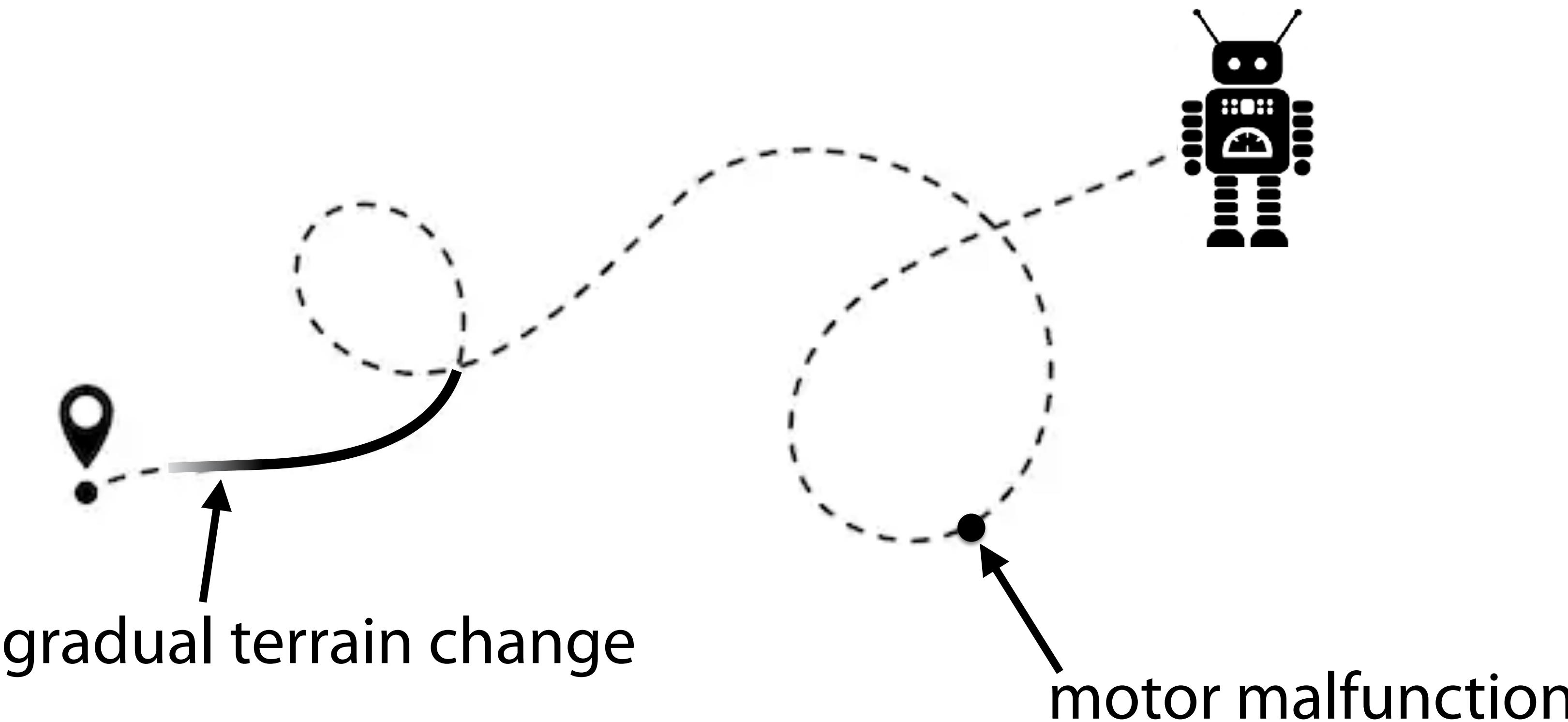
**Takeaway:** Relatively simple mechanisms for proposing tasks work surprisingly well.

