

Apache Spark 中国技术...

全员



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Building AI to Play FIFA* Video Game Using Distributed TensorFlow* on Analytics Zoo

Shengsheng Huang, Shan Yu, Jason Dai

Collaborations with Shanghai Jiao Tong University

AGENDA

- Distributed TF on Apache Spark* using Analytics Zoo
- RL Platform for Playing FIFA18
- Playing FIFA18 using Imitation Learning & DRL
- Experimenting with GRF (Google Research Football*)

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What is Analytics Zoo



Distributed, High-Performance
Deep Learning Framework
for Apache Spark



<https://github.com/intel-analytics/bigdl>



Unified Analytics + AI Platform
Distributed TensorFlow, Keras, PyTorch and BigDL
on Apache Spark



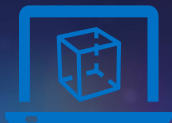
<https://github.com/intel-analytics/analytics-zoo>

Accelerating Data Analytics + AI Solutions At Scale

INTEGRATED BIG DATA ANALYTICS AND AI

SEAMLESS SCALING FROM LAPTOP TO PRODUCTION

Prototype on **laptop**
using sample data



Experiment on **clusters**
with history data



Production deployment w/
distributed data pipeline



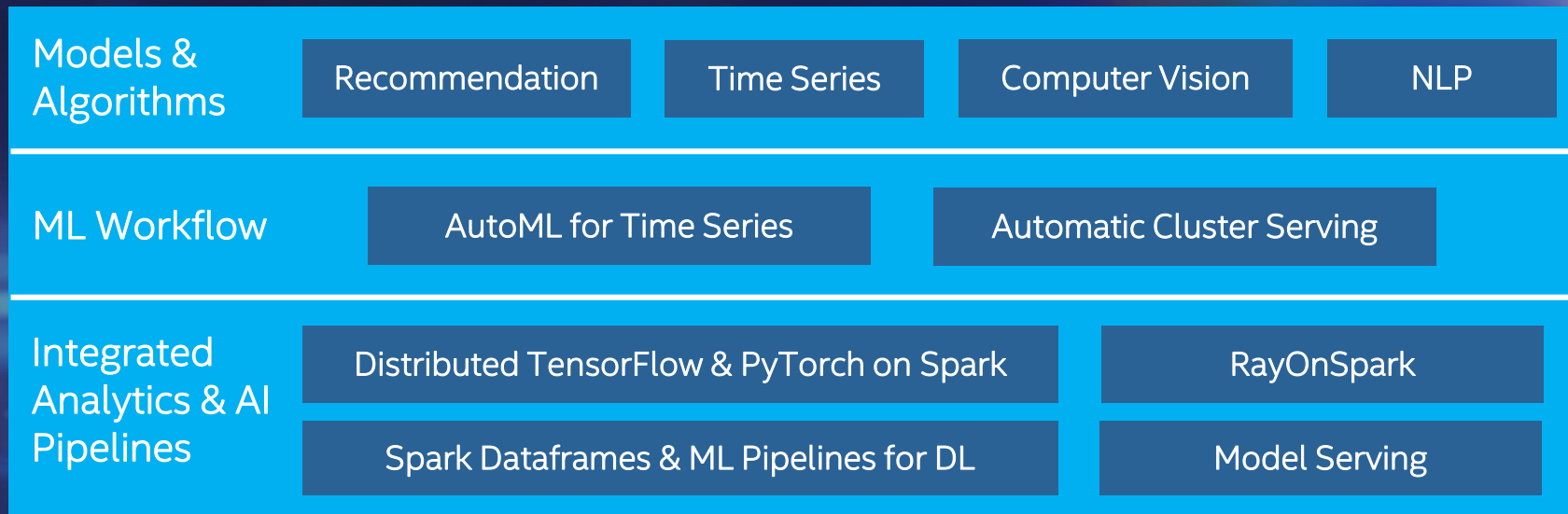
Production
Data
Pipeline



- Easily prototype the **end-to-end pipeline**
- **"Zero" code change** from laptop to distributed cluster
- **Directly access production data** without data copy
- Seamlessly deployed on **production big data clusters**

Analytics Zoo

Unified Big Data Analytics and AI Platform



Library & Framework

Distributions
(Cloudera/Databricks/....)

