

Reinforcement Learning (RL)

SPICED Academy
Graduation Day

Regularized
Aniseeds

Philipp Bellmann - 31.01.2023

Reinforcement Learning (RL)

Part I: Snake as the 'hello world' of RL

- What is RL - Introduction
- Snake as practical example

Part II: Simulation of photovoltaic system with storage

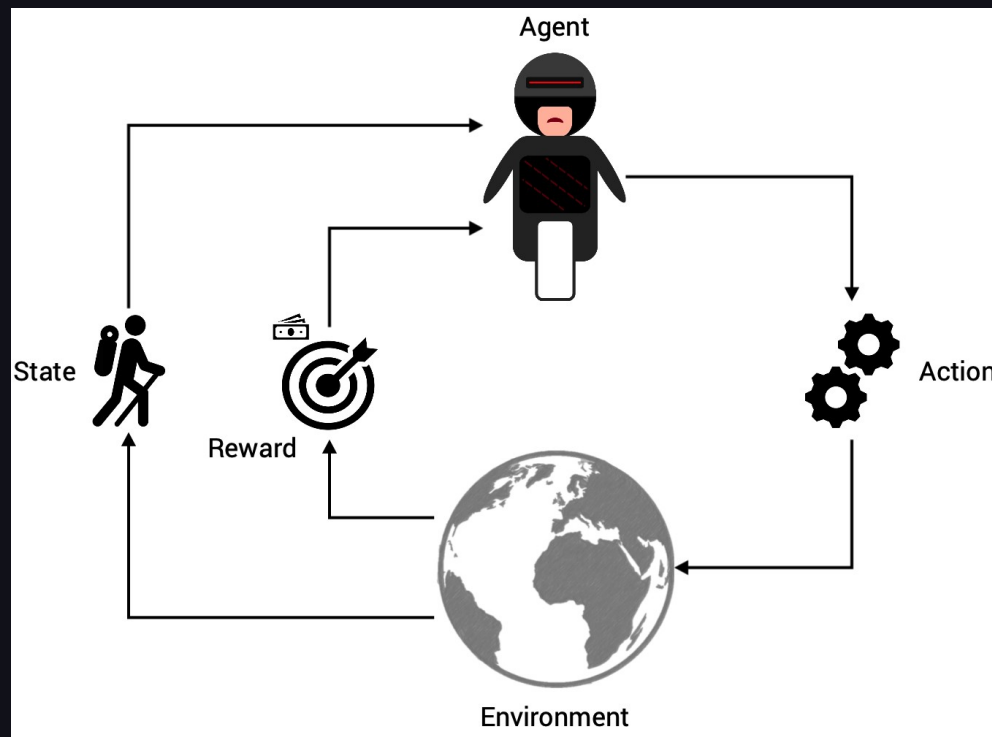
- System overview and data sources
- Example day

Part III: Solar storage control based on RL

- Concept of load shift and time-variable pricing
- Application of RL on storage control