# Where do the tasks come from?

**self-driven**: propose your own tasks

**environment-driven**: dynamic, real-world environment

# Deriving tasks from dynamic, real-world environments



Anusha Nagabandi

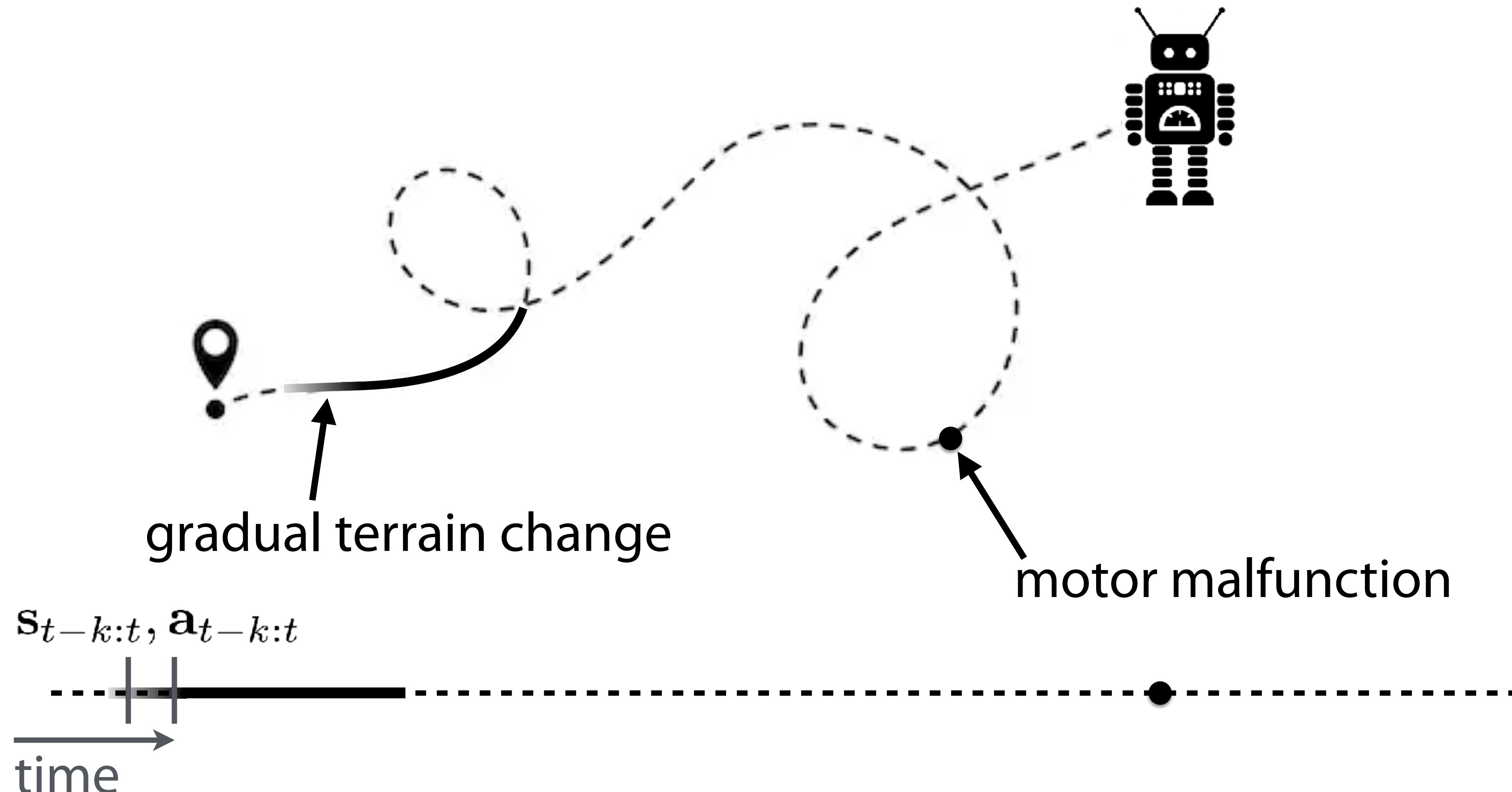


Ignasi Clavera



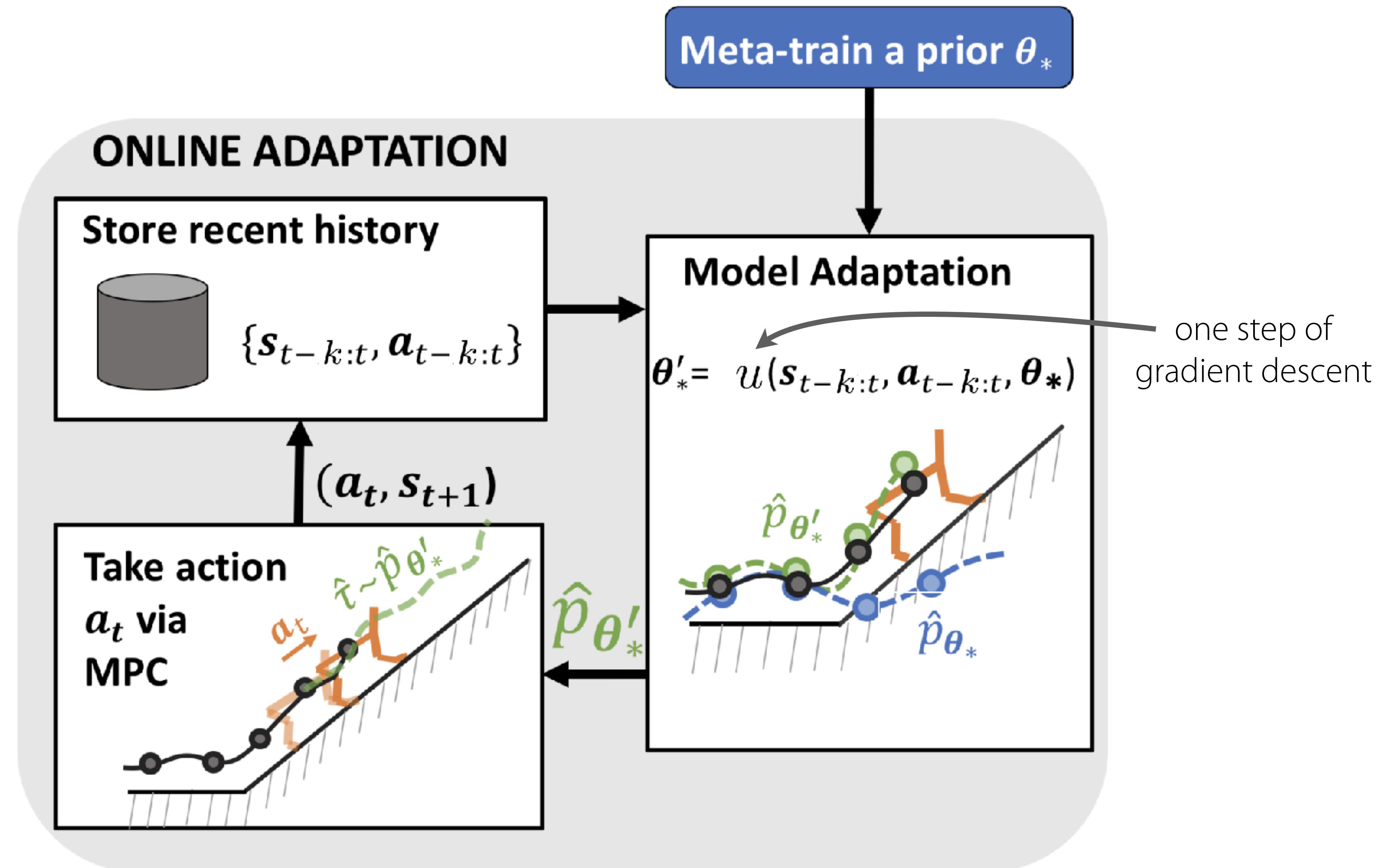
Simin Liu

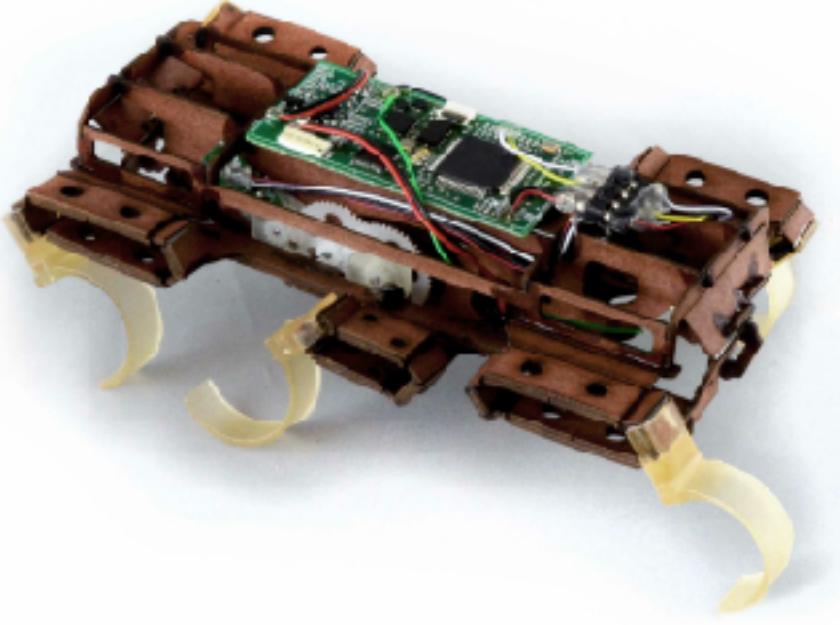
# Deriving tasks from dynamic, real-world environments