Distributed Analytics
(Spark/Flink/Ray/...)

DL Frameworks
(TF/PyTorch/...)

Python Libraries
(Numpy/Pandas/...)

<https://github.com/intel-analytics/analytics-zoo>

DISTRIBUTED TENSORFLOW ON SPARK IN ANALYTICS ZOO

```
#pyspark code
train_rdd = spark.hadoopFile(...).map(...)
dataset = TFDataset.from_rdd(train_rdd,...)

#tensorflow code
import tensorflow as tf
slim = tf.contrib.slim
images, labels = dataset.tensors
with slim.arg_scope(lenet.lenet_arg_scope()):
    logits, end_points = lenet.lenet(images, ...)
loss = tf.reduce_mean( \
    tf.losses.sparse_softmax_cross_entropy( \
        logits=logits, labels=labels))

#distributed training on Spark
optimizer = TFOptimizer.from_loss(loss, Adam(...))
optimizer.optimize(end_trigger=MaxEpoch(5))
```

Write TensorFlow code inline in PySpark program

MORE INFORMATION ON ANALYTICS ZOO

- Project website

- <https://github.com/intel-analytics/analytics-zoo>
- <https://github.com/intel-analytics/bigdl>



- Tutorials

- CVPR 2018: <https://jason-dai.github.io/cvpr2018/>
- AAAI 2019: <https://jason-dai.github.io/aaai2019/>

- “BigDL: A Distributed Deep Learning Framework for Big Data”

- *In proceedings of ACM Symposium on Cloud Computing 2019 (SOCC'19)*

- Use cases

- *Azure, CERN, MasterCard, Office Depot, Tencent, Midea, etc.*
- <https://analytics-zoo.github.io/master/#powered-by/>

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WHY FIFA18?

What is FIFA18*?

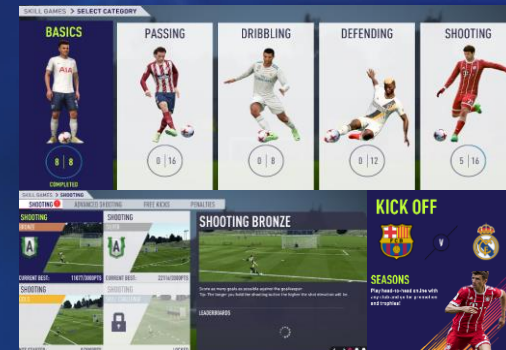
- A real-time 3D soccer simulation video game by Electronic Arts*



Why FIFA18?

- It's fun 😊
- It's challenging
 - Complex (esp. full-court game) and non-deterministic
 - Large action space (16 basic keys w/ combinations)
- Many modes available
 - Full-court, mini-games, skill games, etc.

W U ATTACKING - SIMPLE	
BUTTON	ACTION
"I"	Short Pass/Header
"J"	Lob Pass/Cross/Header
"K"	Through Ball
"Space"	Shoot/Volley/Header
"LControl" + "W" or "A" or "S" or "D"	No Touch Feints
"LControl" + "Space"	Chip Shot
"I" + "Space"	Finesse Shot



