

Bayesian Reinforcement Learning

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Motivation

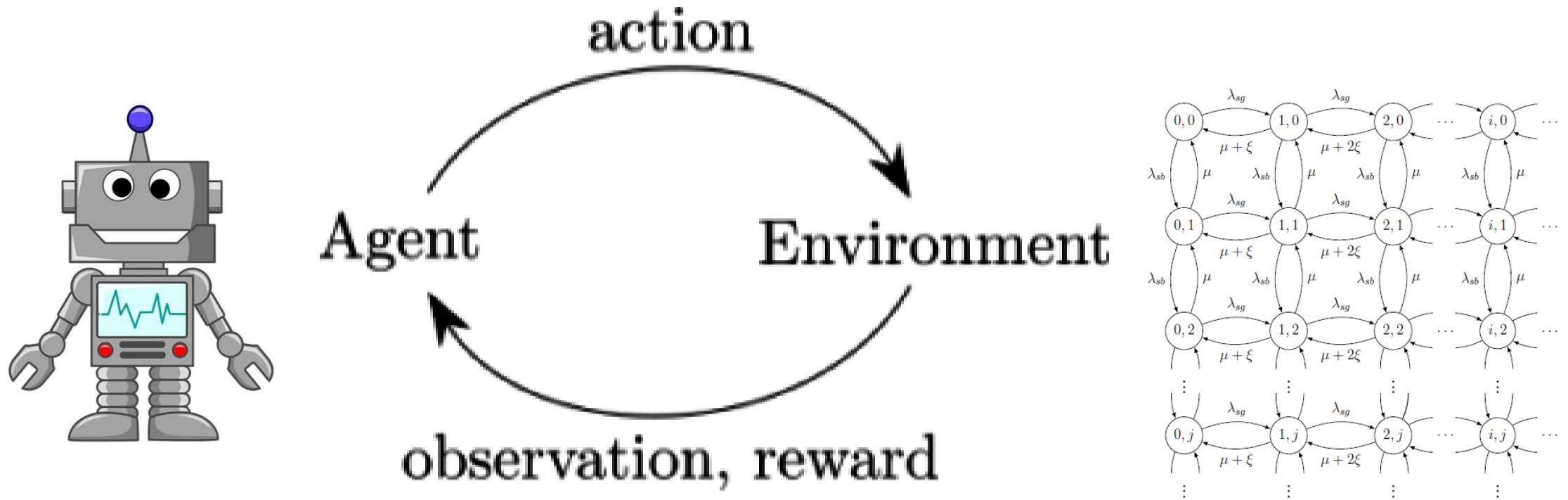
2013



2016



DeepMind's Problem



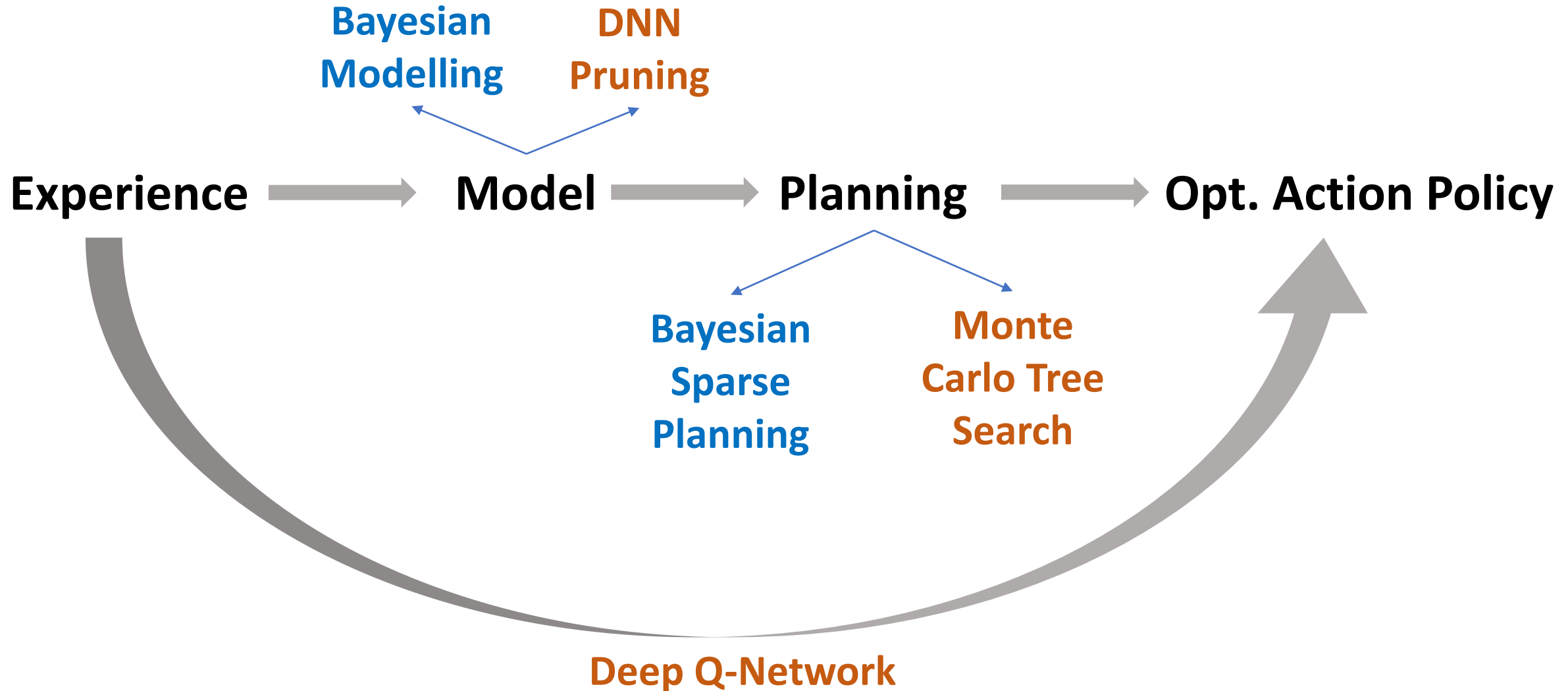
Reinforcement Learning



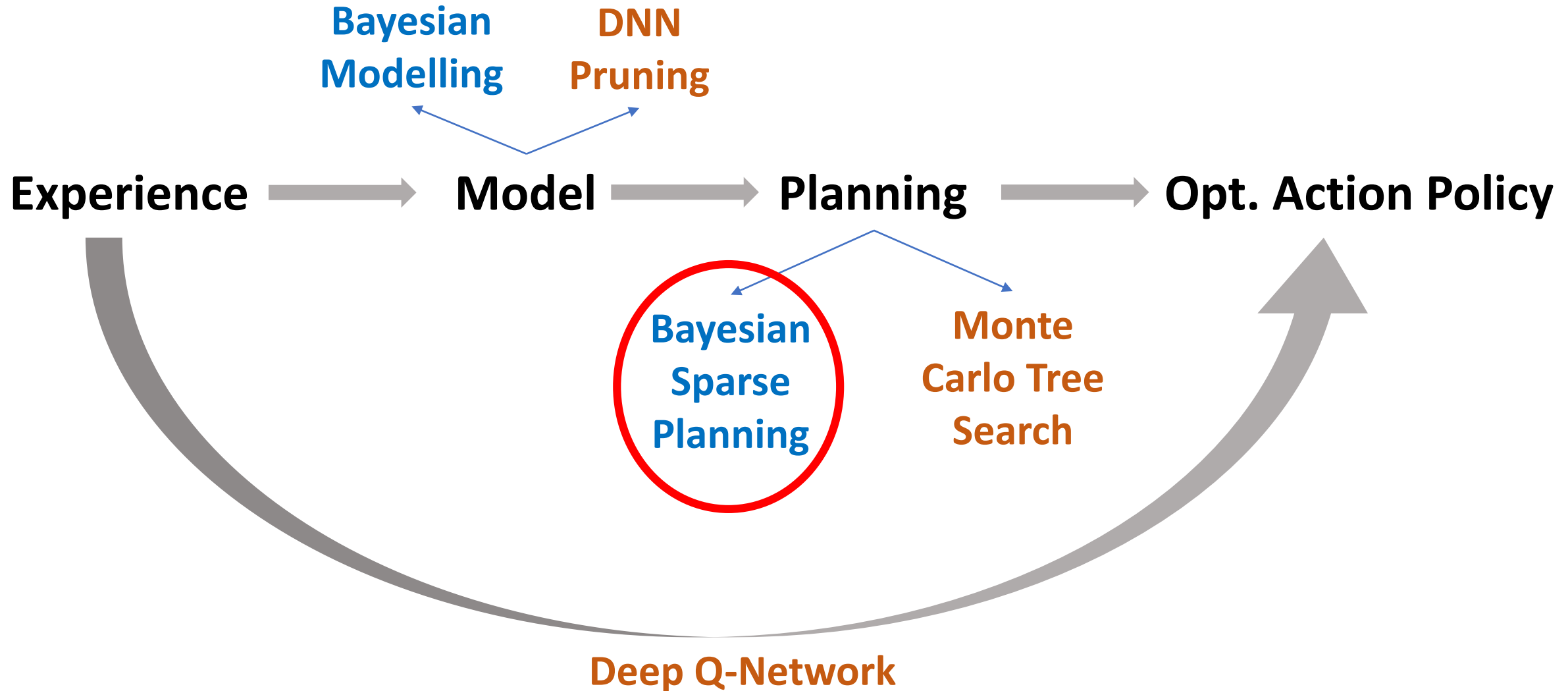
