

Reinforcement Learning and Reward

Emma Brunskill

CS234

Week 10

Winter 2022

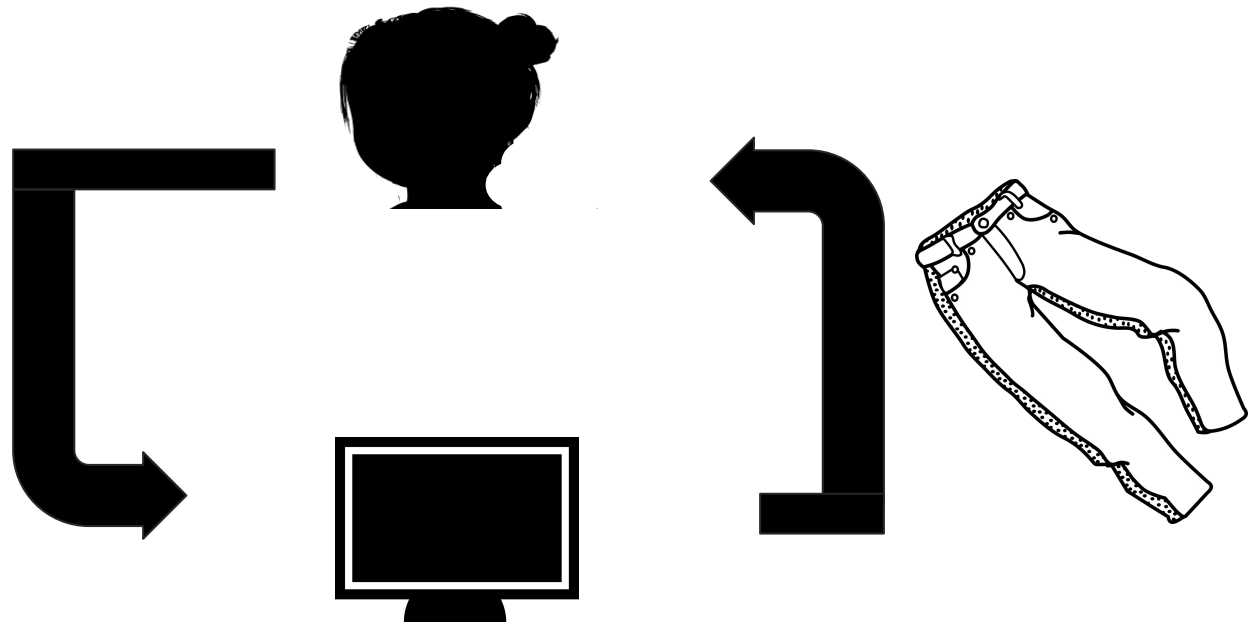
Where We Are

- Last: Learning from historical data
- Now: Reinforcement Learning in the Wild
 - Rewards, alignment
 - Using RL in applications

Plan for today

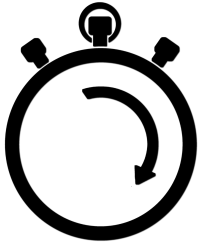
- Reward in RL
- Panel

Reinforcement Learning

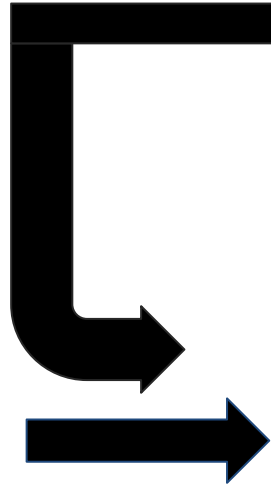


Decision Policy

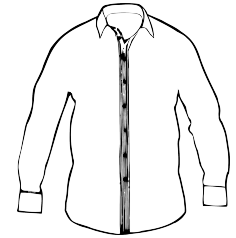
State / Observation



Reward



Action / Decision



(Decision) Policy: if observe this then do that

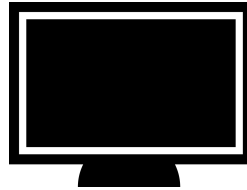
Example: If looked at blouse for 10 sec Then show another blouse