online adaptation = few-shot learning

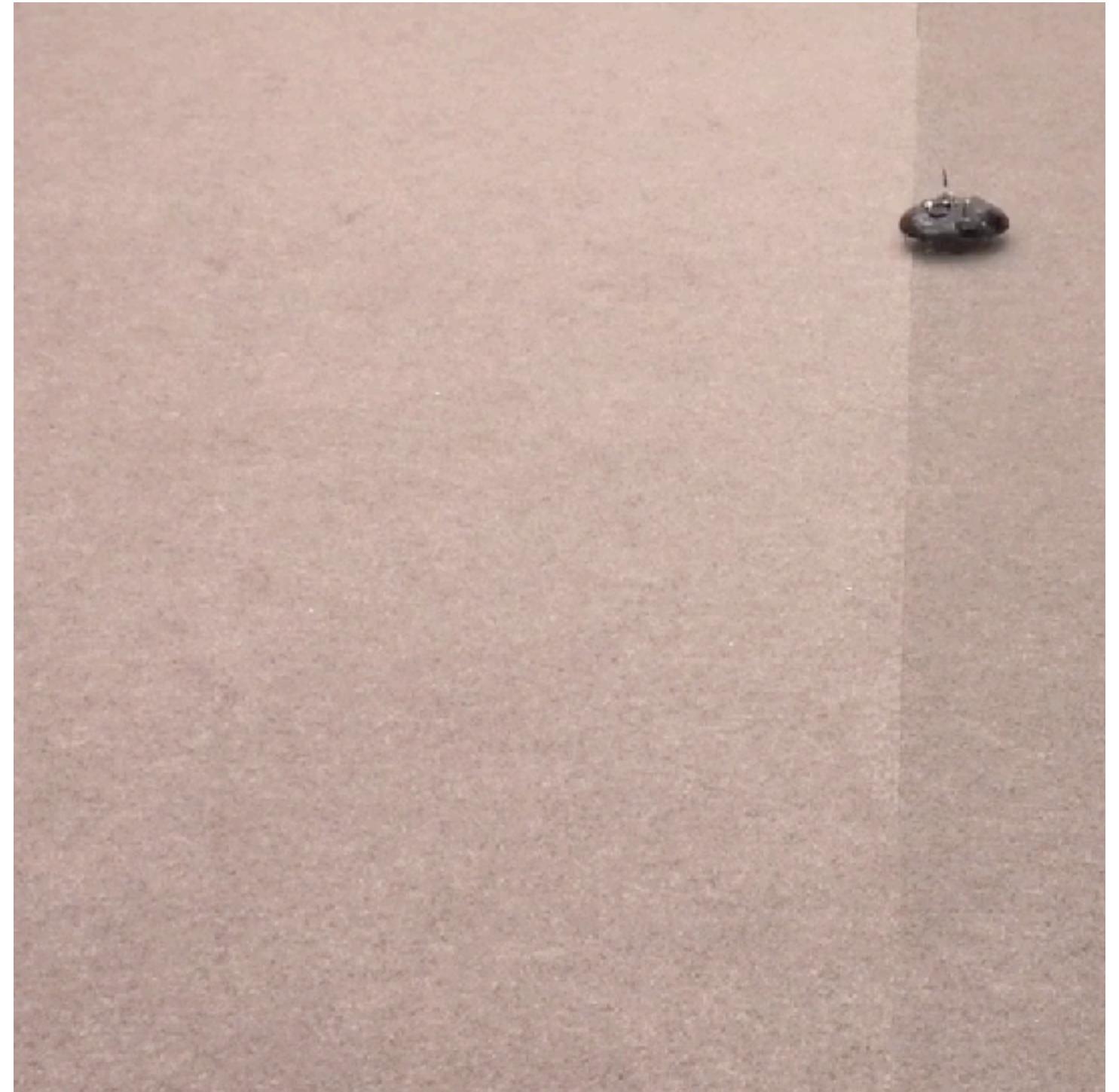
tasks are temporal slices of experience





# VelociRoACH Robot

**Meta-train on variable terrains**

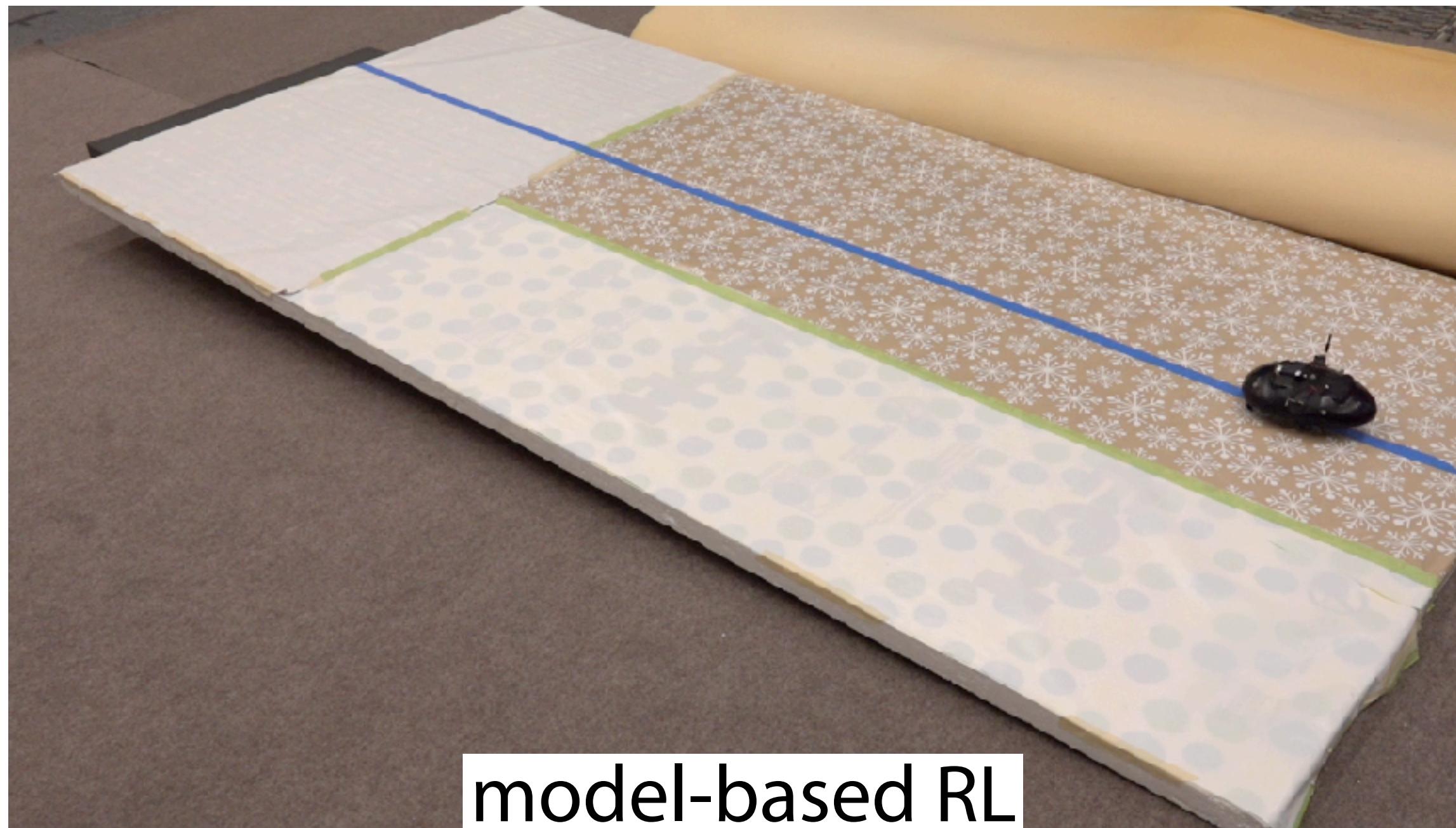