Exploration versus Exploitation



Reinforcement Learning Models

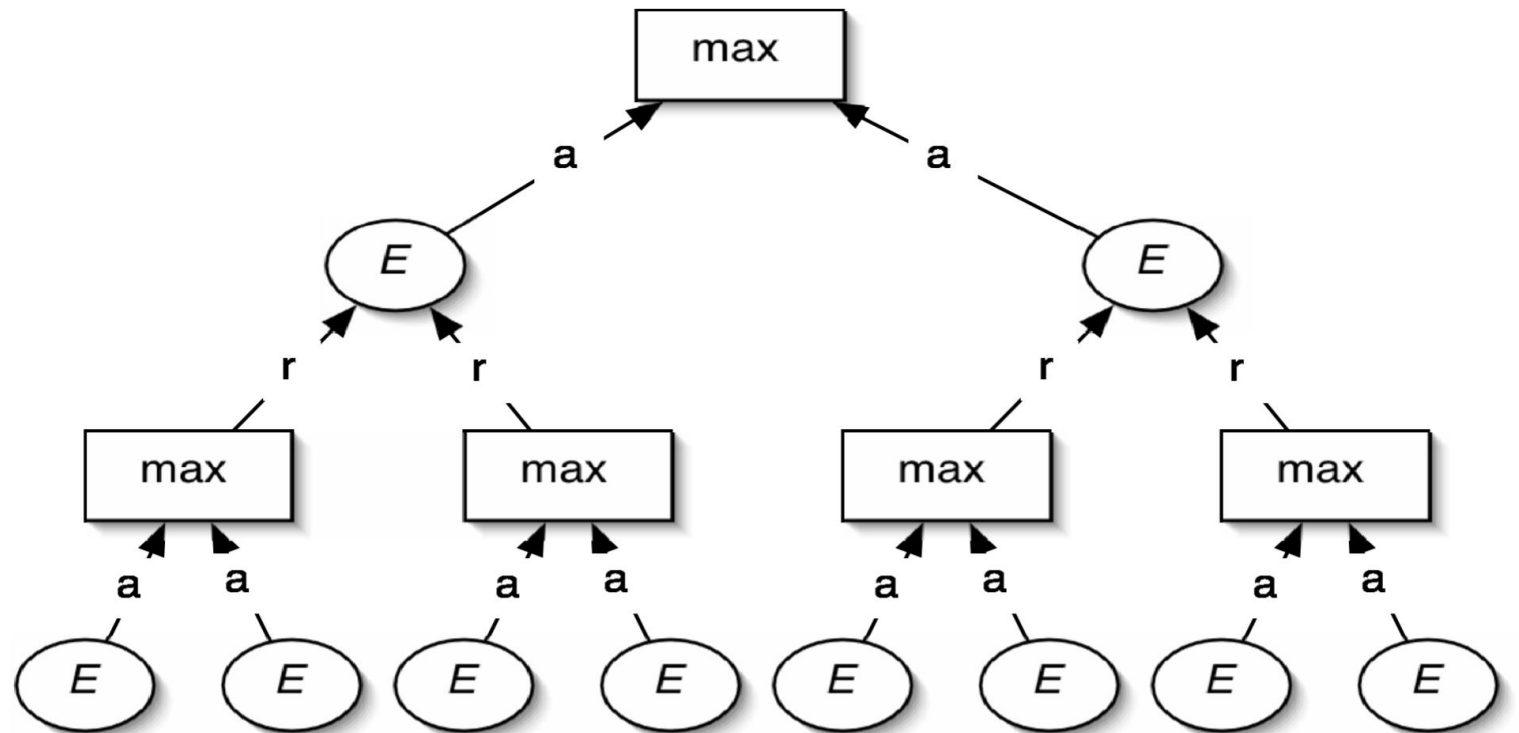
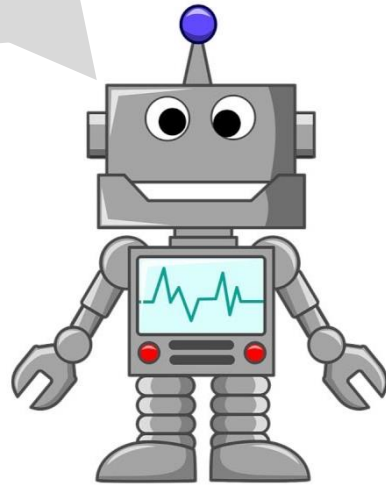
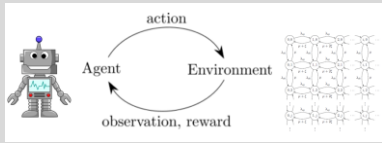


Reinforcement Learning Models

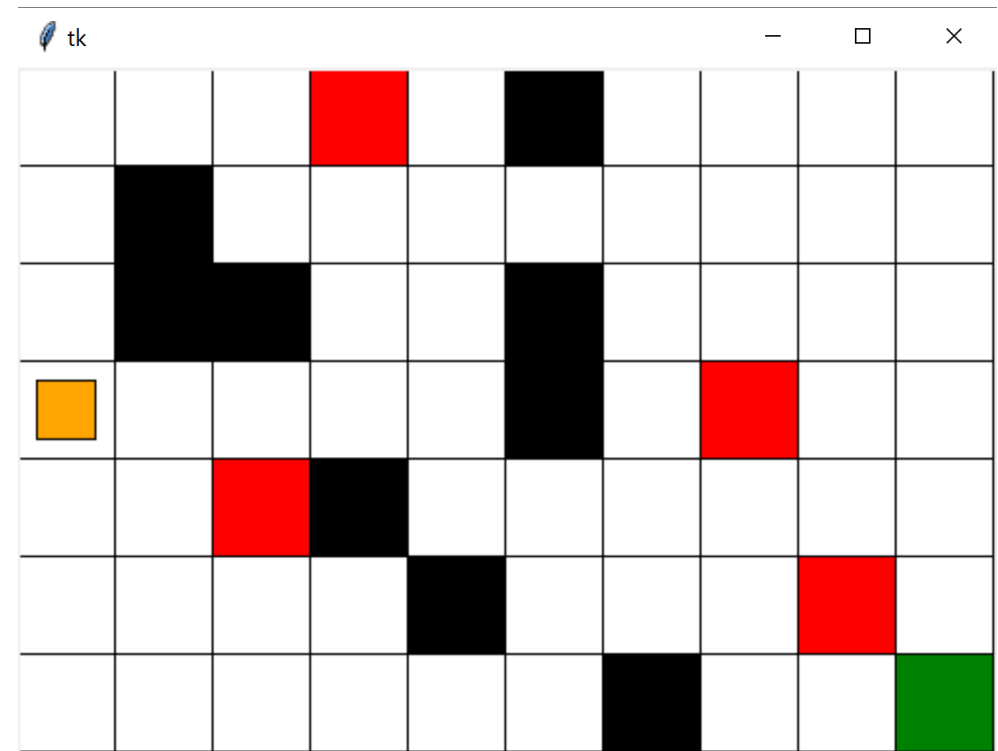
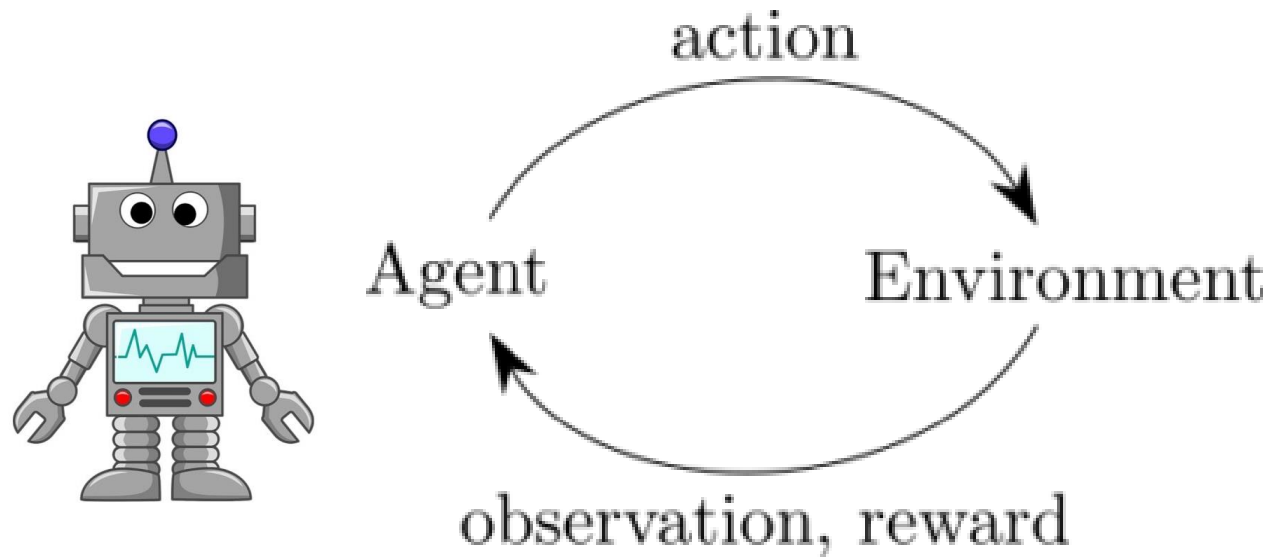