SHOOTING BRONZE: OUR EXPERIMENT ENVIRONMENT

Shooting is one of the mini-games in FIFA18,
Bronze is the easiest level

Game mode

- Player & goalkeeper 1v1
- Goal: get higher score in 44s

Evaluation

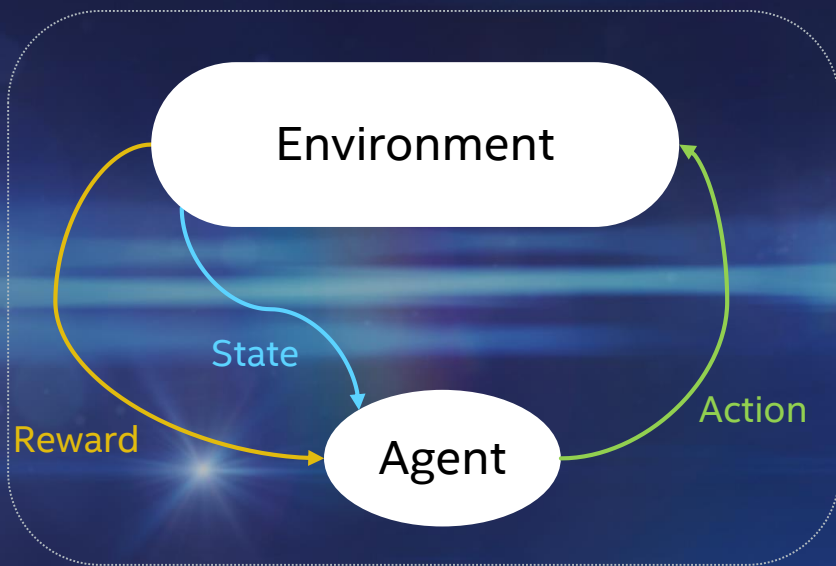
- Single shoot: $\text{score} \leq 200$ for miss; $200 < \text{score} < 1200$ for goal
- Accumulated scores after the game

Keyboard control

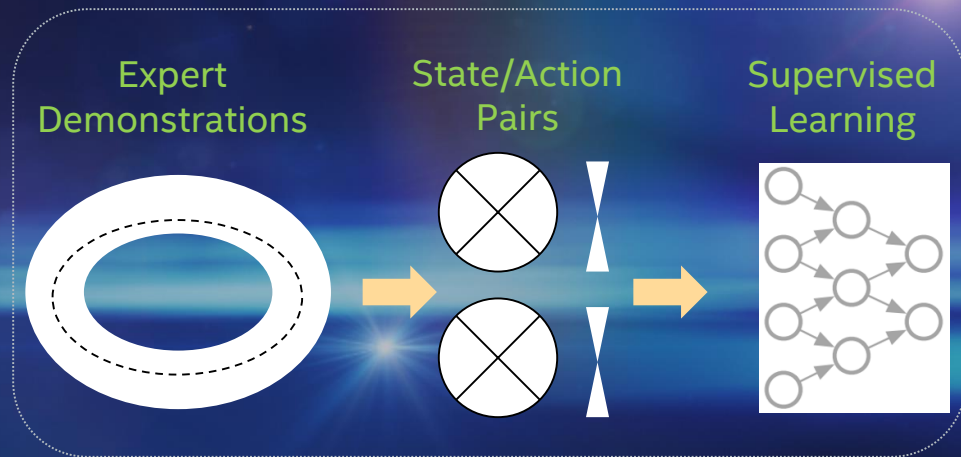
- A/S/W/D: left/right/up/down
- Space: shoot



