

UNCERT

PyTorch Based Implementation of Semi-Model-Based Reinforcement Learning with Uncertainty

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Introduction

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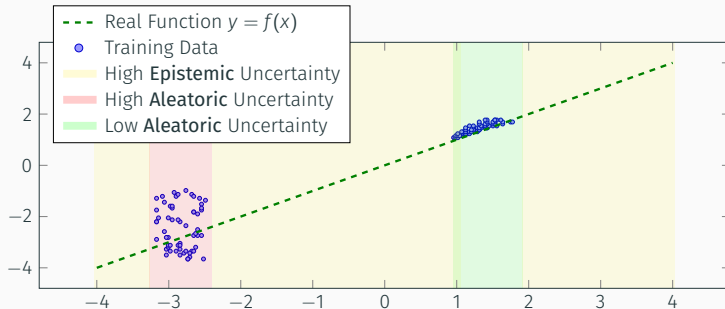
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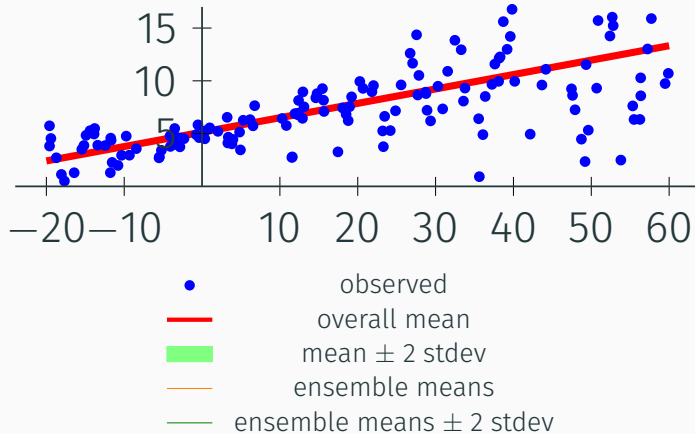
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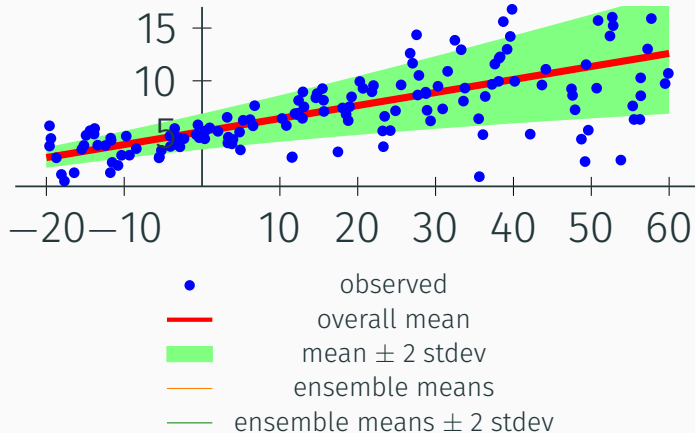
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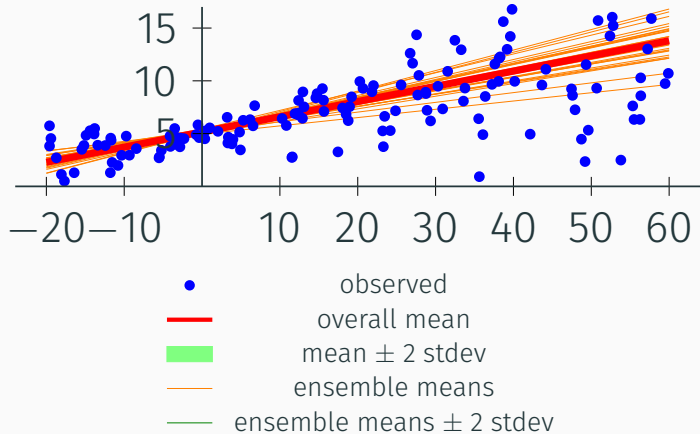
No Uncertainty (linear regression)



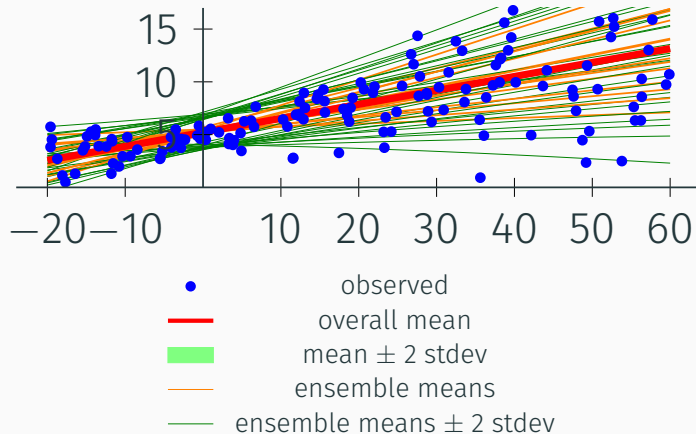
Aleatoric Uncertainty



Epistemic Uncertainty



Aleatoric and Epistemic Uncertainty



Convolutional Neural Network (CNN) vs. Bayesian Neural Network (BNN)

BNN has weights and biases that are probability distributions instead of single fixed values. These are updated during every output calculation.