Bayesian Sparse Planning

Belief World

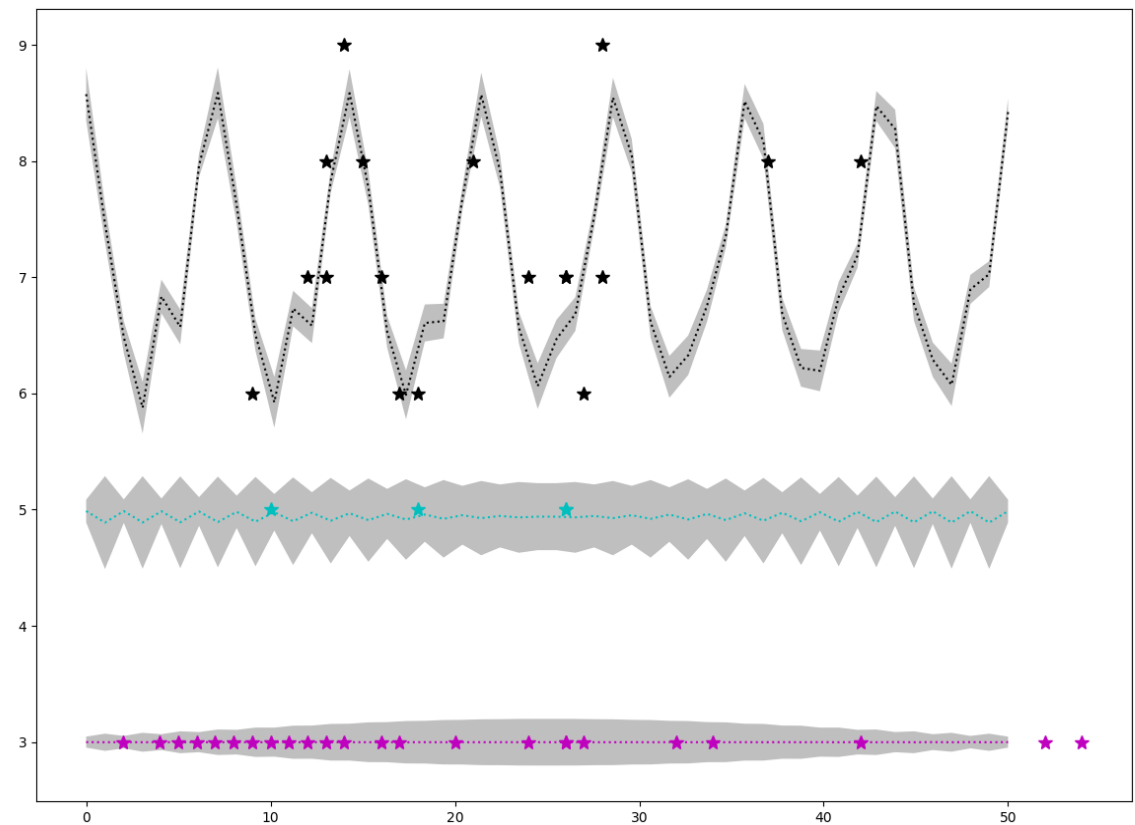


MDP Environment

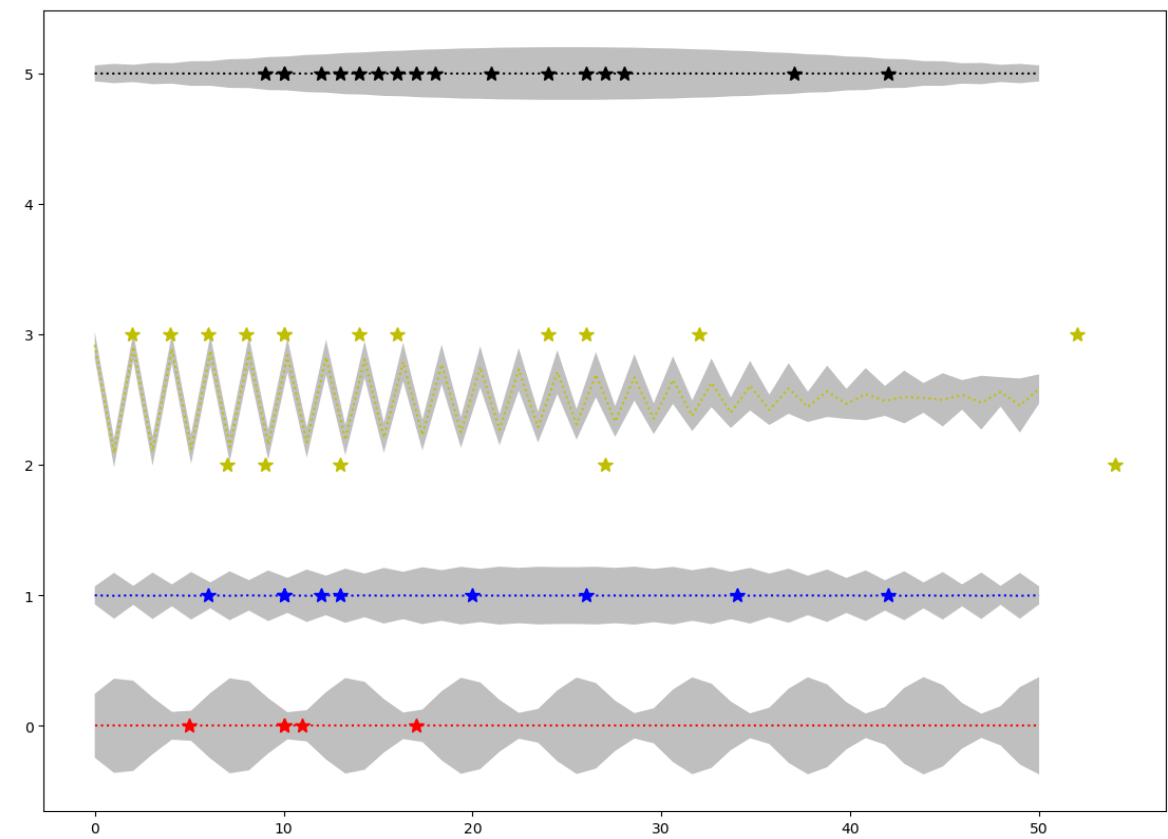


Gaussian Process' for Cat Tracking