**Meta-test with slope, missing leg, payload, calibration errors**

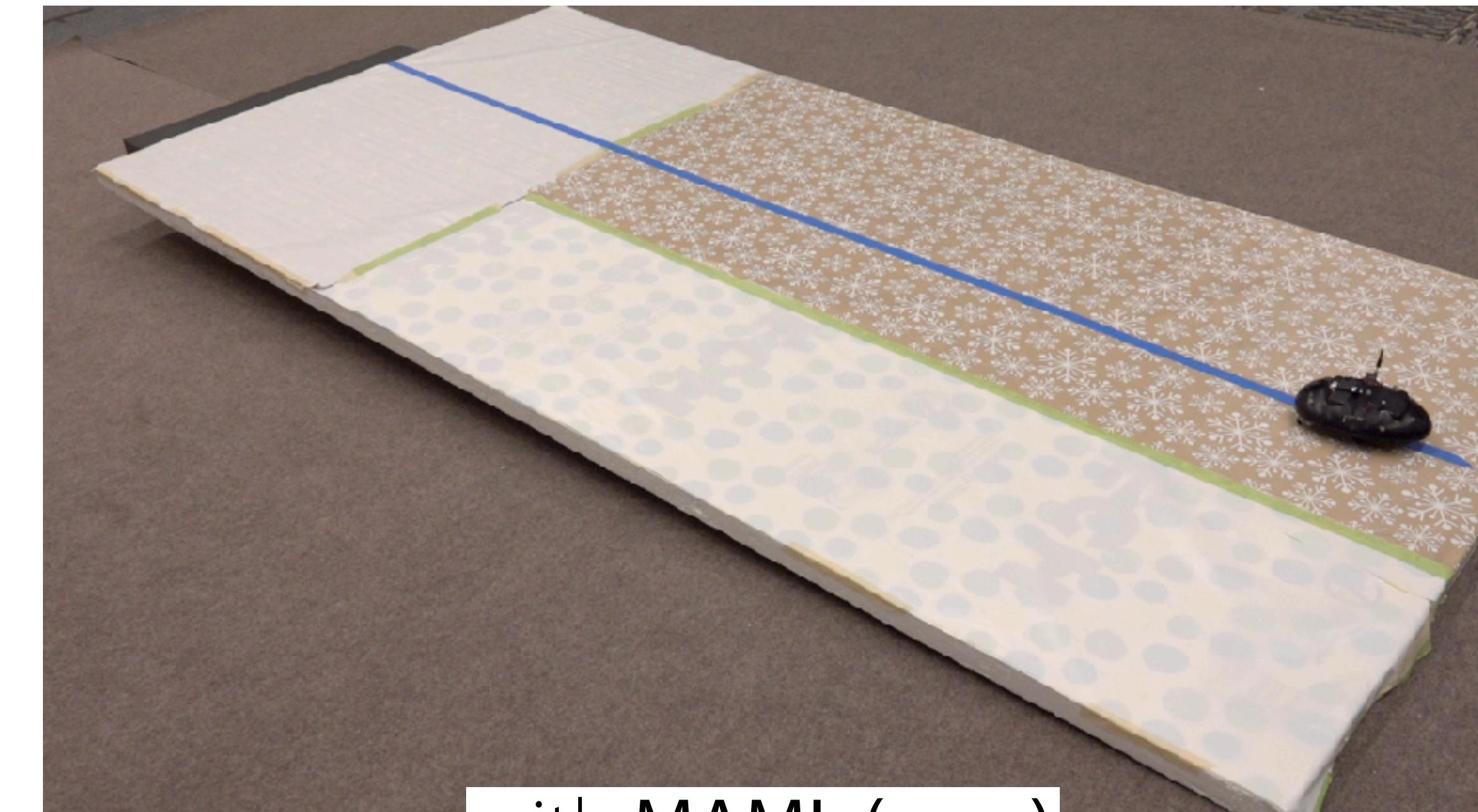
# VelociRoACH Robot

Meta-train on variable terrains