REINFORCEMENT LEARNING



Sequential Decision Making



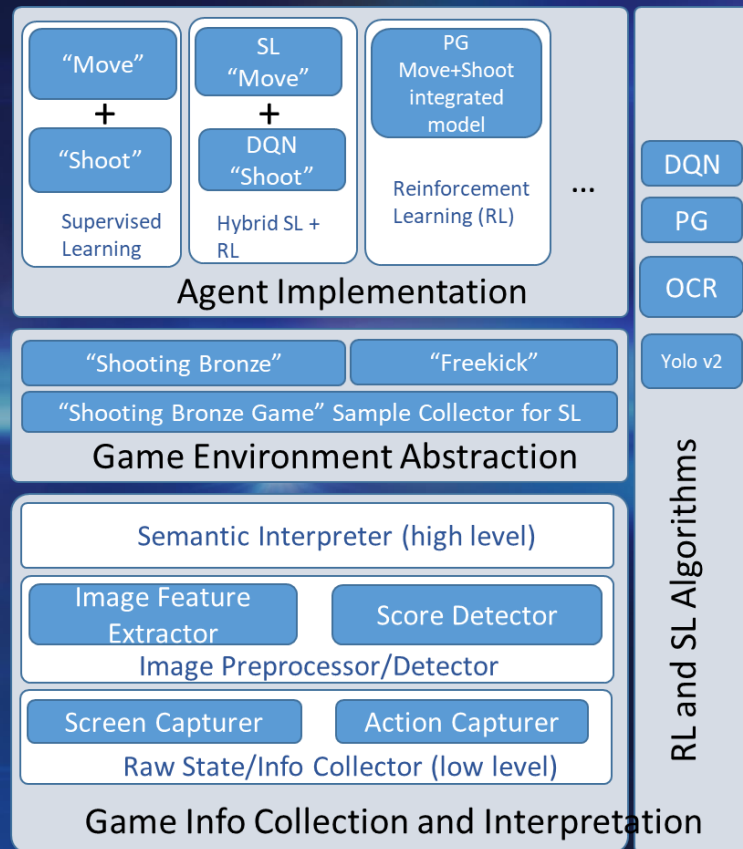
Imitation Learning

RL PLATFORM FOR PLAYING FIFA18

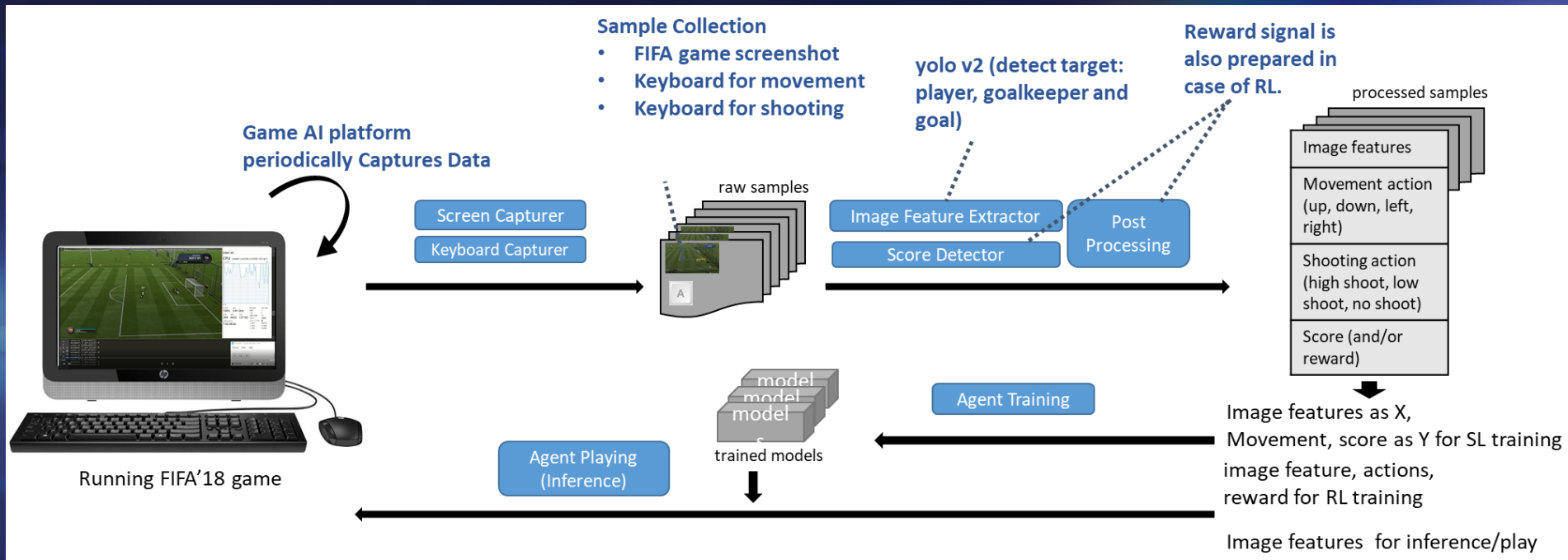
Experiment platform for RL agents and algorithms for FIFA18