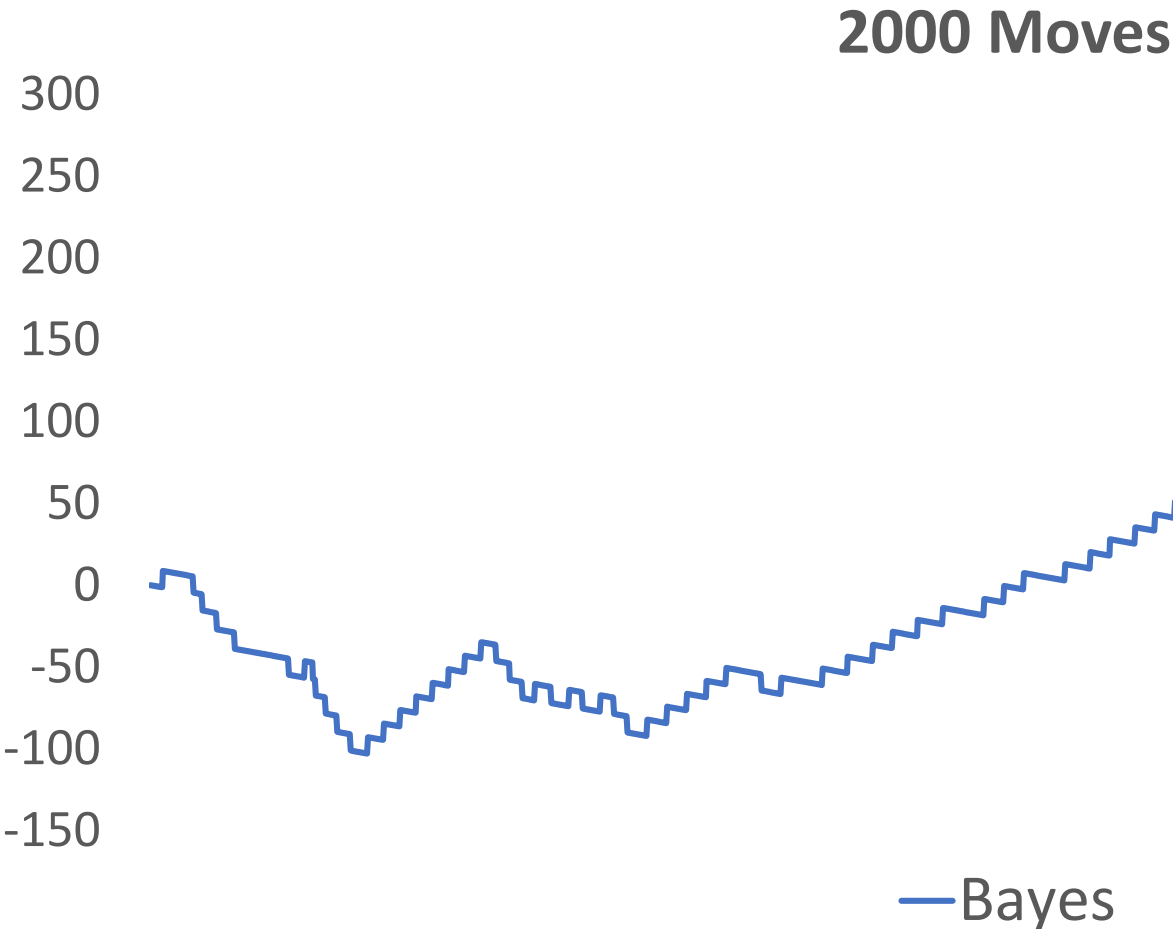
Observed Cat X-coordinates



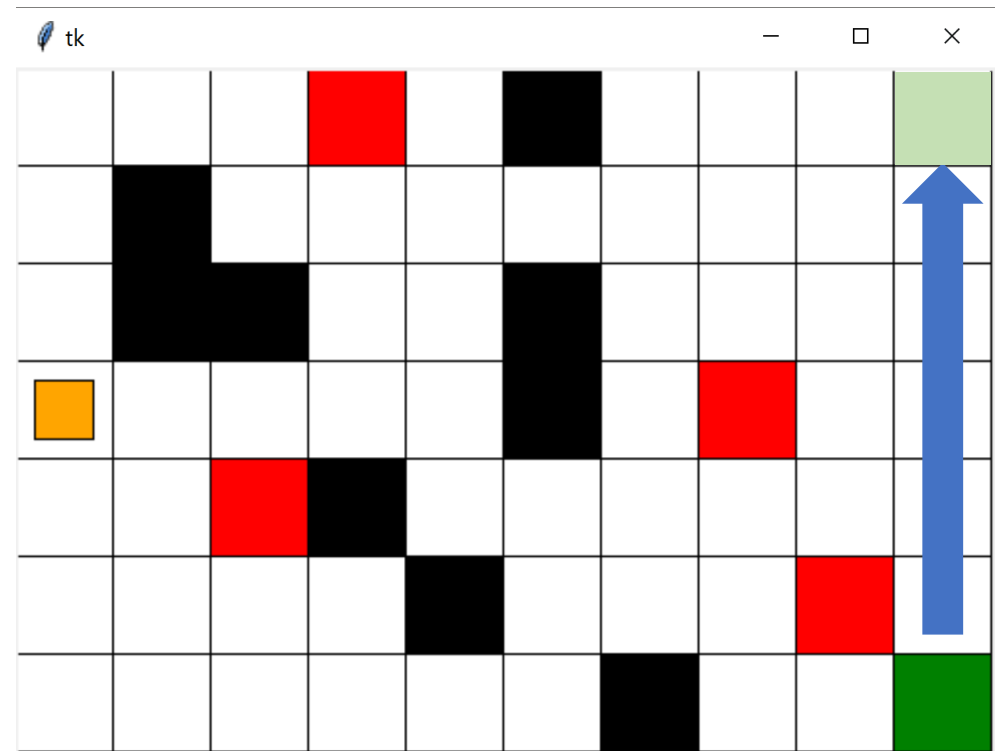
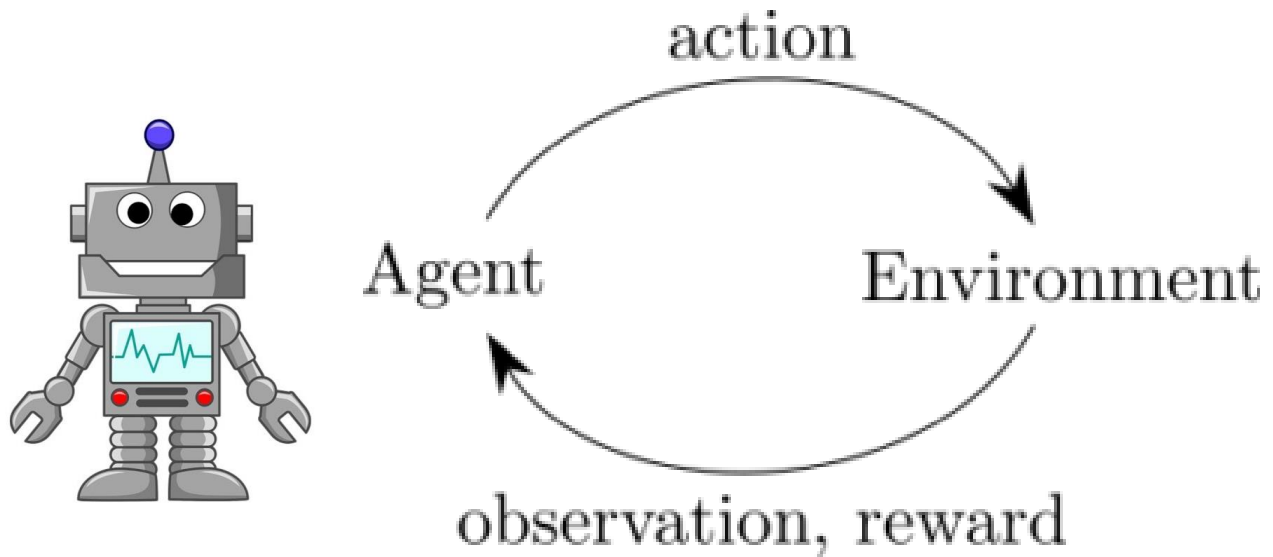
Observed Cat Y-coordinates