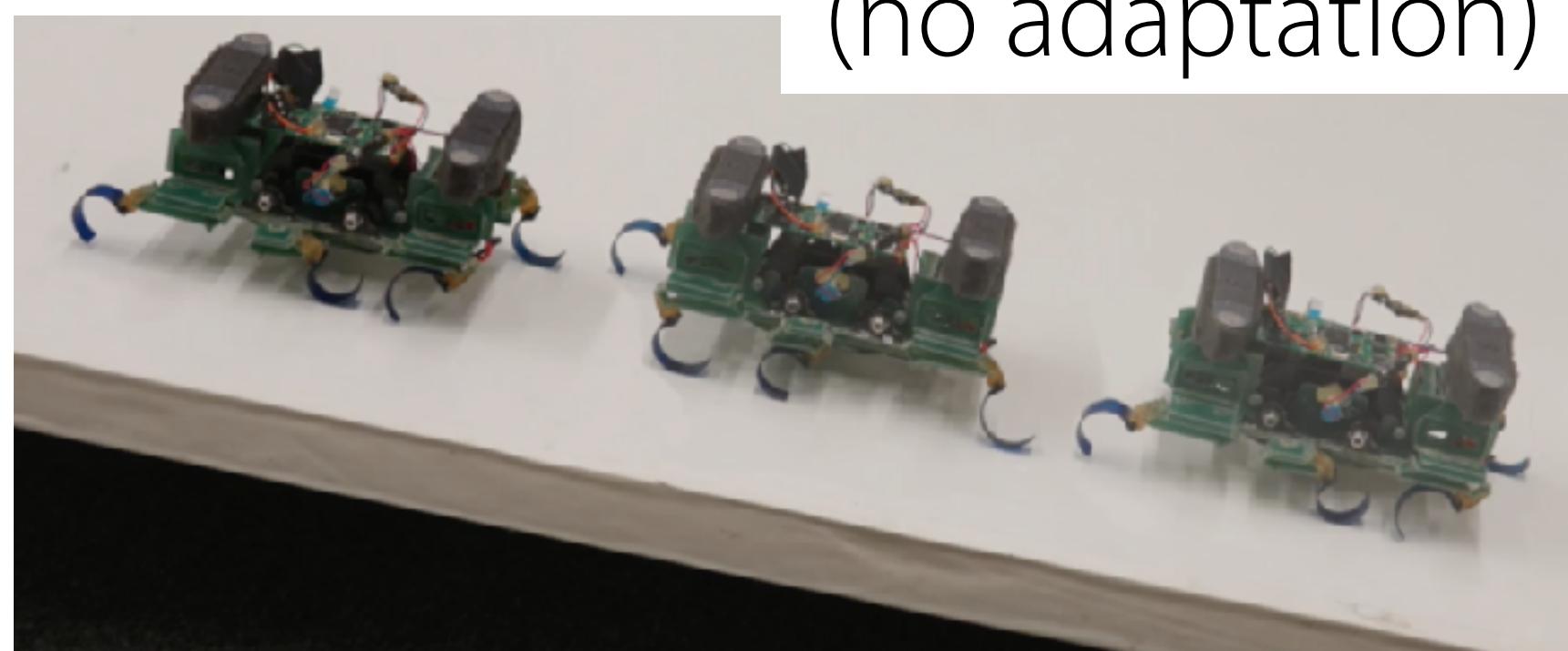
Meta-test with slope, missing leg, payload, calibration errors



model-based RL  
(no adaptation)



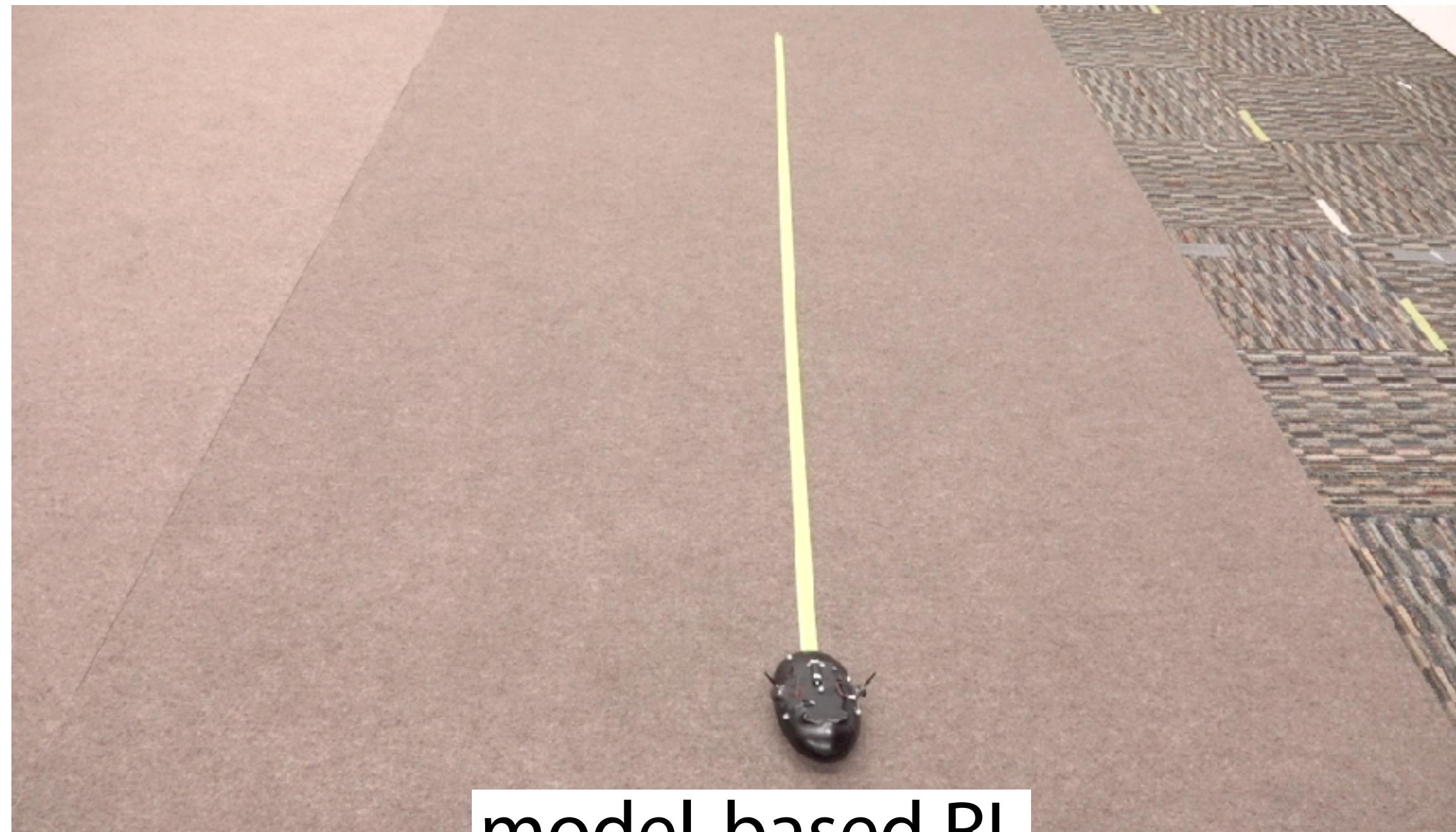
with MAML (ours)