Major components

- Game info collection & Interpretation
- Game Environment Abstraction
- Agent Implementation
 - Imitation learning / supervised learning (SL)
 - Reinforcement learning (RL)
 - Hybrid (SL+RL)



END-TO-END WORKFLOW



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TRAINING THE AGENT USING IMITATION LEARNING

Training

Stage One

Human action



Movement_label



Screen shot

Image
Feature
Extractor

feature

Score
Detector

Score_label

Stage Two

Movement
Network

movement

Classification
Loss

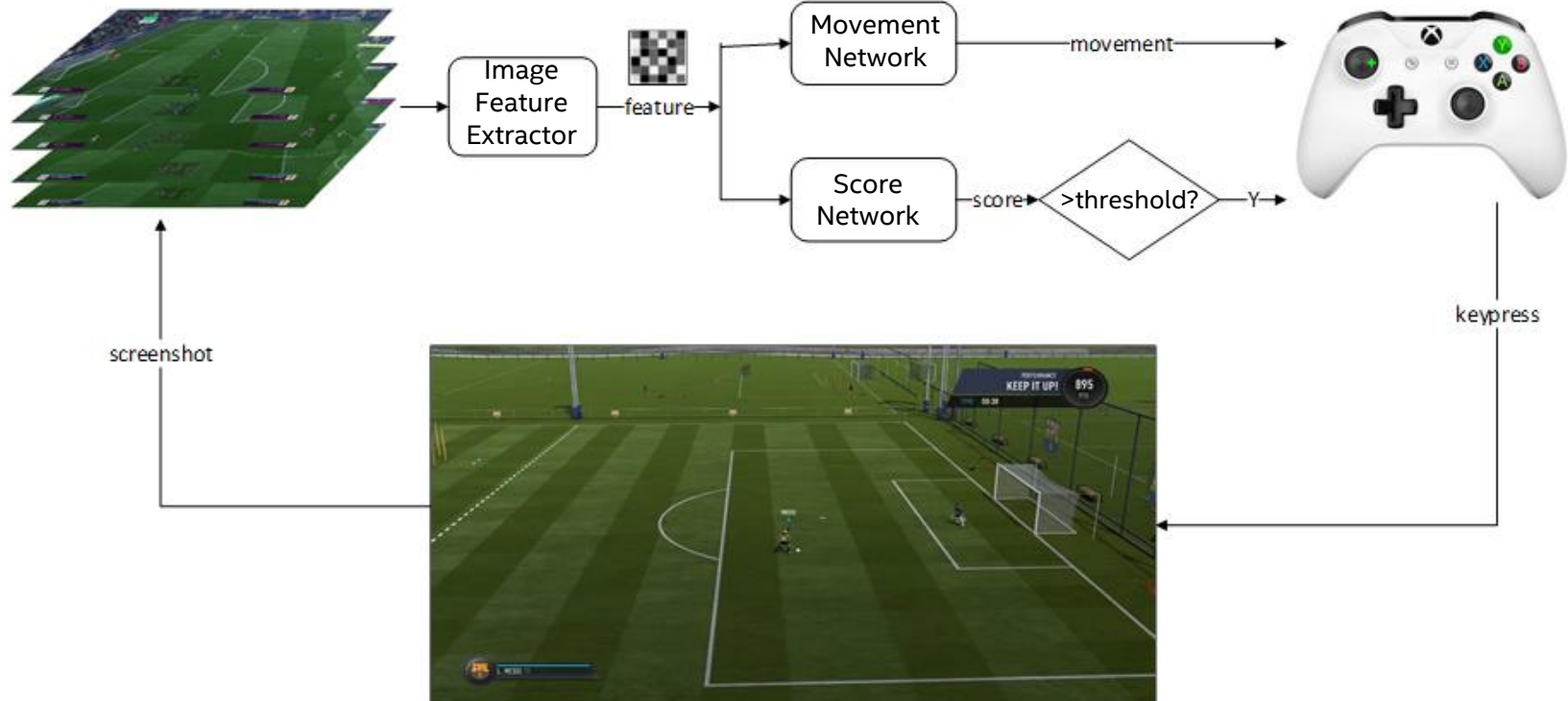
Score
Network

score

Regression
Loss

GAME PLAYING (INFERENCE) FOR IMITATION LEARNING

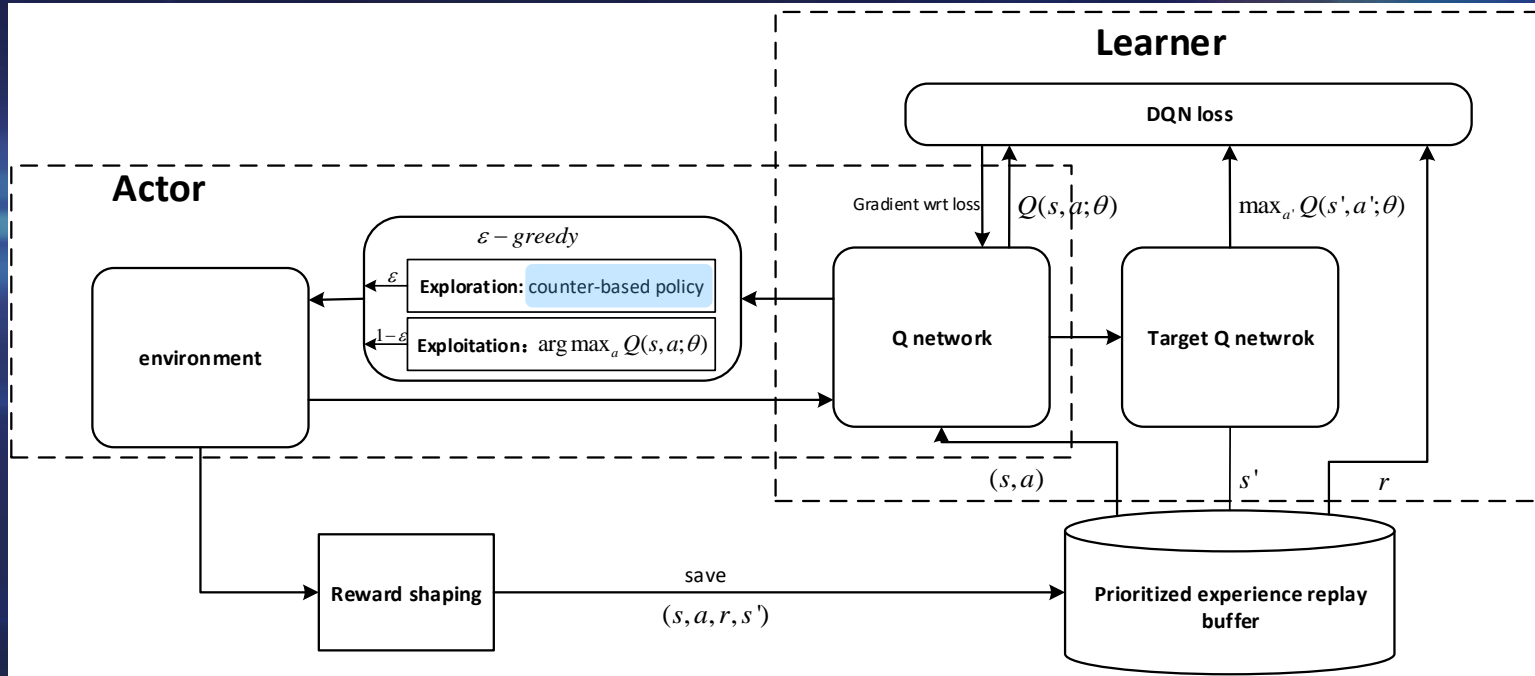
Inference



HYBRID APPROACH FOR TRAINING AGENT

Movement network: trained with Imitation Learning

Shoot network: Double DQN

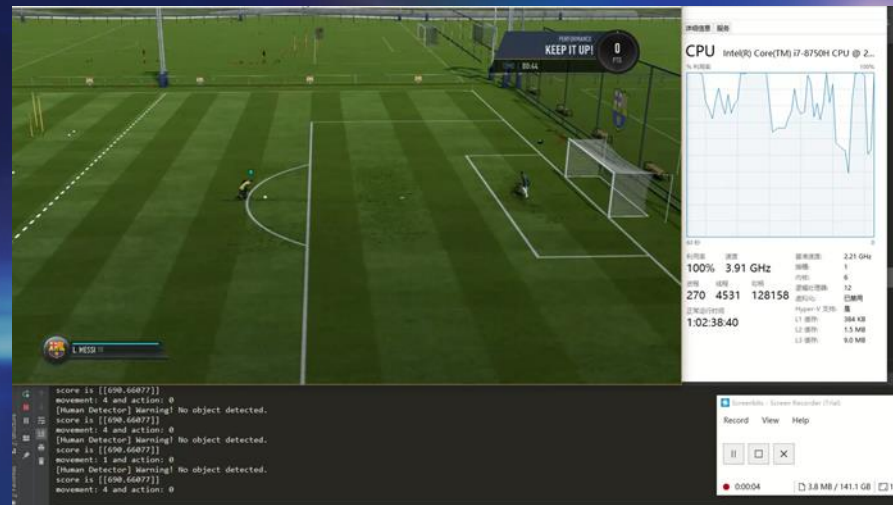


DEMO



<https://drive.google.com/file/d/13dBSGOiGbCYOS5TgVAI95Qd-YszAHTW6/view>

Human (demonstrator)



https://drive.google.com/file/d/1JVZjIDSyX8YtUy6qOuGRD_VN4RSZwOU8/view

