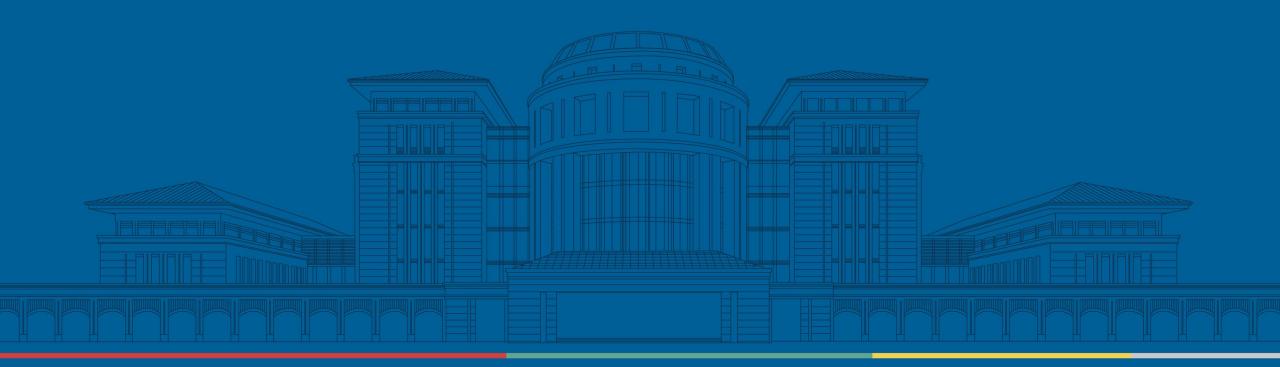


Group Report

speaker: Xiongyi Li

Dec 18th 2023



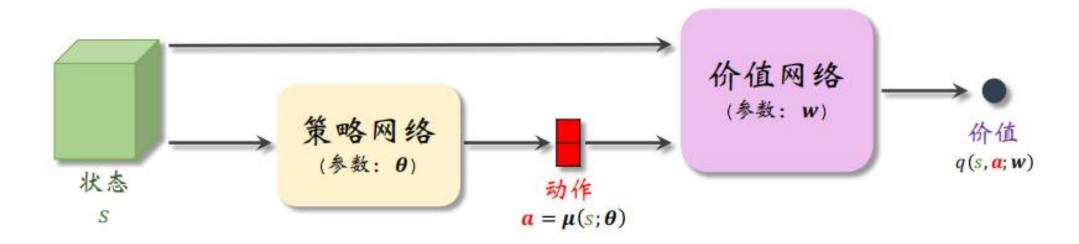
Deep Reinforcement Learning

- DDPG
- PPO
- Gail

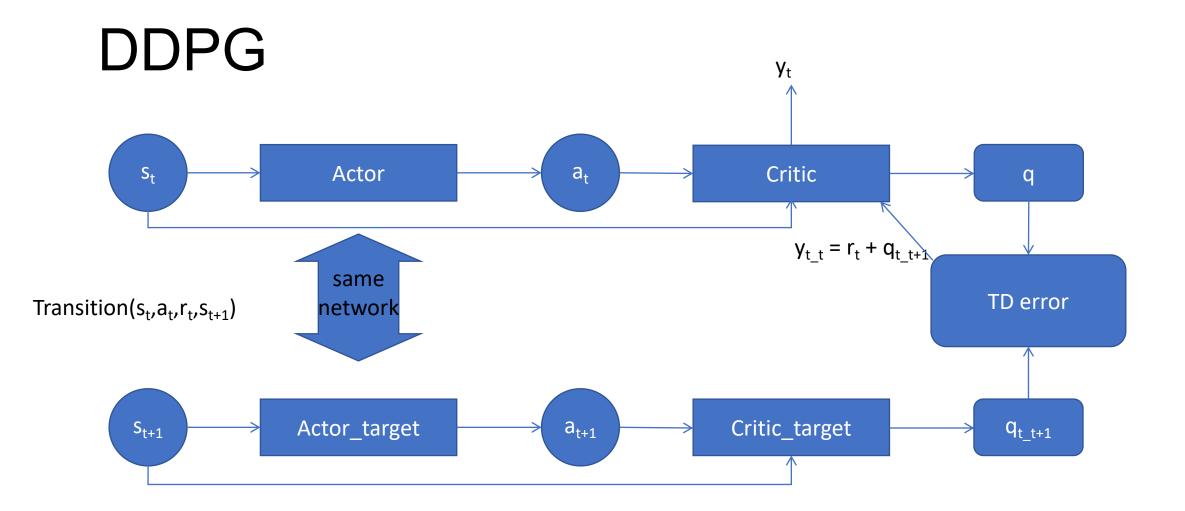


Deep Deterministic Policy Gradient(确定策略梯度)

- Use a deterministic policy network(actor): $a = \pi(s; \theta)$
- Use a value network(critic): q = q(s, a;w)
- $q_{t+1} = q(s_{t+1}, a'_{t+1}; w), a'_{t+1} = \pi(st_{t+1}; \theta)$







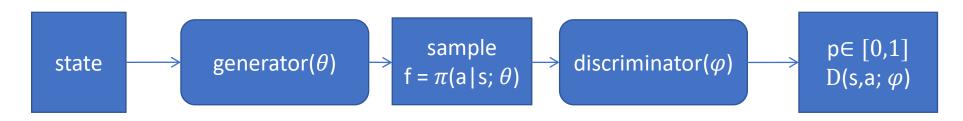


Generative adversarial imitation learning

- Generator(生成器): produce fake sample to cheat discriminator
 - $\pi(a|s;\theta)$
 - input: state; output: $f = \pi(\cdot | s; \theta)$

Discriminator(判别器): determine real or generated

- D(s,a; φ)
- input: state; output: $p = D(s, \cdot | ; \varphi)$





Gail

- Training:
- From training data, get $\tau^{real} = [s_1^{real}, a_1^{real}; s_2^{real}, a_2^{real}, a_2^{real}]$ length = m
- Use $\pi(a|s; \theta_{now})$, get $\tau^{fake} = [s_1^{fake}, a_1^{fake}; s_2^{fake}, a_2^{fake}, a_2^{fake}]$ length = n
- Take $u_t = InD(s_t^{fake}, a_t^{fake}; \varphi)$, the bigger u_t is, the realer (s_t, a_t) will be
- Target: $L(\theta \mid \theta_{now}) = \frac{1}{n} \sum_{t=1}^{n} \frac{\pi(a_t \mid s_t; \theta)}{\pi(a_t \mid s_t; \theta_{now})} u_t$
- Update: $\theta_{new} = argmax(L)$
- Loss: $F(\tau real, \tau fake; \varphi) = \frac{1}{m} \sum_{t=1}^{m} ln[1 D(\tau^{real}, \tau^{fake}; \varphi)] + \frac{1}{n} \sum_{t=1}^{n} ln[1 D(\tau^{real}, \tau^{fake}; \varphi)]$
- Update: $\varphi = \varphi \beta \frac{\partial F}{\partial \varphi}$



Thank You!

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