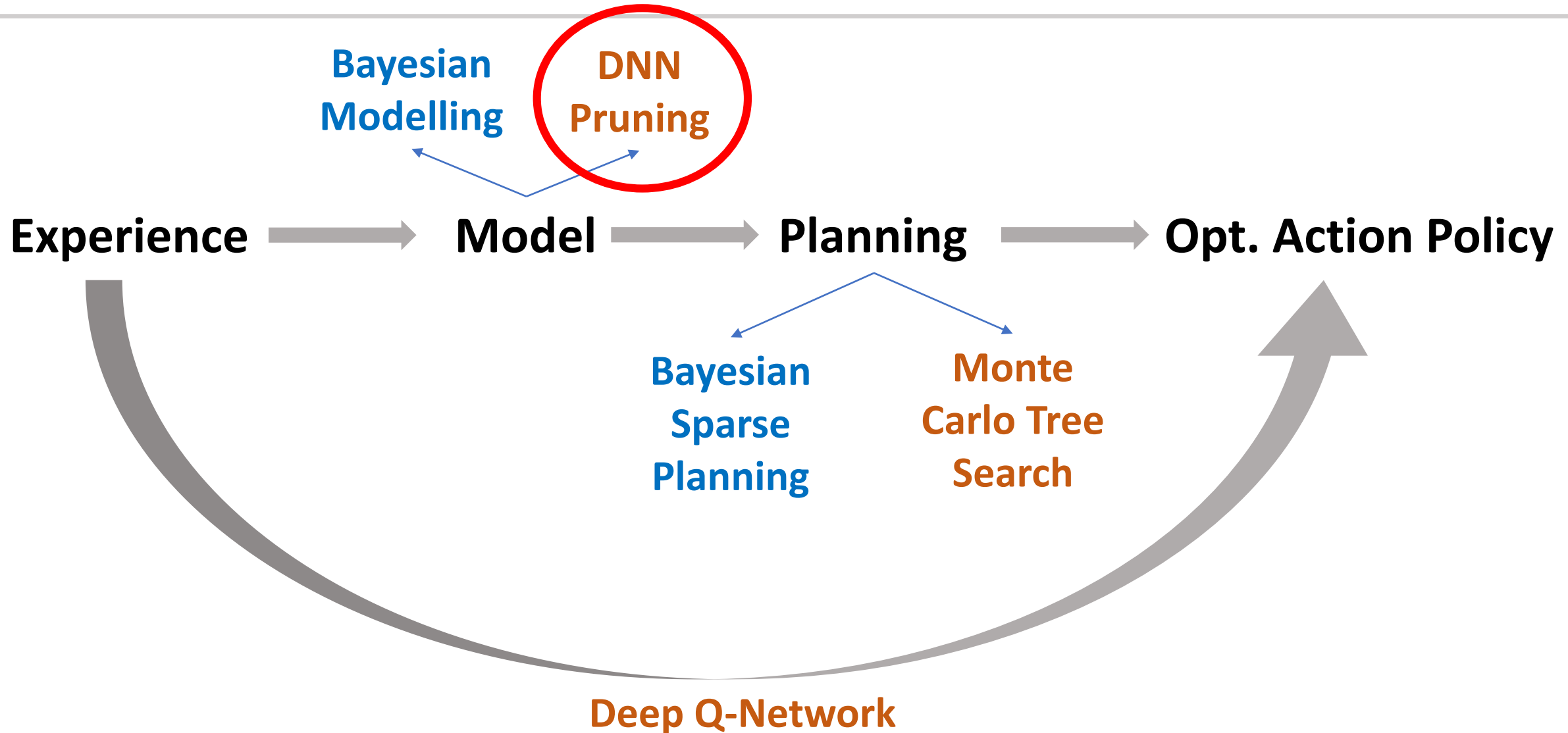
Training Performance



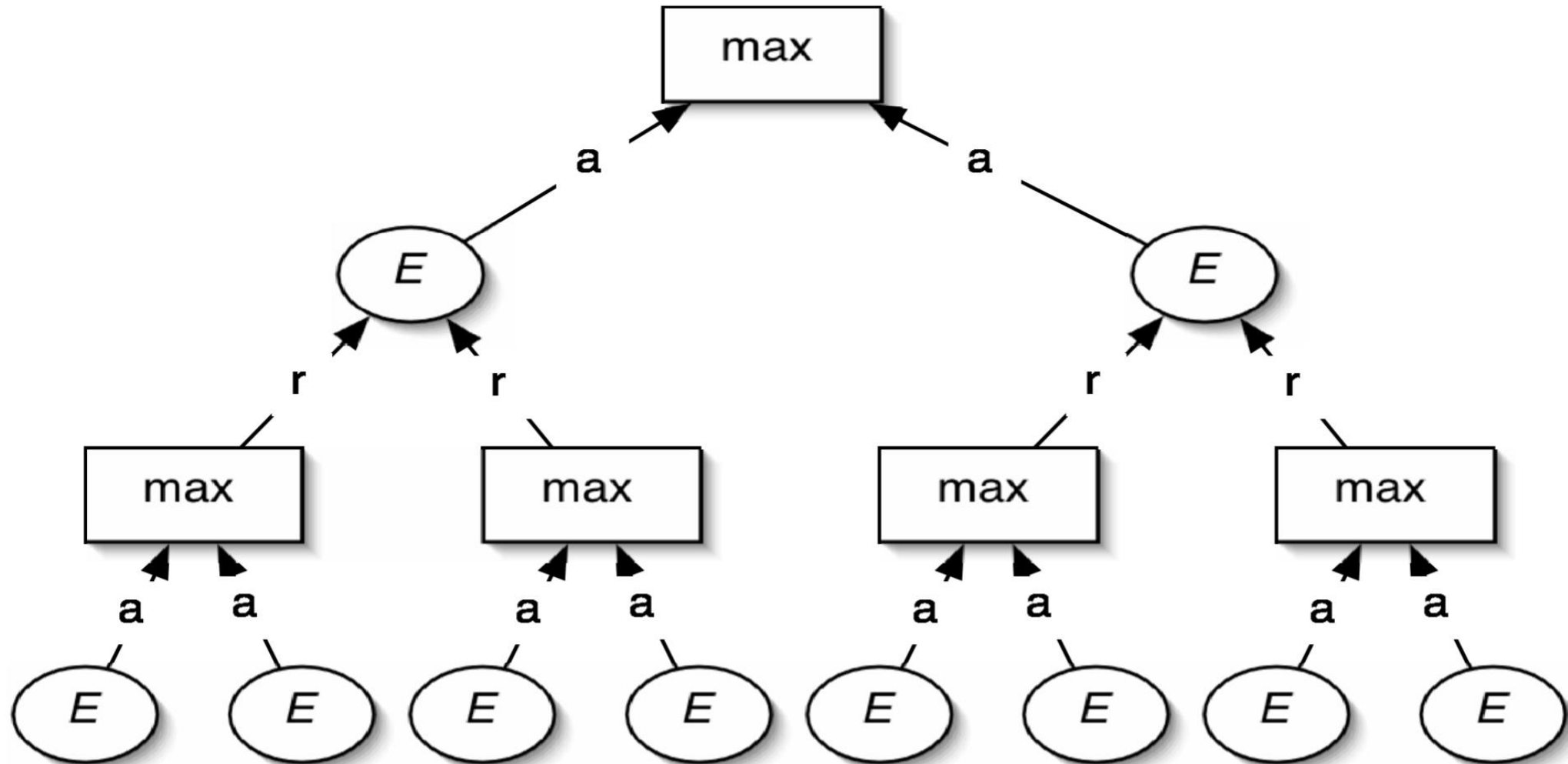
Test MDP Environment



Reinforcement Learning Models



Pruning - Bayesian Planning



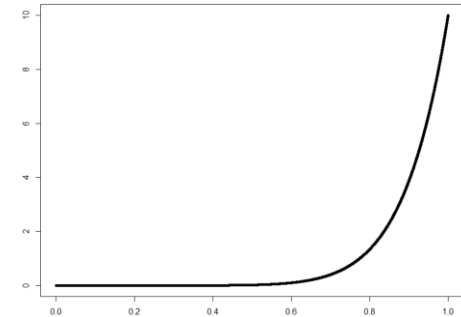
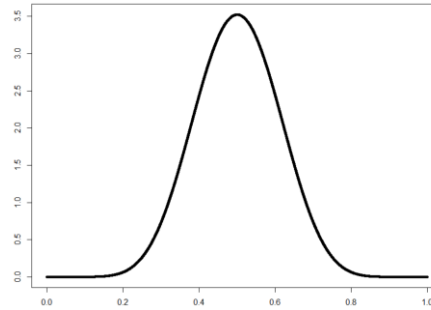
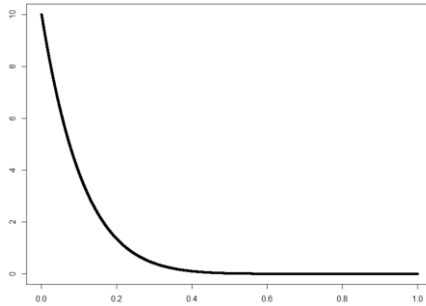
Pruning - Bayesian Planning