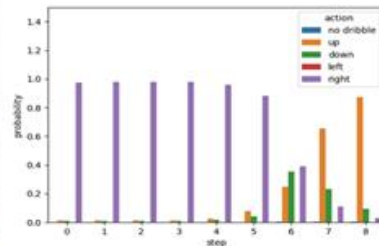
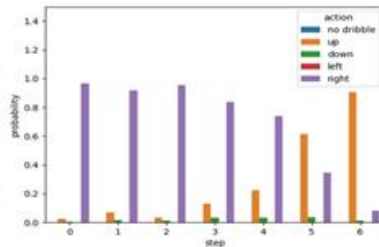
**Imitation Learning
(better score than demonstrator)**

TYPICAL TRAJECTORY ANALYSIS (HYBRID)

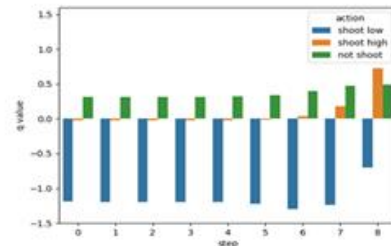
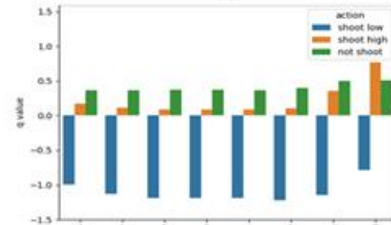
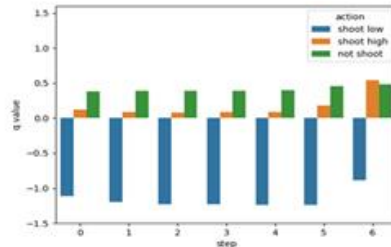
Typical Trajectories



Movement Policy (SL)



Shoot Q-Value (RL)



For more complete information about performance and benchmark results, visit www.intel.com/benchmarks.