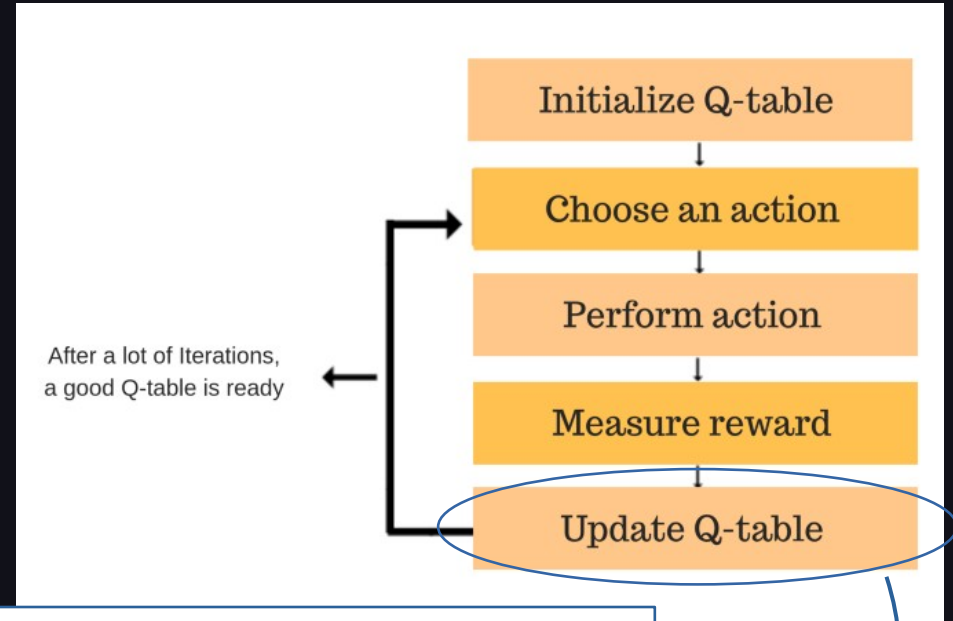
Part I: Snake as the 'hello world' of RL

- What is Reinforcement Learning?
- Agent \leftrightarrow Environment



Part I: Snake as the 'hello world' of RL

- What is Reinforcement Learning?
- Q-learning:
- Q-value = estimated reward for possible actions in this state
- Gamma = with which weight are rewards from future time steps taken into account?



$$\text{New } Q(S, A) = Q(S, A) + \alpha [R(S, A) + \gamma \text{Max}_{A'} Q(S', A') - Q(S, A)]$$

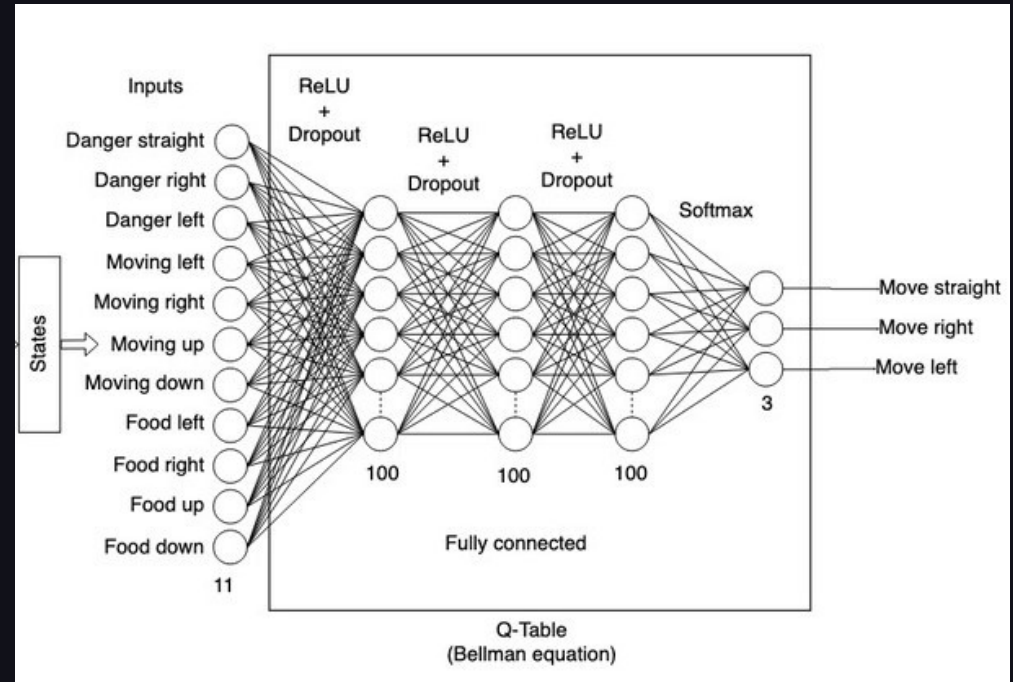
(Bellman equation)

Labels for the equation components:

