

AWS

BUILDERS' DAY

An Introduction to Reinforcement Learning

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Types of Machine Learning

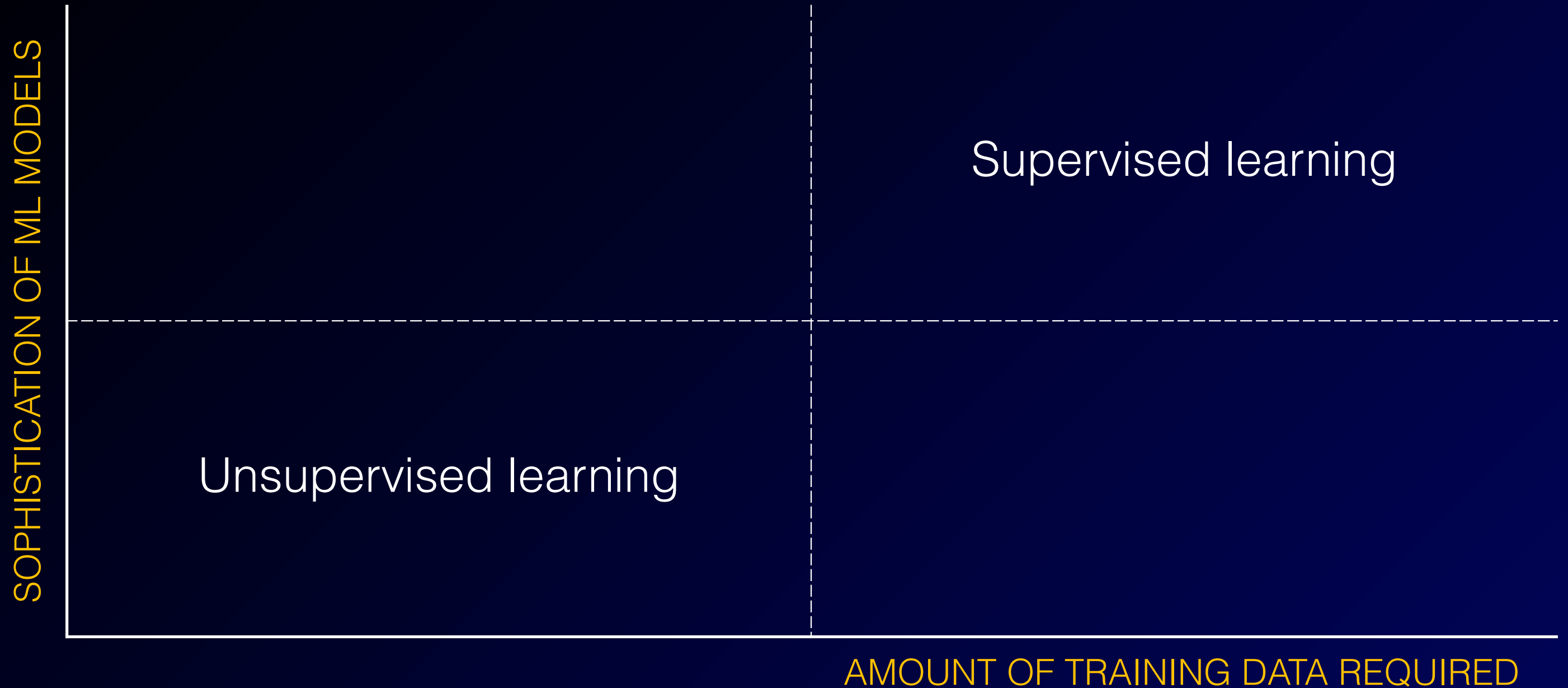
Supervised learning

Run an algorithm on a labelled data set, i.e. a data set containing samples and answers. Gradually, the model learns how to correctly predict the right answer. Regression and classification are examples of supervised learning.