$\hat{\theta}$



Explore

Training time

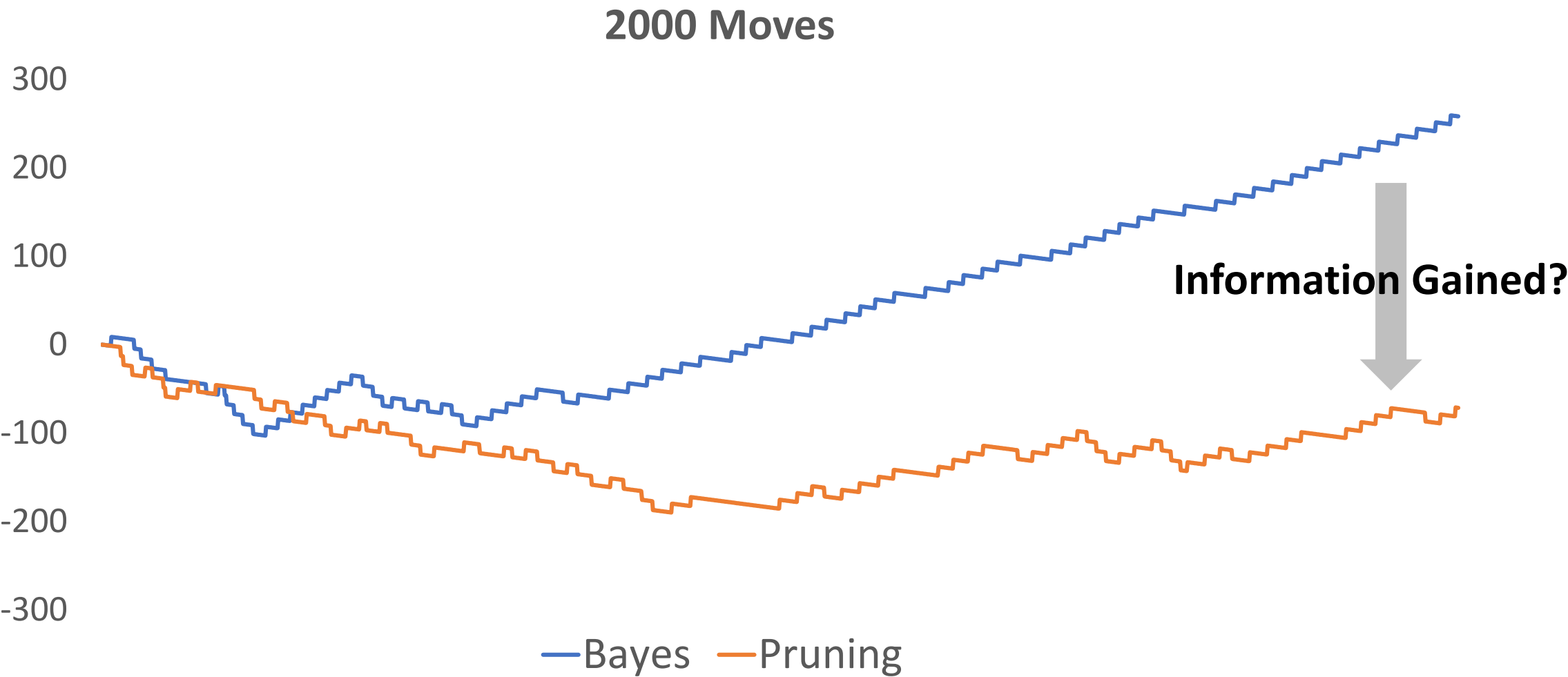


Exploit

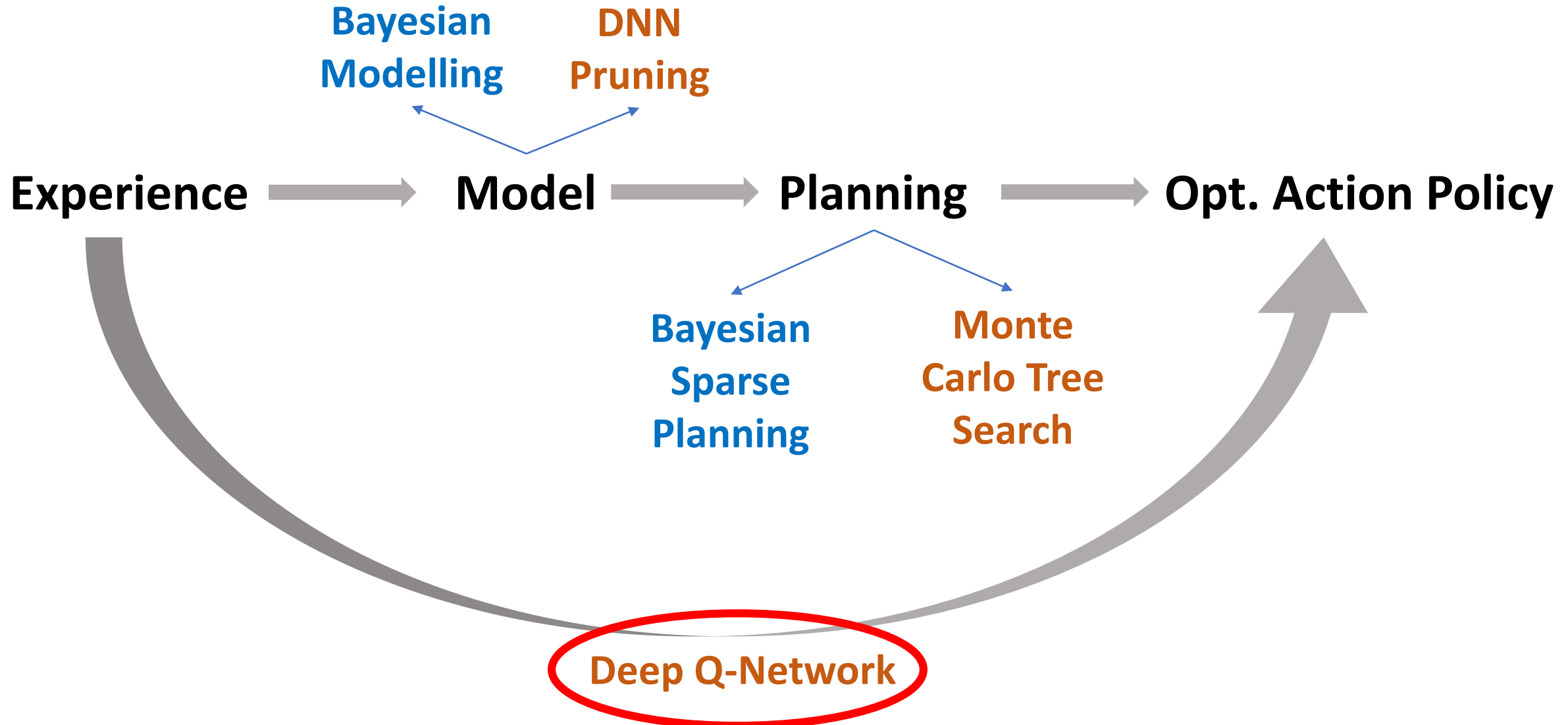
+

$$p_1, \dots, p_K \sim \text{Dir}(\alpha_1, \dots, \alpha_K)$$
$$y_1, \dots, y_K \sim \text{Mult}(p_1, \dots, p_K)$$

Training Performance



Reinforcement Learning Models



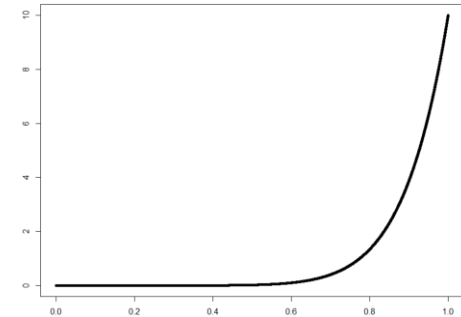
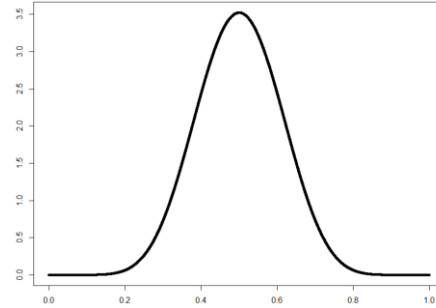
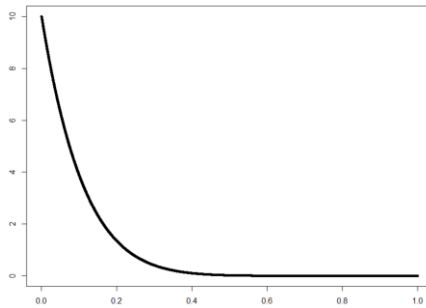
Pruning + Episodic Reset