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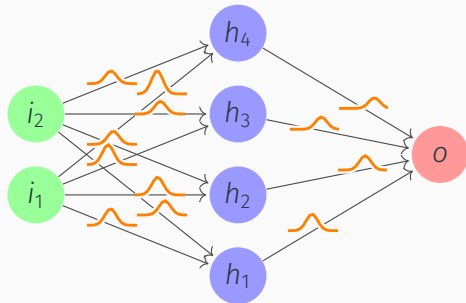
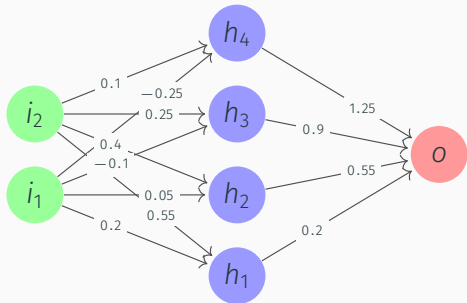
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Concept

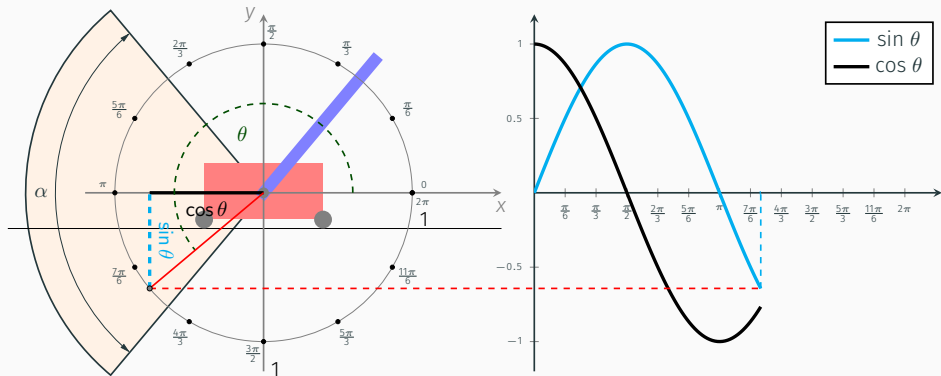
1. Sample data from noisy Cartpole Environment

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3. Train RL policy against dynamics model

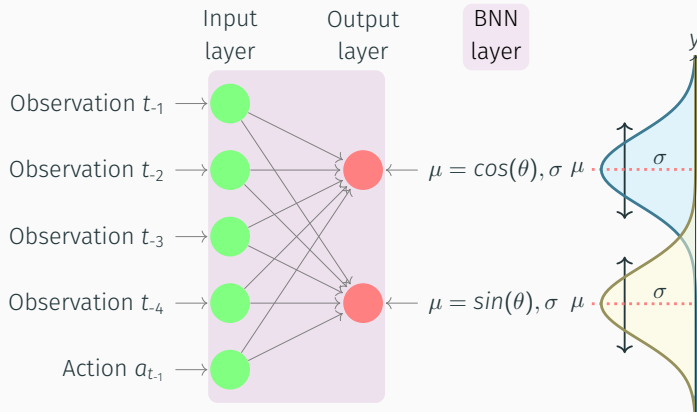
Data Sampling

CartPole superimposed with the unit circle.¹ α is the **noisy** section. The angle of the pole θ can be decomposed into **sine and cosine**. Action space is quantized.



¹Actual environment has the circle turned 90° anti-clockwise.

Bayesian Neural Network Architecture



Observation includes x position of the cart, its velocity, the angle of the pendulum θ and its angular velocity. 21 input nodes (5 observation parameters * 4 time steps + 1 action = 21) and two outputs. Action $a_{t_{-1}}$ will take the agent from observation t_{-1} to observation t_0 .

Experiments & Results

Table 1: Hyperparameter used to run the experiments.