RESULTS

		Score	Goal Ratio	Convergence speed
Human	beginner	5846.69	50%	-
	master	10112.78	92%	-
	demonstrator	7284.98	84.96%	-
Agent	Imitation Learning	10345.18	92.54%	-
	RL (Policy Gradient)	5606.31	40.25%	1069.5 epochs
	Hybrid	10514.43	95.59%	749.6 epochs

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GOOGLE RESEARCH FOOTBALL (GRF)

An open source RL environment for playing soccer from Google Brain

- <https://github.com/google-research/football>

A great RL environment for playing soccer

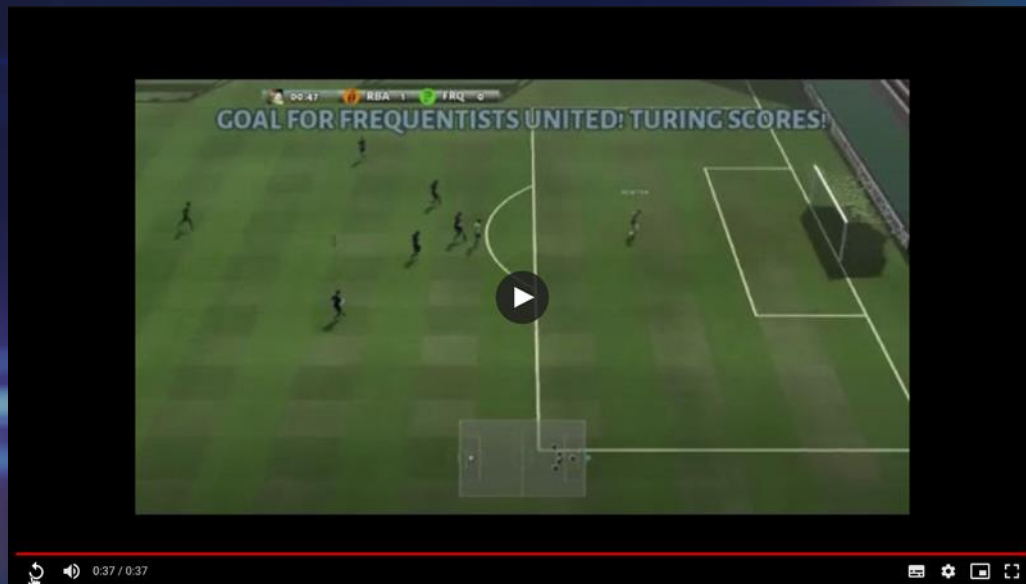
- More state and reward info & controls
- Customizable scenarios, players, rewards and observations, etc.
- More useful features such as accelerated speed, self-play, multi-agent, etc.
- Easy to dump traces and replay

Transfer between FIFA18 and GRF?



Google Research Football: A Novel Reinforcement Learning Environment
(<https://arxiv.org/abs/1907.11180>)

EARLY EXPERIMENTS ON GRF



<https://drive.google.com/file/d/1bNO5rpUhCeCZY9zPGgVCzgUlqH9QF39n/view>

Trained using PPO in OpenAI* baseline

FUTURE WORK

Ray* support in Analytics Zoo

- E.g., *RayOnSpark*

Support for *Google Research Football*

- E.g., *transfer between GRF and FIFA?*

Additional algorithms/models and scenarios

- E.g., *full-court game*



<https://medium.com/riselab/rayonspark-running-emerging-ai-applications-on-big-data-clusters-with-ray-and-analytics-zoo-923e0136ed6a>

Analytics Zoo on Ali E-MR



+



Alibaba Cloud
aliyun.com

Analytics Zoo is already out-of-box on Ali EMR:



* Version upgrade for Analytics Zoo is on-going.

For more information and support,
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DingTalk:





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