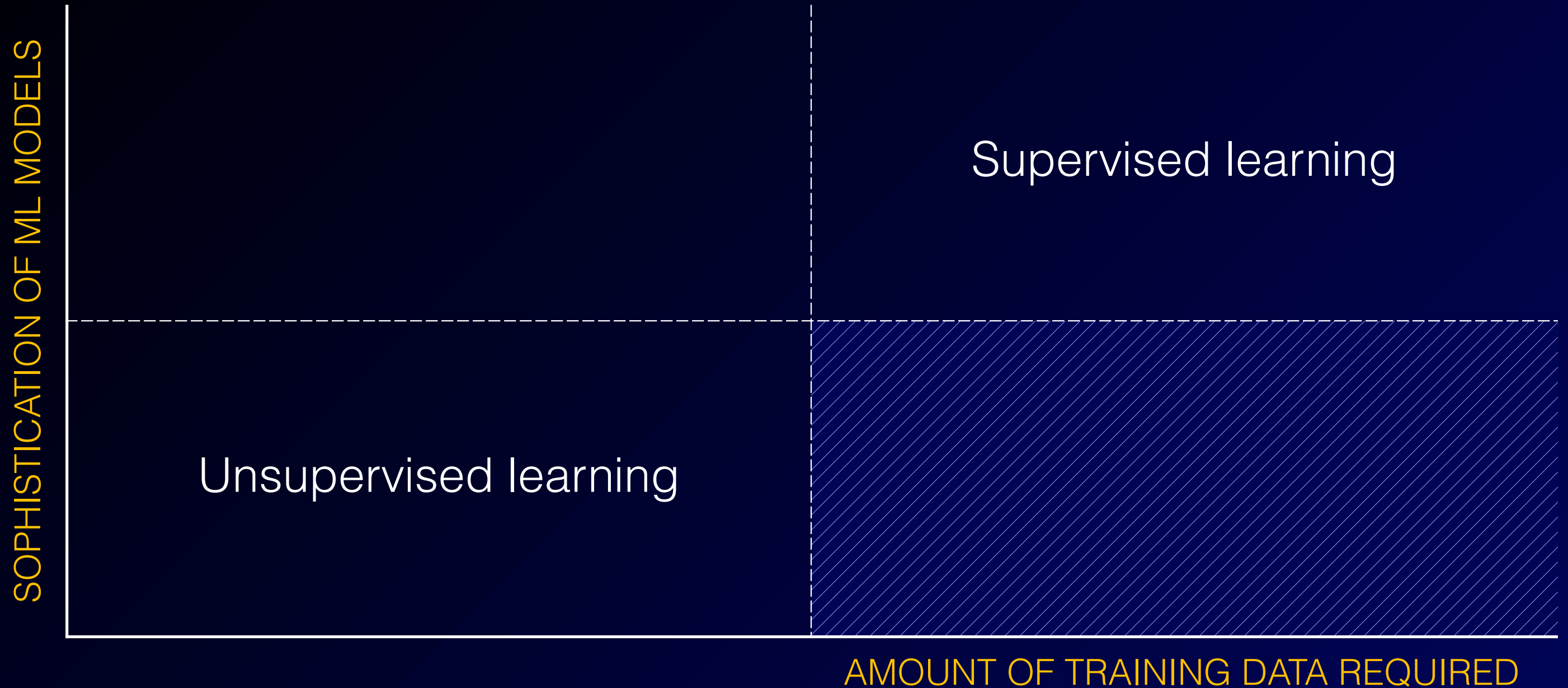
Unsupervised learning

Run an algorithm on an unlabelled data set, i.e. a data set containing samples only. Here, the model progressively learns patterns in data and organizes samples accordingly. Clustering and topic modeling are examples of unsupervised learning.