$\hat{\theta}$



Explore

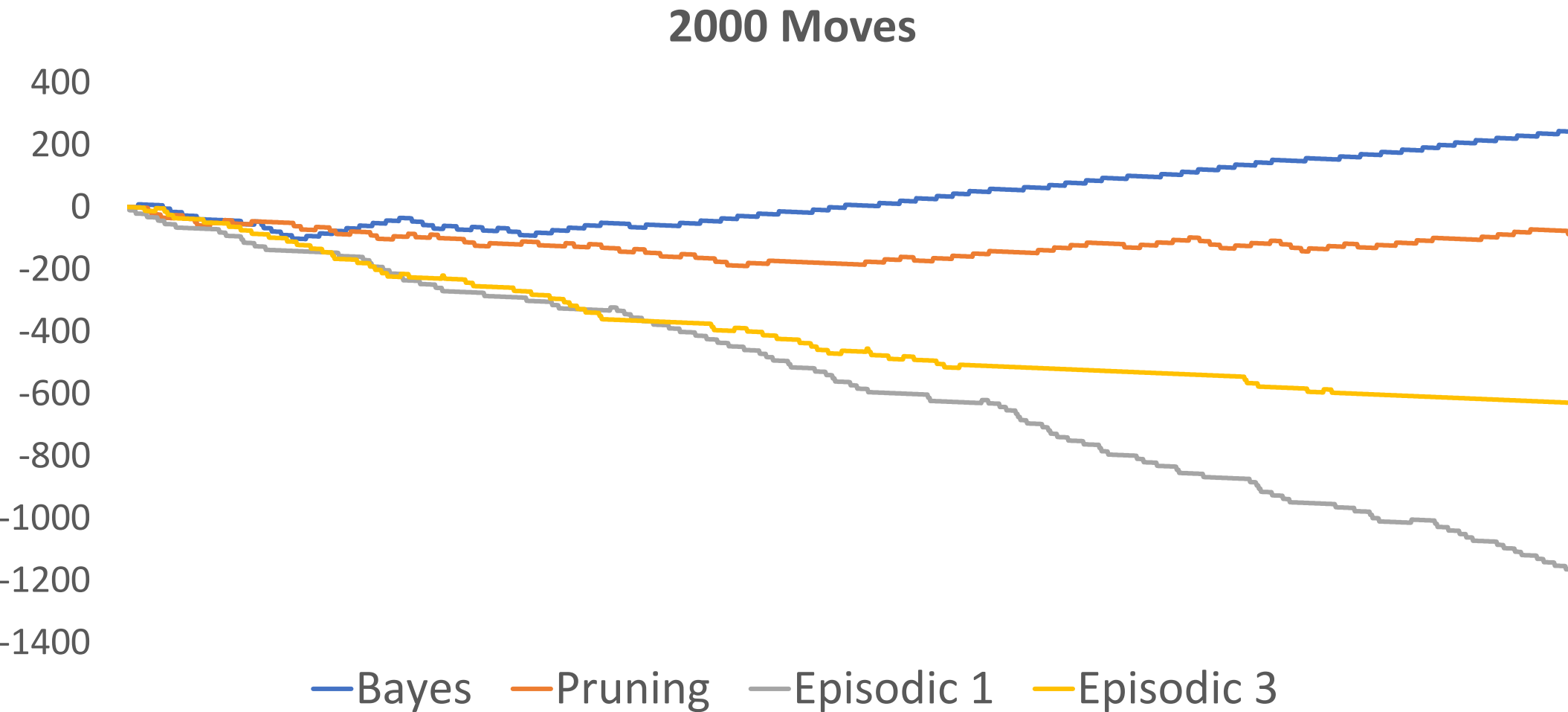
Training time



Exploit

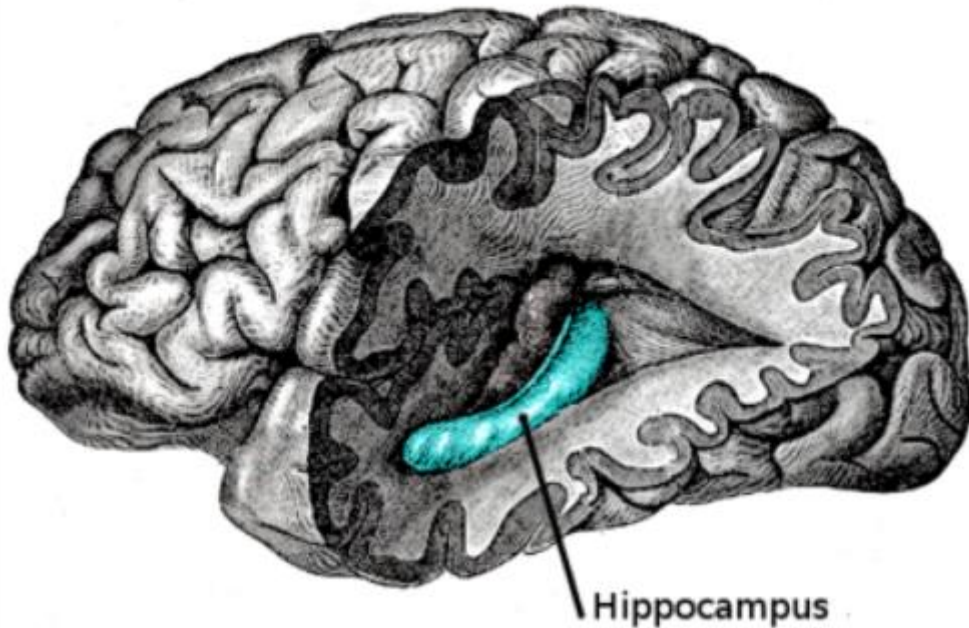
Periodic Posterior Reset?