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RL algorithms	PPO

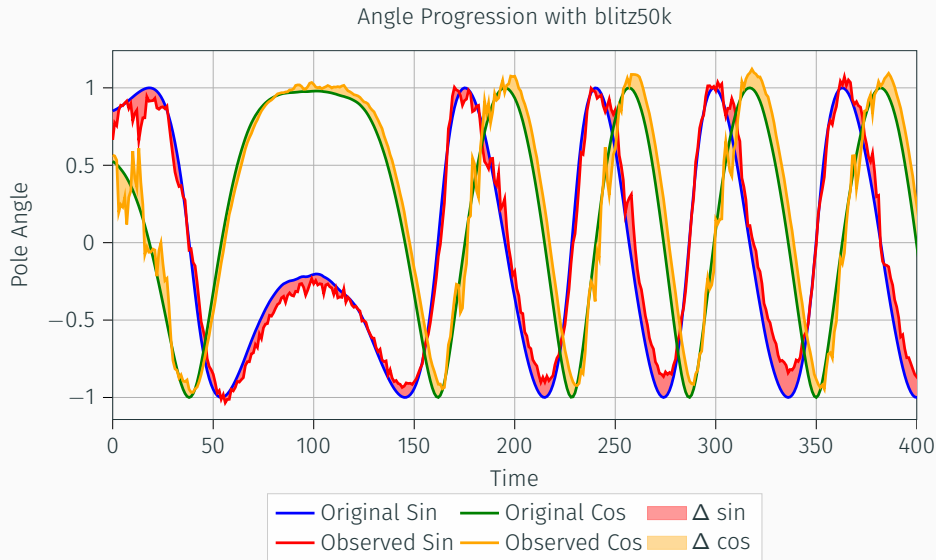
Experiments & Results

Bayesian Neural Network.
Random actions.

BNN predictions: 1k time series, random actions



BNN predictions: 50k time series, random actions



With Uncertainty

<https://youtu.be/vAlEon3l5lw>

Without Uncertainty

<https://youtu.be/Xuhp5B6EwWY>

Experiments & Results

Well-trained PPO agent.

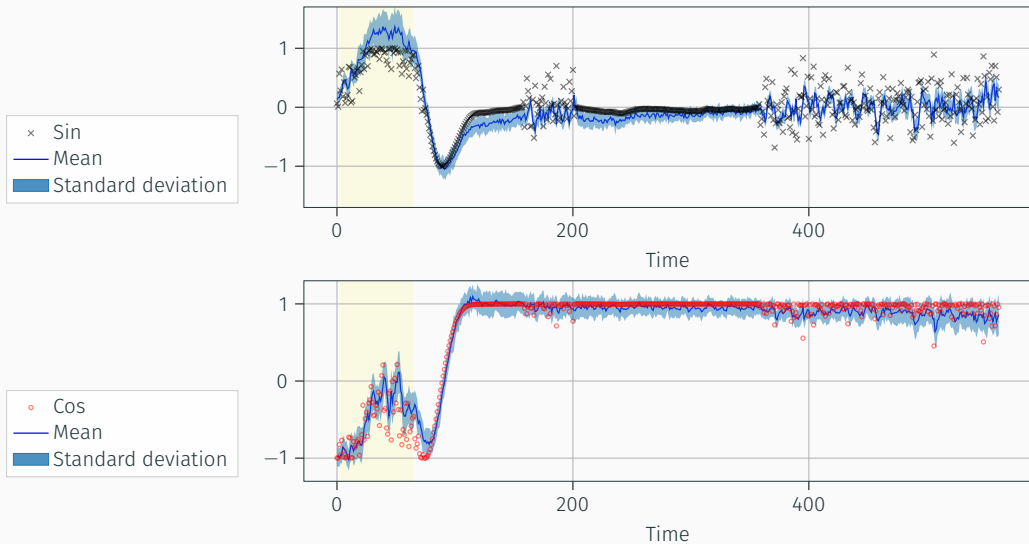
50k time series training data.

75k time steps learning.

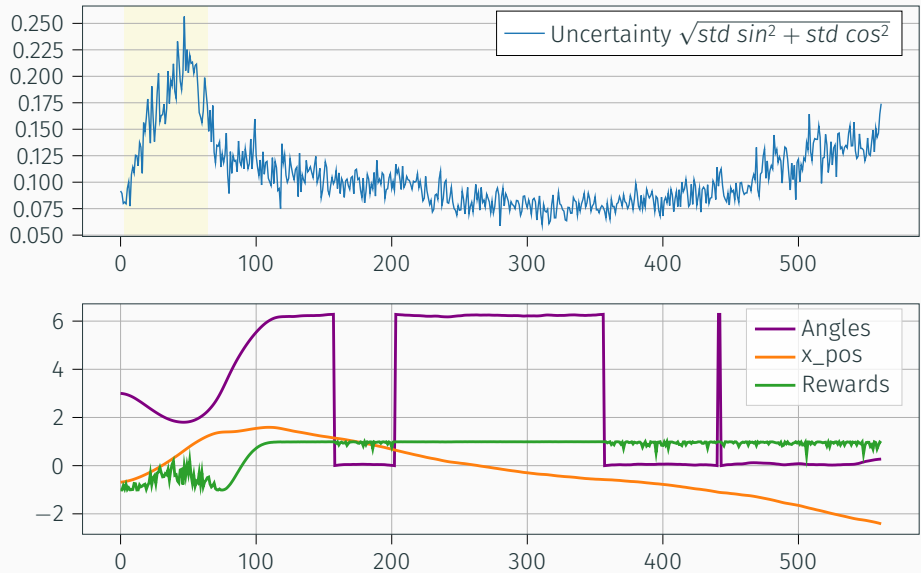
$$reward = \cos(\alpha) - \left(\sqrt{\sigma_{\sin}^2 + \sigma_{\cos}^2} * \epsilon \right)$$

```
1 reward = cosine - (math.sqrt(std_sin ** 2 + std_cos ** 2)*factor)
```