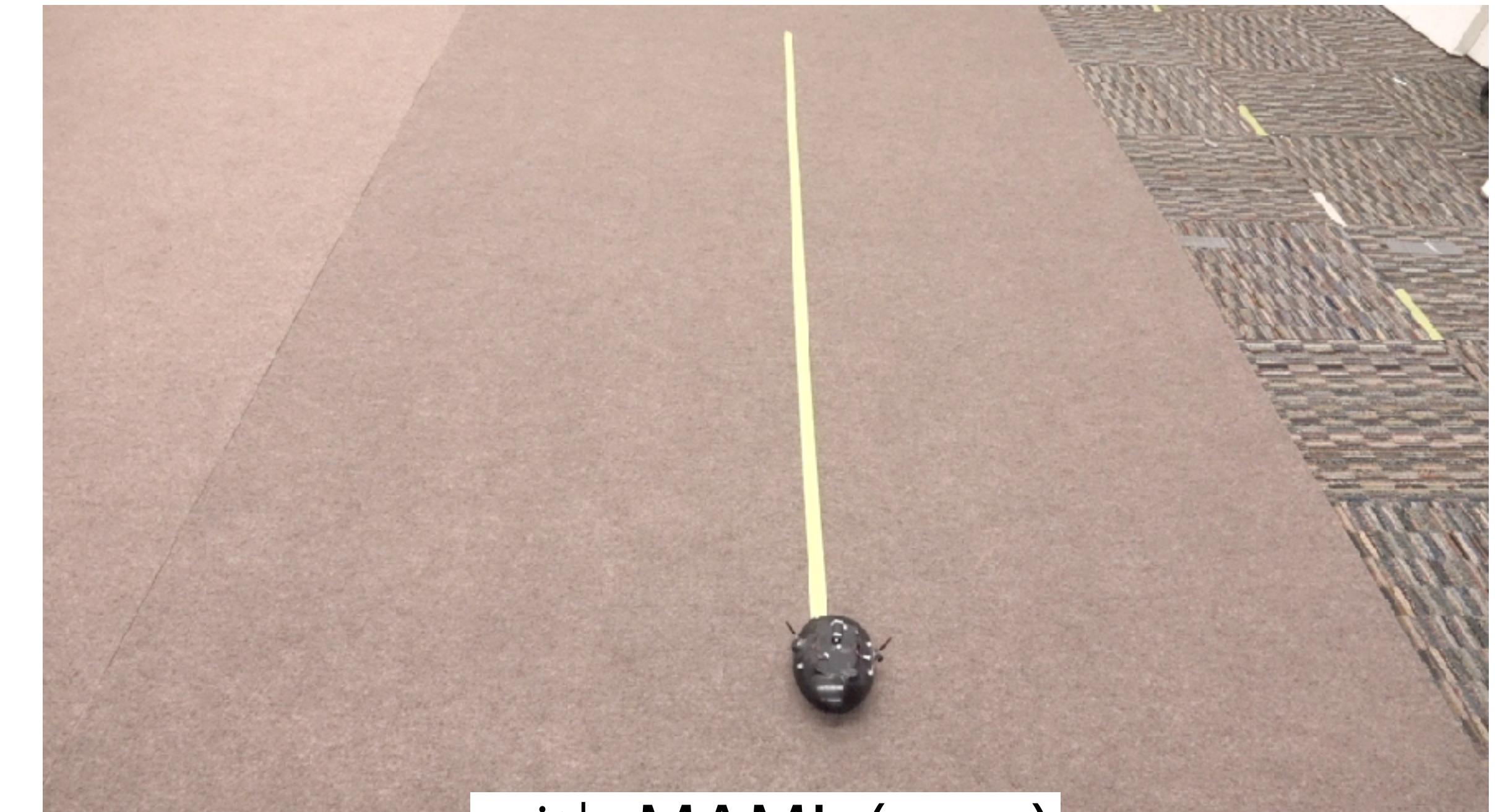
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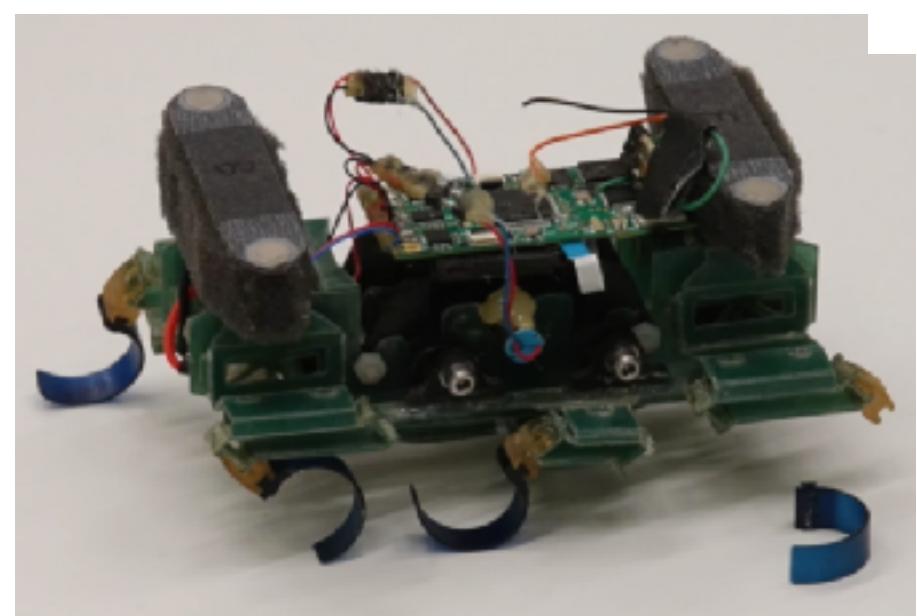
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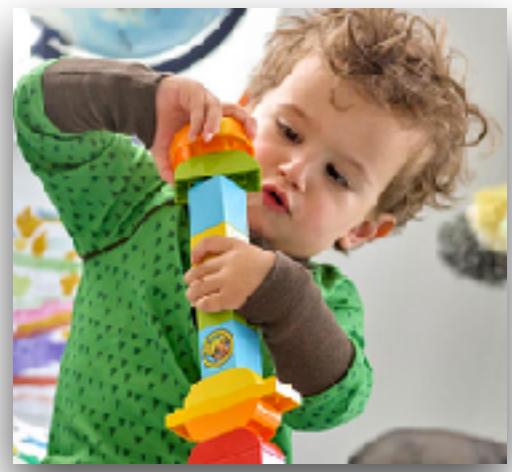
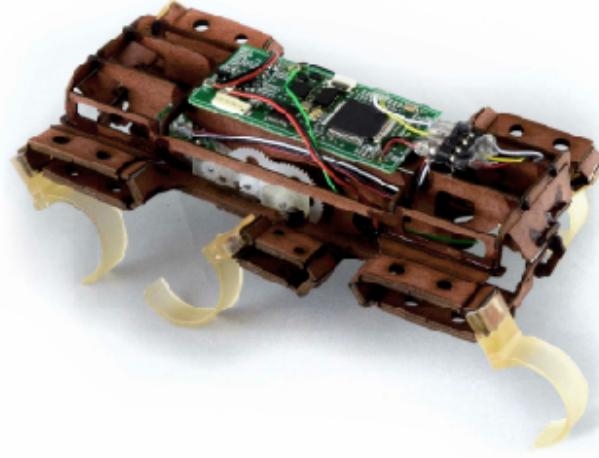