Advertising Example

State / Observation:

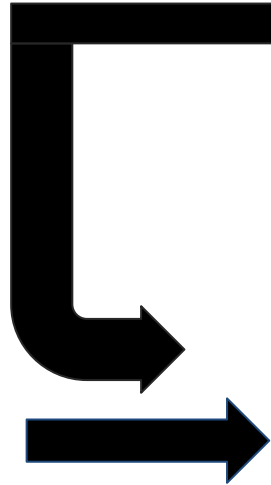
View time

Reward: Click on ad



Action / Decision

Choose web ad



Robot Learning to Unload Dishwasher

State / Observation:

Camera image of
kitchen

Reward:

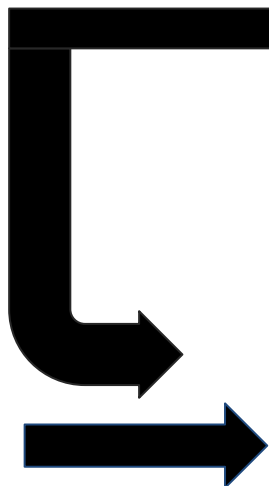
If all dishes in dishwasher +1

Else 0



Action / Decision

Move robot joint



Blood Pressure Management

State / Observation:

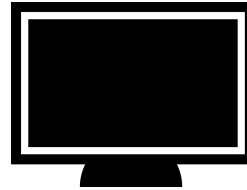
Blood pressure
Gender
Location

Reward:

If in healthy range: +1

If use medication: -0.05

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Action / Decision

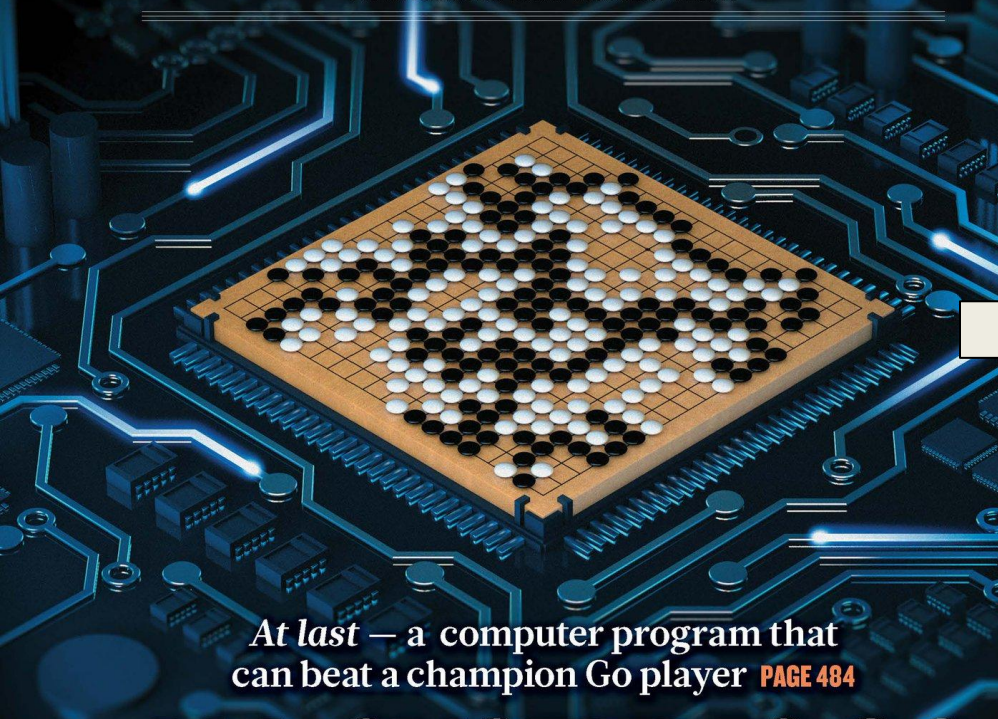
Suggest exercise or
meditation

Beyond Expected Reward

- In this class focused on expected scalar reward
- In many real settings
 - Distribution of outcomes (distributional RL, conditional value at risk, ...)
 - Multiple-objective (high reward and low cost and ...)
 - Constrained maximization (safety, fairness, ...)