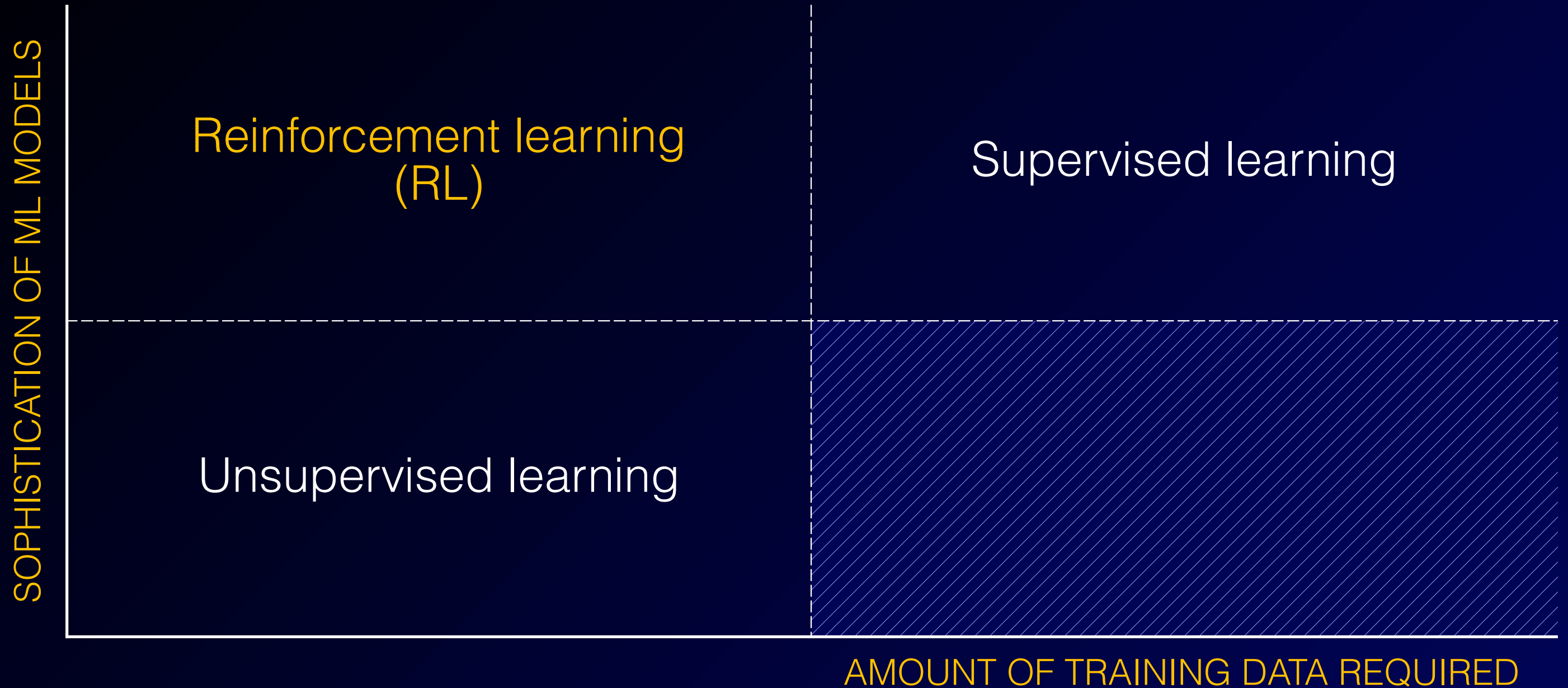
Types of Machine Learning



Types of Machine Learning



Types of Machine Learning



Remember when you first learned this?