# Where do the tasks come from?

**self-driven**: propose your own tasks

**environment-driven**: dynamic, real-world environment

Future work: combine both.



*sufficiently complex environment + basic drives → realistic & complex task distribution*

e.g., the real world

survival, belonging, social  
interaction, curiosity, fulfillment

# Open Problems in Meta-Learning

## Data

**Where do the tasks come from?**

(defining one reward function is hard enough!)

**Do we need all tasks to be available at once?**

(i.e. moving away from iid sampling from task distribution)

In practice, data is available **incrementally**.

Can we learn priors when *only a few tasks are present*?

Preliminary work: *Online Meta-Learning*, Finn\*, Rajeswaran\*, Kakade, Levine. ICML'19

## Algorithms

# Open Problems in Meta-Learning

Data

**Where do the tasks come from?**

(defining one reward function is hard enough!)

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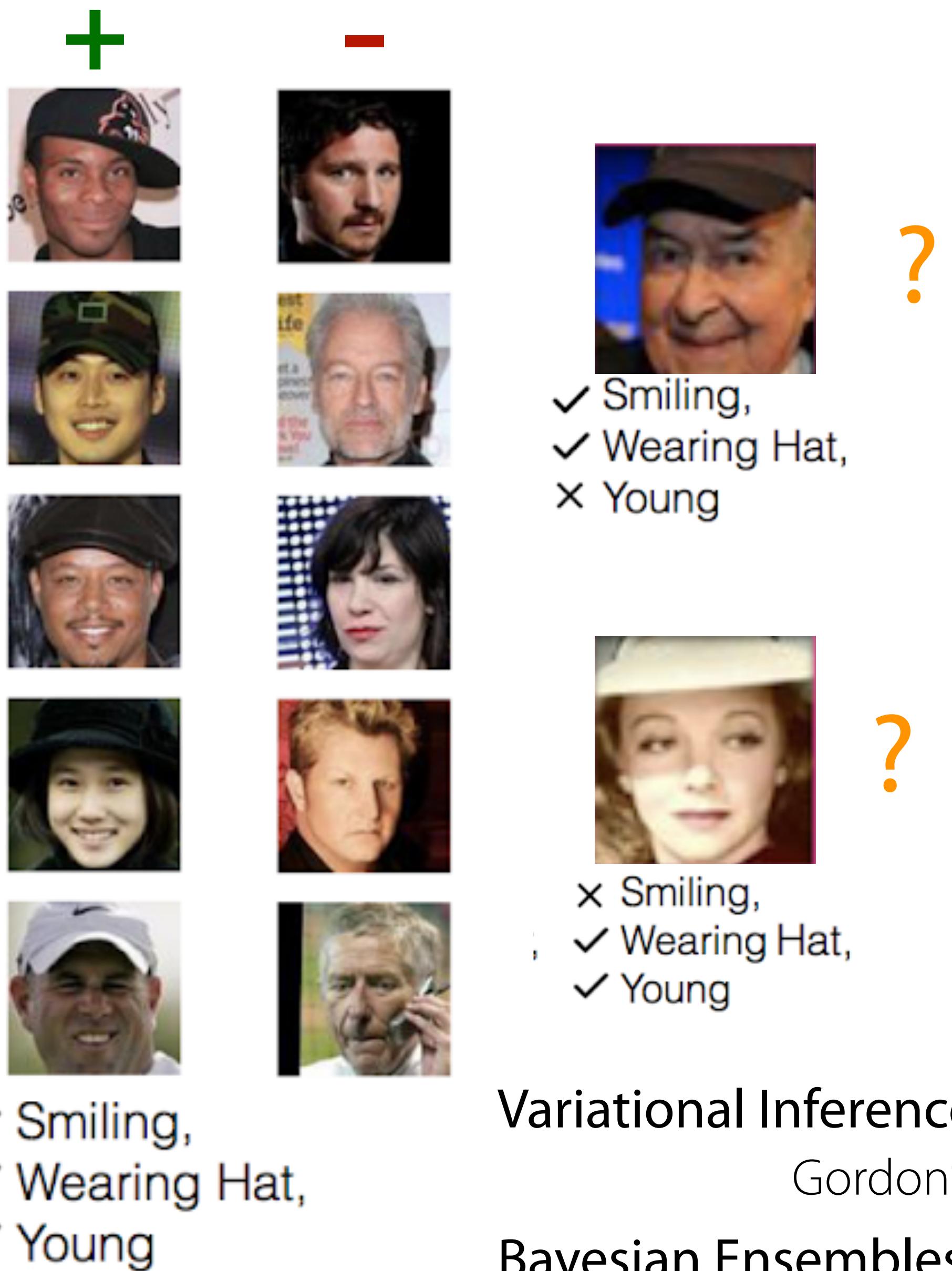
(i.e. moving away from iid sampling from task distribution)

Algorithms

**How to reason over uncertainty w.r.t. prior?**

(Bayesian DL is hard)

# Ambiguity in Few-Shot Learning



Can we learn to generate hypotheses about the underlying function?