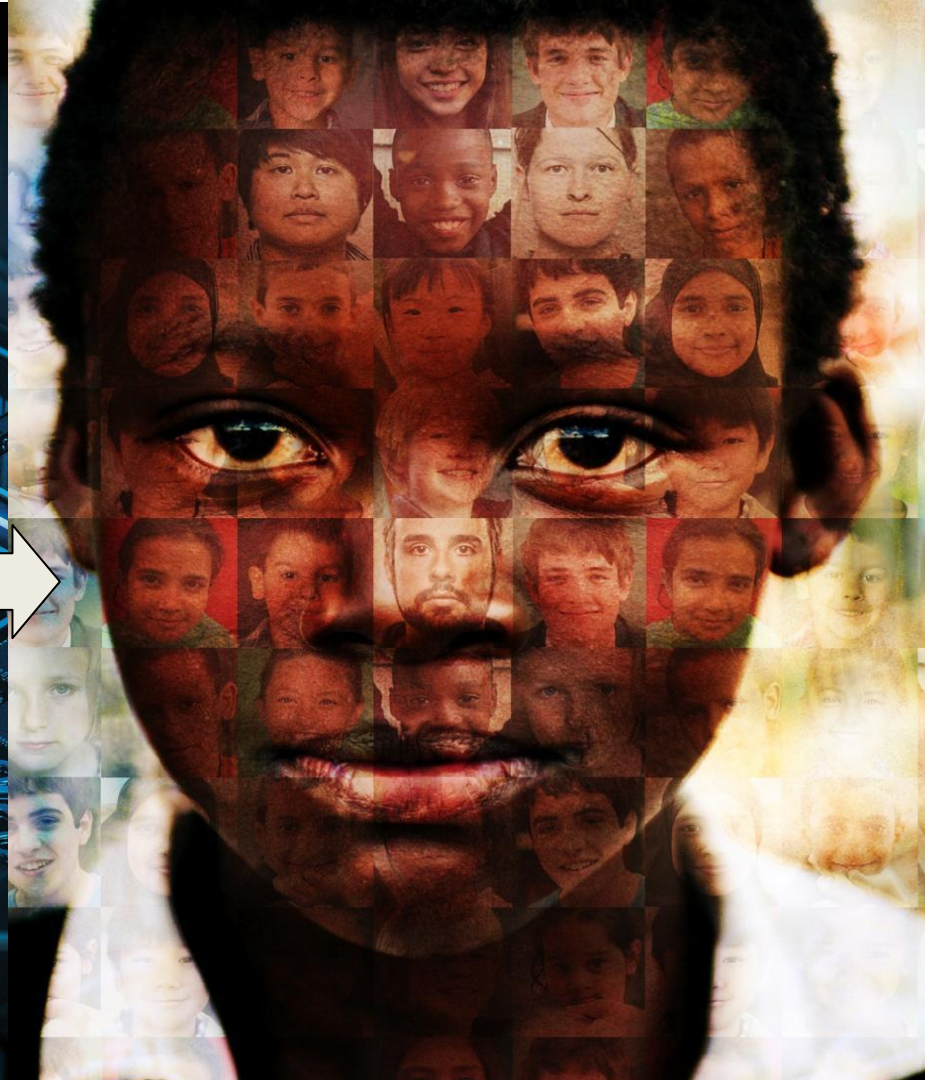
nature

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At last — a computer program that
can beat a champion Go player **PAGE 484**

ALL SYSTEMS GO







Recall Example During My 1st Lecture: AI Teacher

- Student initially does not know addition (easier) nor subtraction (harder)
- Teaching agent can provide activities about addition or subtraction
- Agent gets rewarded for student performance:
 - +1 if student gets problem right,
 - -1 if get problem wrong
- (Think/Discuss) What type of policy would a RL agent learn? Is this what the human designer of this system would likely want?