- Current Q Value (points to $Q(S, A)$)
- Learning Rate (points to α)
- Reward (points to $R(S, A)$)
- Discount Rate (points to γ)
- Maximum Expected Future Reward (points to $\text{Max}_{A'} Q(S', A')$)

Part I: Snake as the 'hello world' of RL

- What is Reinforcement Learning?
- In Deep-Q-Learning the Q-table is represented by a neural network

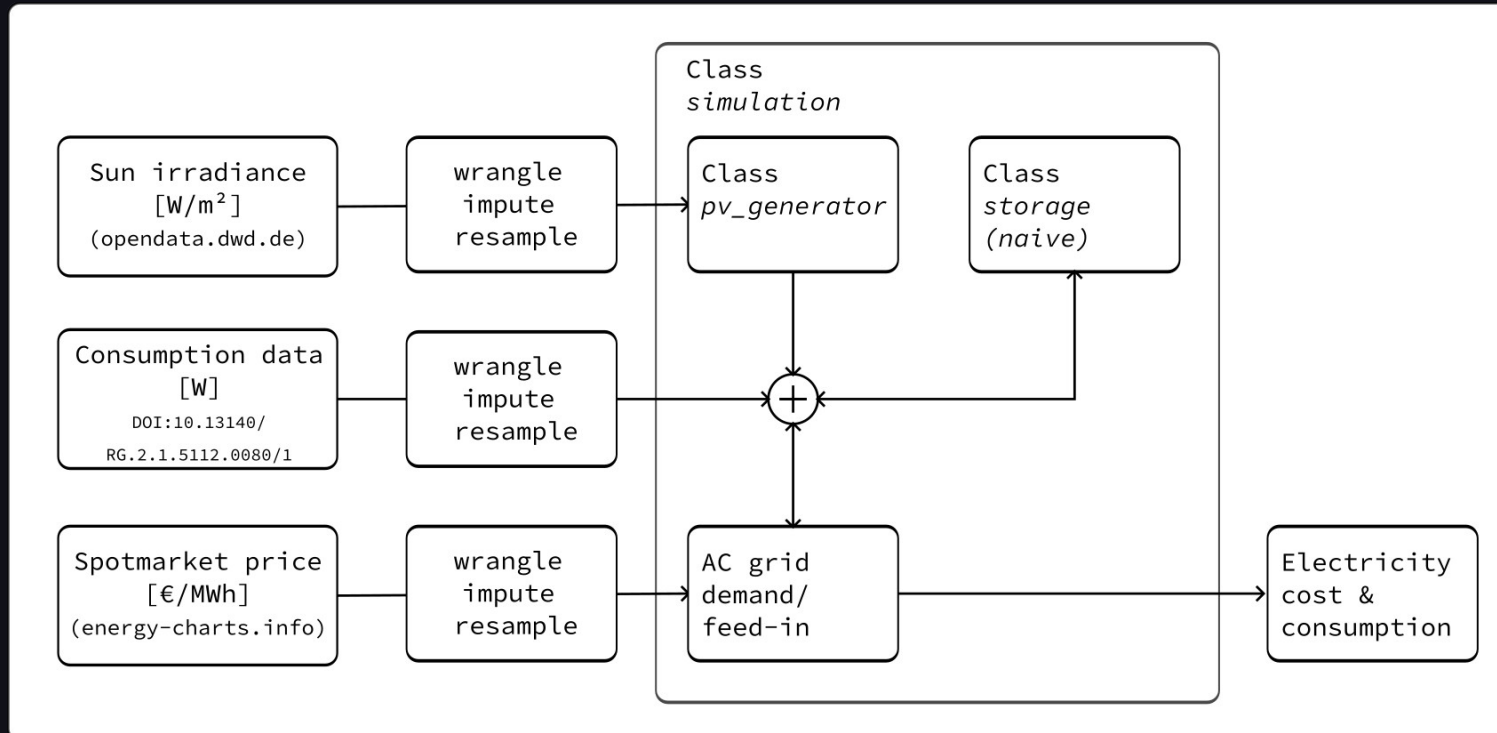


Part I: Snake as the 'hello world' of RL

- Snake as a practical example

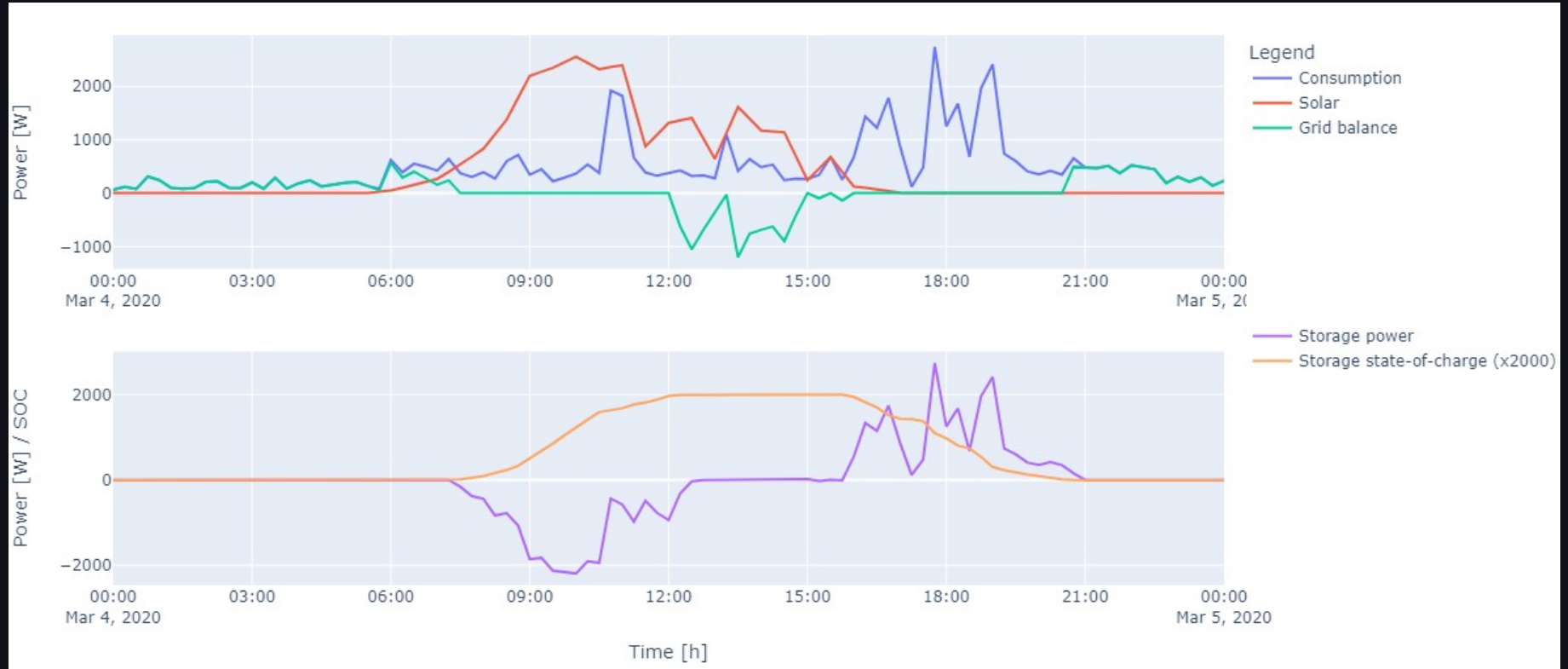
Part II: Simulation of photovoltaic system with storage