BNN Uncertainty: 75k time series



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Implementation

“Talk is cheap. Show me the code.”

Linus Torvalds

Conclusion

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2. RL agent is able to "solve" the environment even with uncertainty




1. RL agent detects noisy sector and avoids it
2. RL agent is able to "solve" the environment even with uncertainty
3. Use PyTorch ;-)


Questions?²

²Source code, presentation and an exhaustive report are at github.com/github-throwaway/ARL-Model-RL-Unsicherheit

References

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Backup Slides

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BLiTZ Implementation

Creating a variational regressor class

```
1 @variational_estimator
2 class BayesianRegressor(nn.Module):
3     def __init__(self, input_dim, output_dim):
4         super().__init__()
5         self.blinear = BayesianLinear(input_dim, output_dim)
6
7     def forward(self, x):
8         return self.blinear(x)
```

Defining a confidence interval evaluating function

```
1  def evaluate_regression(regressor, x, y, samples=25, std_multiplier=2):
2      preds = [regressor(x) for i in range(samples)]
3      preds = torch.stack(preds)
4      means = preds.mean(axis=0)
5      stds = preds.std(axis=0)
6      ci_upper = means + (std_multiplier * stds)
7      ci_lower = means - (std_multiplier * stds)
8      ic_acc = (ci_lower <= y) * (ci_upper >= y)
9      ic_acc = ic_acc.float().mean()
10     return ic_acc, (ci_upper >= y).float().mean(), (ci_lower <= y).float().mean()
```

Creating our regressor and loading data

```
1 optimizer = optim.Adam(regressor.parameters(), lr=0.01)
2 criterion = torch.nn.MSELoss()
3 complexity_cost_weight = 1. / x_train.shape[0]
```

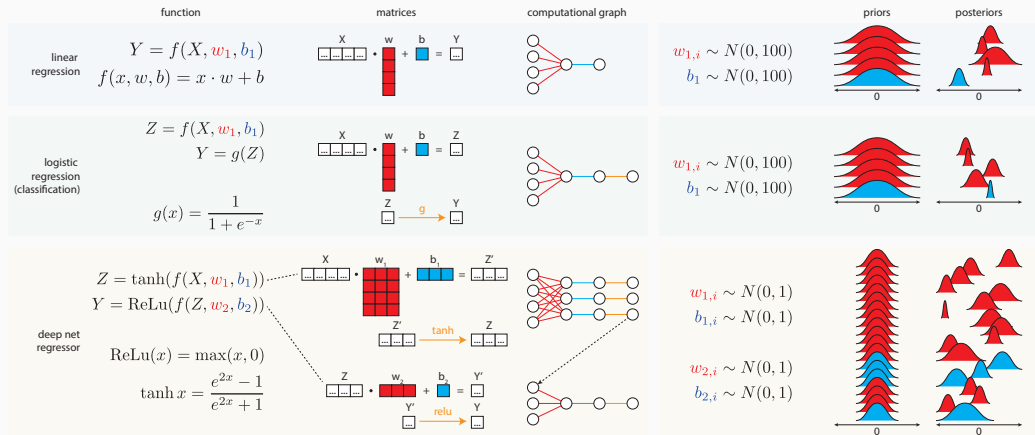
Main training and evaluating loop

```
1 losses = []
2 for epoch in tqdm(range(100)):
3     new_epoch = True
4     for i, (datapoints, labels) in enumerate(dataloader_train):
5         optimizer.zero_grad()
6
7         loss = regressor.sample_elbo(
8             inputs=datapoints,
9             labels=labels,
10            criterion=criterion,
11            sample_nbr=3,
12            complexity_cost_weight=complexity_cost_weight
13        )
14
15        loss.backward()
16        optimizer.step()
```

Backup Slides

Cheatsheet

Cheatsheet³



³<https://github.com/ericmjl/bayesian-deep-learning-demystified>