<https://www.nytimes.com/interactive/2019/06/08/technology/youtube-racial.html?mtref=www.google.com&assetType=REGIWALL>

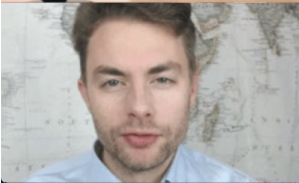
Making of a YouTube Radical

By KEVIN ROOSE June 8, 2019

Soon, he was pulled into a far-right universe, watching thousands of videos filled with conspiracy theories, misogyny and racism.



- In last 2 years have been trying out using reinforcement learning
- "... designed to maximize users' engagement over time by predicting which recommendations would expand their tastes and get them to watch not just one more video but many more."

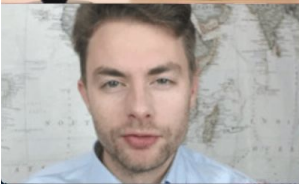


<https://www.nytimes.com/interactive/2019/06/08/technology/youtube-radical.html>



“We can really lead the users toward a different state, versus recommending content that is familiar,”

By KEVIN ROOSE June 8, 2019



<https://www.nytimes.com/interactive/2019/06/08/technology/youtube-radical.html>

Supervised Learning



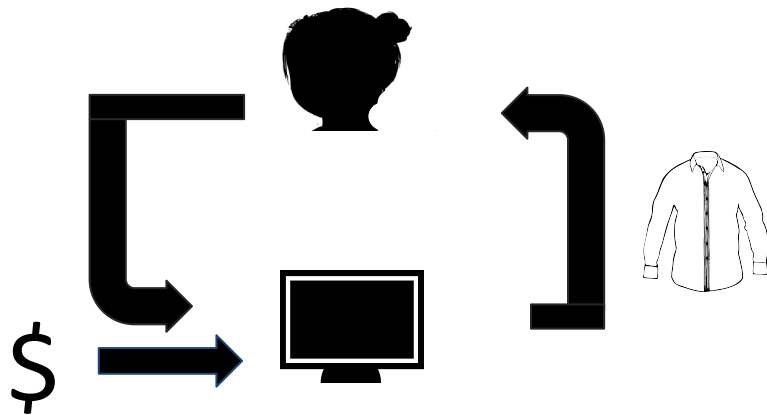
Recommend things people
already like*

Supervised Learning