- System overview and data sources



Part II: Simulation of photovoltaic system with storage

- Example day



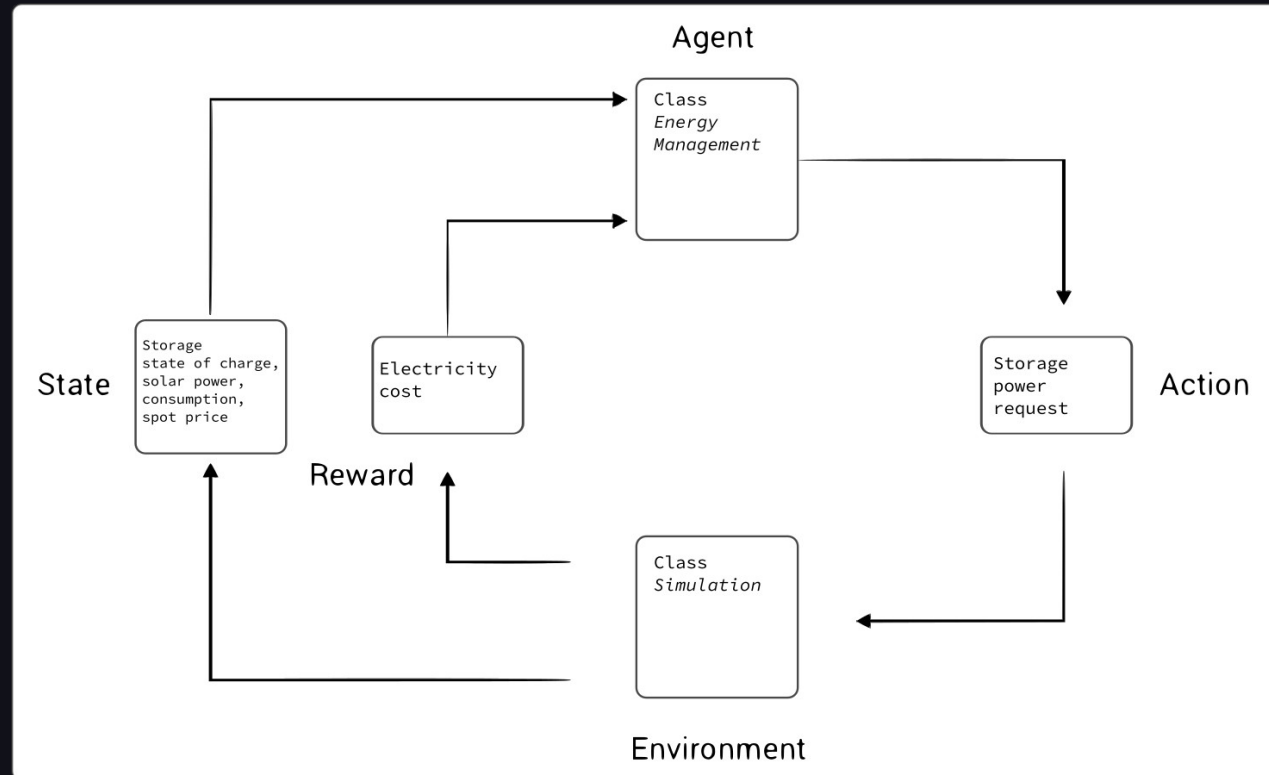
Part III: Solar storage control based on RL

- Concept of load shift and time-variable pricing



Part III: Solar storage control based on RL

- Application of RL on storage control



Thank You!

- Questions?
- Some more Snake

Reinforcement Learning (RL)

Image sources

Slide 3:

RL schema=(<https://www.inovex.de/de/blog/reinforcement-learning-walkthrough-introduction/>)

Slide 4:

Q-Table=(<https://www.analyticsvidhya.com/blog/2021/02/introduction-to-reinforcement-learning-for-beginners/>)

Bellman-eq=(<https://www.simplilearn.com/tutorials/machine-learning-tutorial/what-is-q-learning>)

Slide 5:

Deep-Q-schema=(https://www.researchgate.net/figure/Deep-Neural-Network-architecture_fig4_351884746)

Source code based on:

Environment=(<https://www.geeksforgeeks.org/snake-game-in-python-using-pygame-module/>)

Agent=(<https://towardsdatascience.com/snake-played-by-a-deep-reinforcement-learning-agent-53f2c4331d36>)