Existing meta-learning algorithms return the MAP,  $\arg \max_{\phi_i} p(\phi_i | \mathbf{x}_i^{\text{train}}, \mathbf{y}_i^{\text{train}})$

Can we sample  $\phi_i \sim p(\phi_i | x_i^{\text{train}}, y_i^{\text{train}})$  ?

Important for:

- learning to **actively learn**
- learning to **explore** in meta-RL
- trading off weight of prior & posterior in **variable-shot learning**

**Variational Inference:** Finn\*, Xu\*, Levine. Probabilistic Model-Agnostic Meta-Learning. NeurIPS '18  
Gordon\*, Bronskill\*, et al. Meta-Learning Probabilistic Inference for Prediction. ICLR '19

**Bayesian Ensembles:** Kim\*, Yoon\* et al. Bayesian Model-Agnostic Meta-Learning. NeurIPS '18

# Open Problems in Meta-Learning

## Data

**Where do the tasks come from?**

(defining one reward function is hard enough!)

**Do we need all tasks to be available at once?**

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## Algorithms

**How to reason over uncertainty w.r.t. prior?**

(Bayesian DL is hard)

**How to learn from off-policy data in meta-RL?**

(fundamental challenges to making it off-policy)

## Meta-training:

Learn from off-policy data

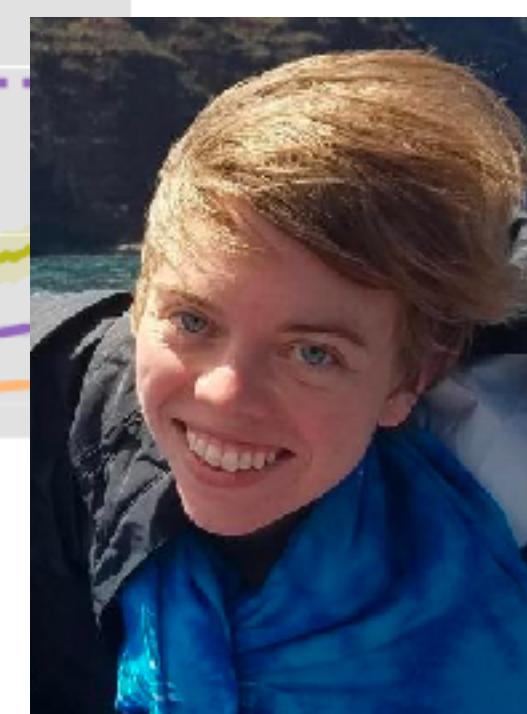
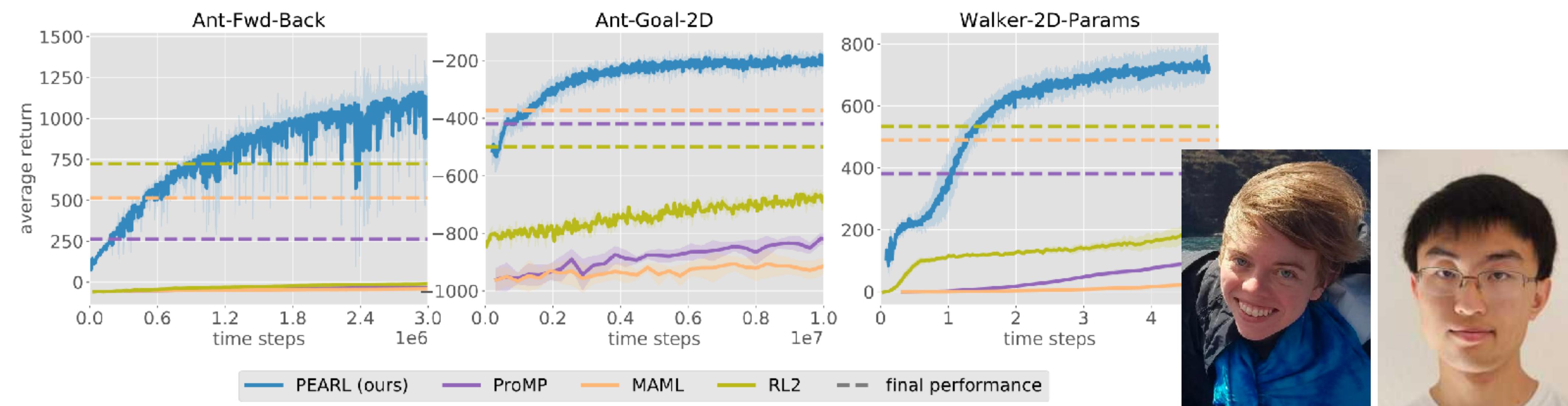
## Meta-test time:

Iteratively explore, collect data, update policy

← inherently on-policy!

We have a mismatch...

Proposed Solution: *pseudo on-policy data* for adaptation, *off-policy data* for meta-optimization  
*Thompson sampling* from learned latent task variable to explore



Kate Rakelly



Aurick Zhou

# Open Problems in Meta-Learning

Data

**Where do the tasks come from?**

(defining one reward function is hard enough!)

**Do we need all tasks to be available at once?**

(i.e. moving away from iid sampling from task distribution)

Algorithms

**How to reason over uncertainty w.r.t. prior?**

(Bayesian DL is hard)

**How to learn from off-policy data in meta-RL?**

(fundamental challenges to making it off-policy)

**realistic & complex task distributions + powerful meta-learning algs**

**recover effective priors  
over intelligent behavior**

# Collaborators

Sergey Levine



Pieter Abbeel



Tianhe Yu



Anusha Nagabandi



Ignasi Clavera  
Kate Rakelly



Aurick Zhou



Annie Xie



Sudeep Dasari



Simin Liu



Kyle Hsu



Abhishek Gupta  
Ben Eysenbach



Kelvin Xu



Papers, data and code linked at: [people.eecs.berkeley.edu/~cbfinn](http://people.eecs.berkeley.edu/~cbfinn)

# Questions?