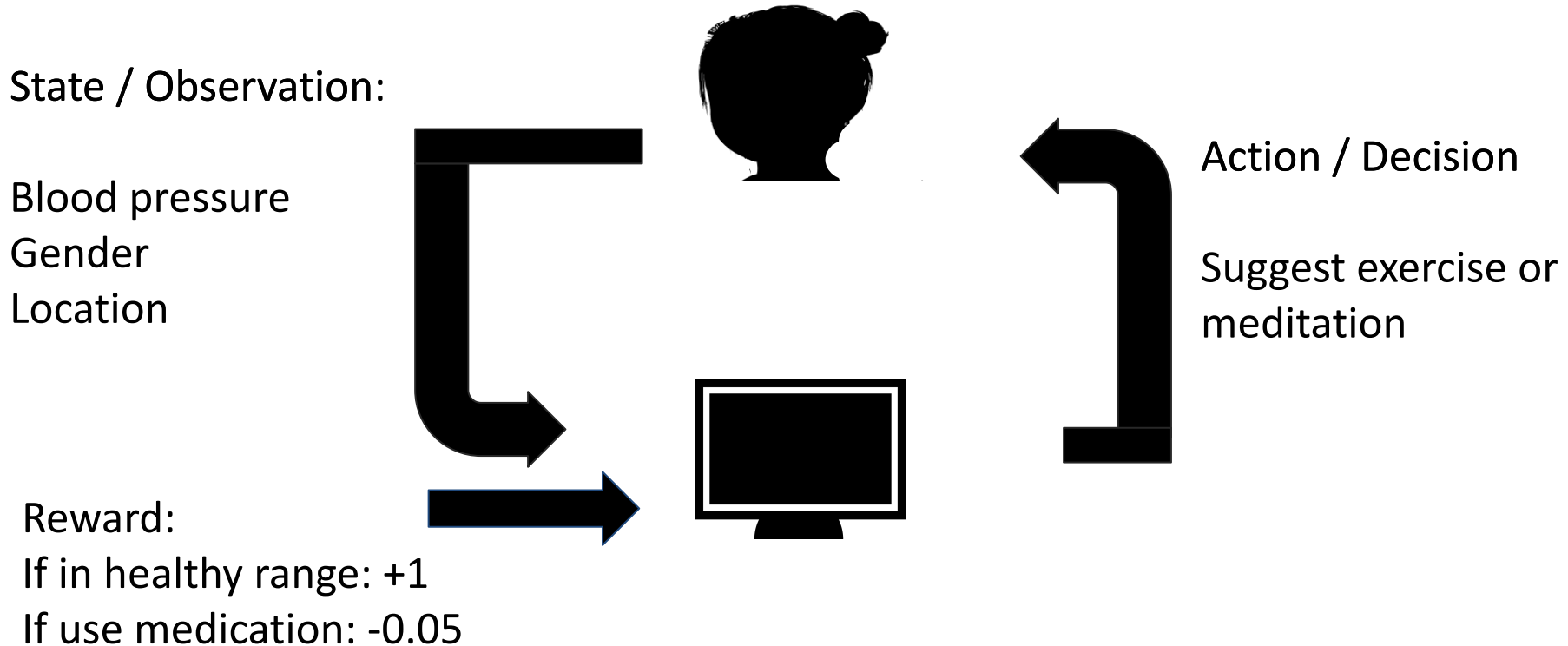
Recommend things people
already like*

Reinforcement Learning



Provide recommendations so
people will (*potentially change
into people who*) buy more

Reinforcement Learning is Trying to Change (the State of) the World

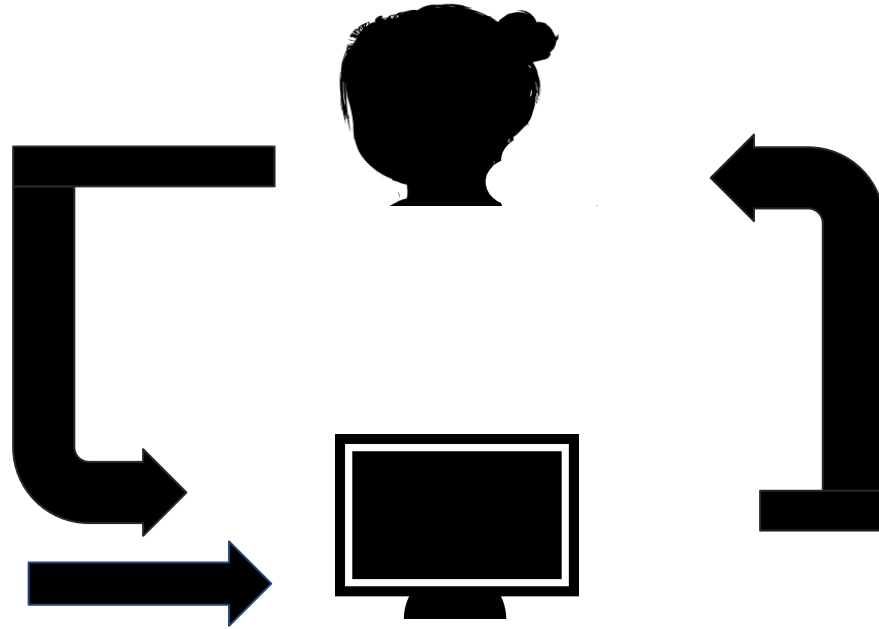


Reinforcement Learning is Trying to Change (the State of) the World

State / Observation:

Blood pressure
Gender
Location

**What is the
Reward?**



Action / Decision

Suggest exercise or
meditation

One Idea: Learn the Rewards of People

Reinforcement
Learning



Reward: 92

Multi-armed
Bandits



Reward: 5

Imitation
Learning &
Inverse RL



Given human expert decisions,
learn to mimic or learn reward
function humans are optimizing

Value Alignment

- How can we ensure RL agent is optimizing for our desired rewards?
- Stuart Russell (recent general audience book on this broad topic is Human Compatible: AI and the Problem of Control)
- Anca Dragan, Smitha Milli, Dylan Hadfield-Menell, and others

Rest of Today: Panel in RL

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