Training Performance



Memory Replay

Hippocampus



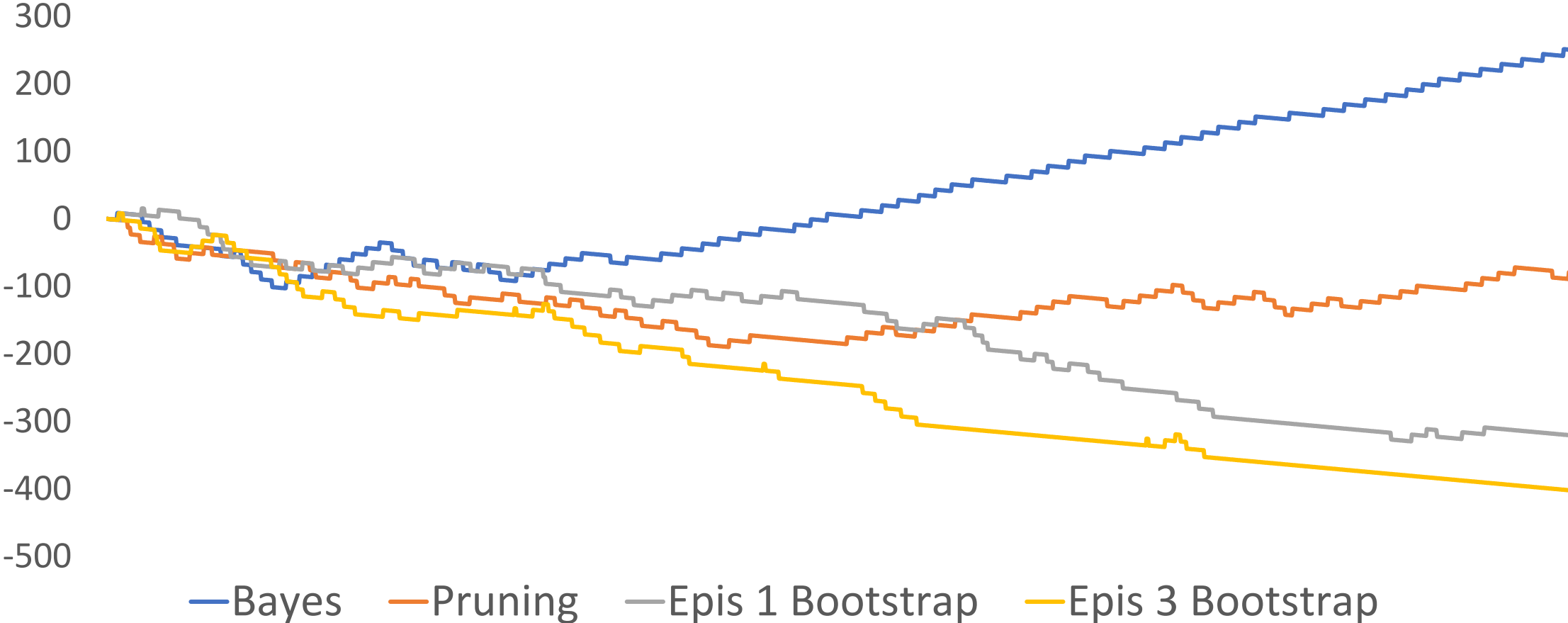
Hippocampal replay

From Wikipedia, the free encyclopedia

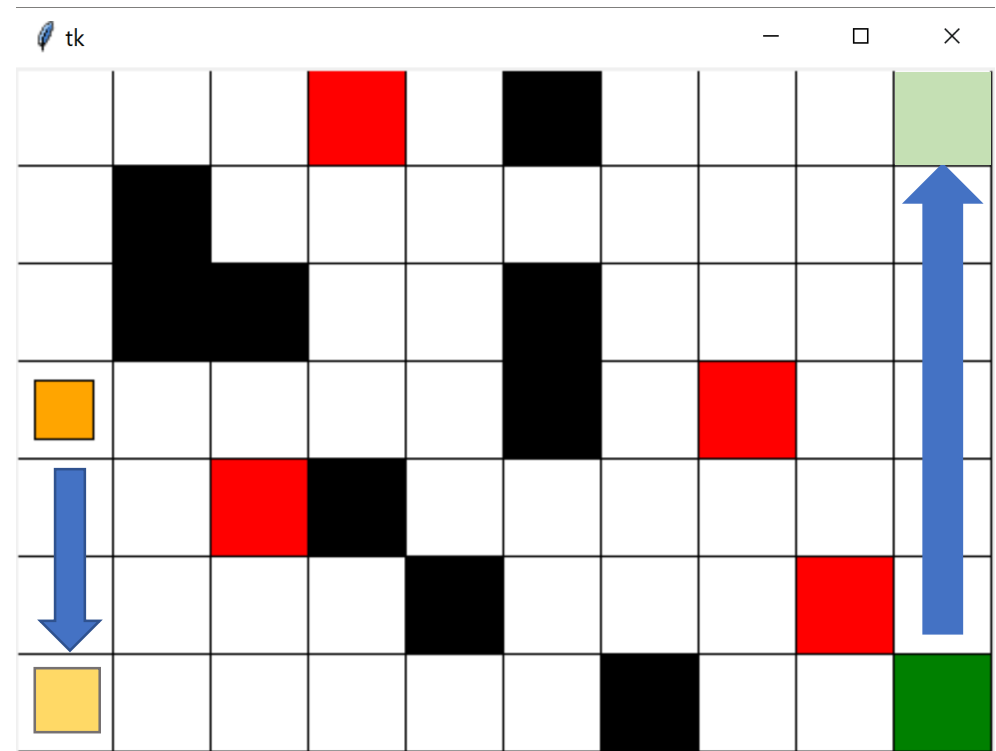
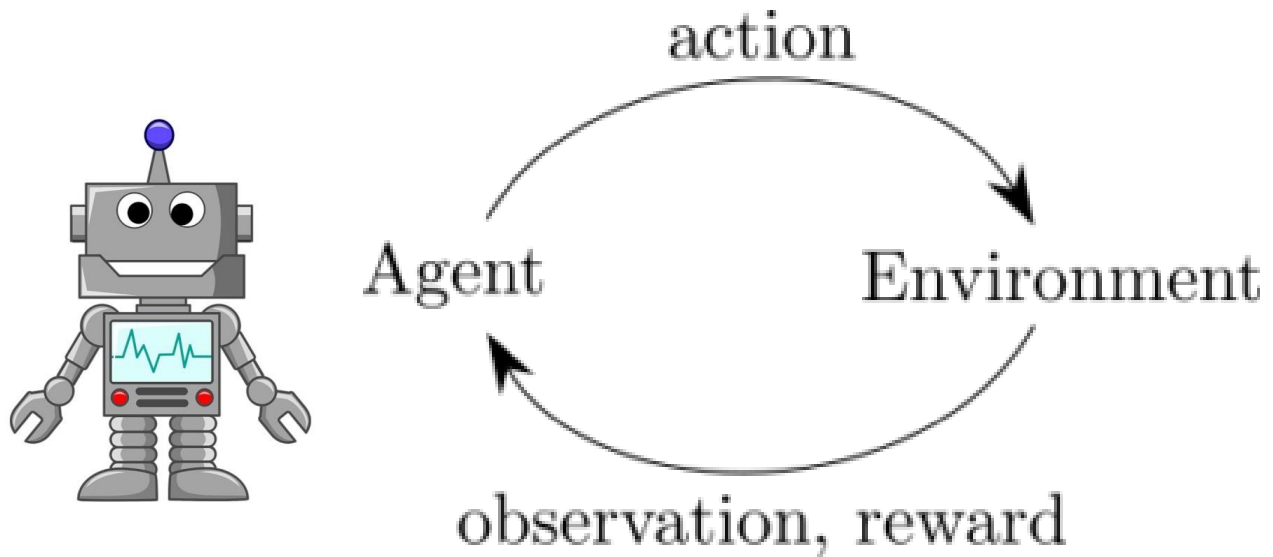
Hippocampal replay is a phenomenon observed in [rats](#), [mice](#),^[1] [cats](#), [rabbits](#),^[2] [songbirds](#)^[3] and [monkeys](#).^[4] During [sleep](#) or awake rest, replay refers to the re-occurrence of a sequence of cell activations that also occurred during activity, but the replay has a much faster time scale. It may be in the same order, or in reverse. Cases were also found where a sequence of activations occurs before the actual activity, but it is still the same sequence. This is called **preplay**.

Training Performance

2000 Moves

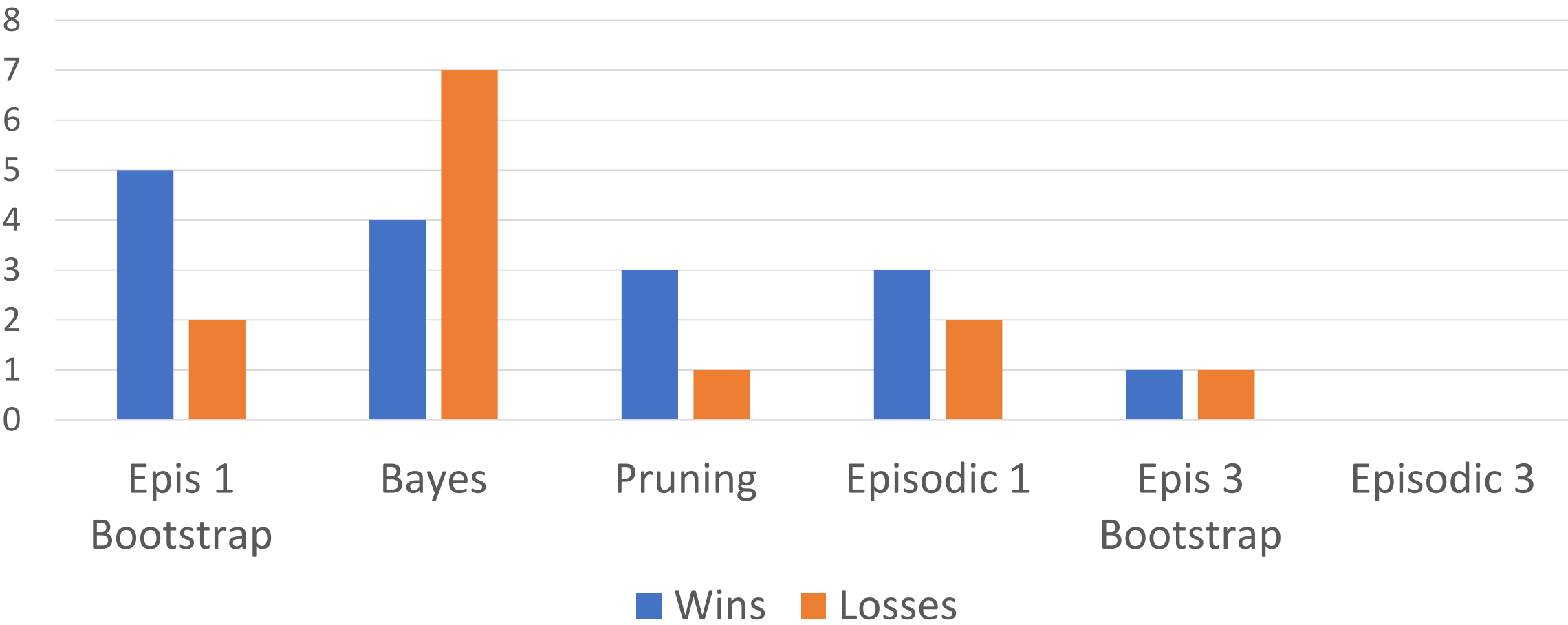


Test MDP Environment



Test Performance

200 Moves



Thanks