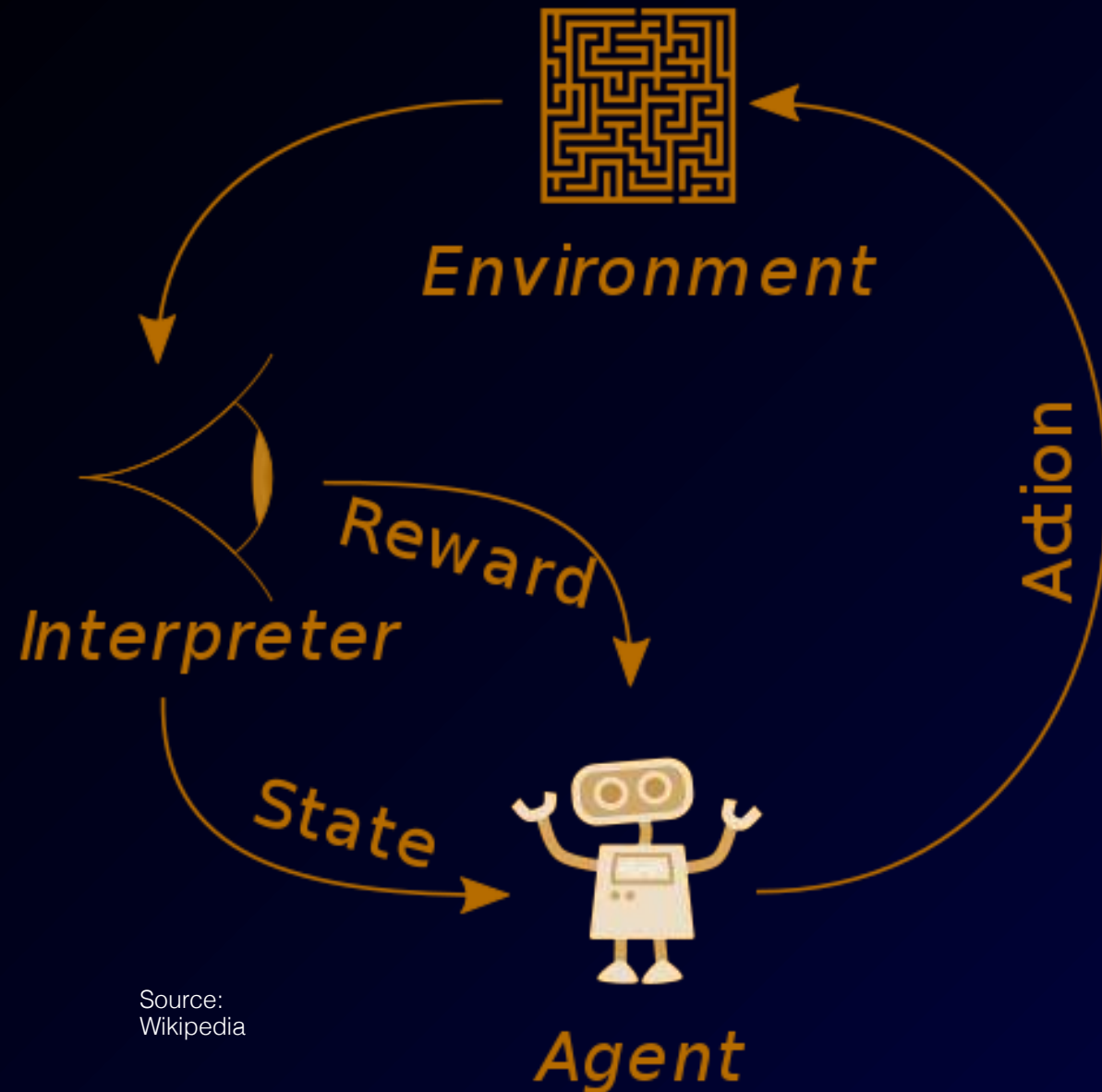


We didn't have an extensive labelled
data set back then 😊

And yet we learned

How?

Defining Reinforcement Learning



Source:
Wikipedia

An algorithm (aka an **agent**) interacts with its **environment**.

The agent receives a positive or negative **reward** for actions that it takes: rewards are computed by a **user-defined function** which outputs a numeric representation of the actions that should be incentivized.

By trying to **maximize the accumulation of rewards**, the agent learns an optimal strategy (aka **policy**) for decision making.

Use cases

- Large **complex** problems
 - **Uncertain, dynamic** environments
 - Continuous learning
- Supply chain management
- HVAC systems
- Industrial robotics
- Autonomous vehicles
- Portfolio management
- Oil exploration
- etc.



Caterpillar: 250-ton autonomous mining trucks

<https://diginomica.com/2017/04/17/sending-disruption-mines/>

https://www.cat.com/en_US/articles/customer-stories/built-for-it/thefutureisnow-driverless.html

Example: navigating a maze

- Imagine an agent learning to navigate a maze. It can move in certain directions but is blocked from going through walls.
- The agent **discovers** its environment (the current maze) **one step at a time**, receiving a reward each time: stepping into a dead end is a negative reward, moving one step closer to the exit is a positive reward.
- After a certain **number of steps** (or if we found the exit), the current **episode** ends.
- After a certain **number of episodes**, the agent uses the action/reward data points to train a model, in order to make better decisions next time around.
- One critical thing to understand is that **the RL model isn't trained on a predefined set of labelled mazes** (that would be supervised learning).
- This **cycle of exploring and training** is central to RL: given enough mazes and enough training time, we would soon enough know how to navigate any maze.

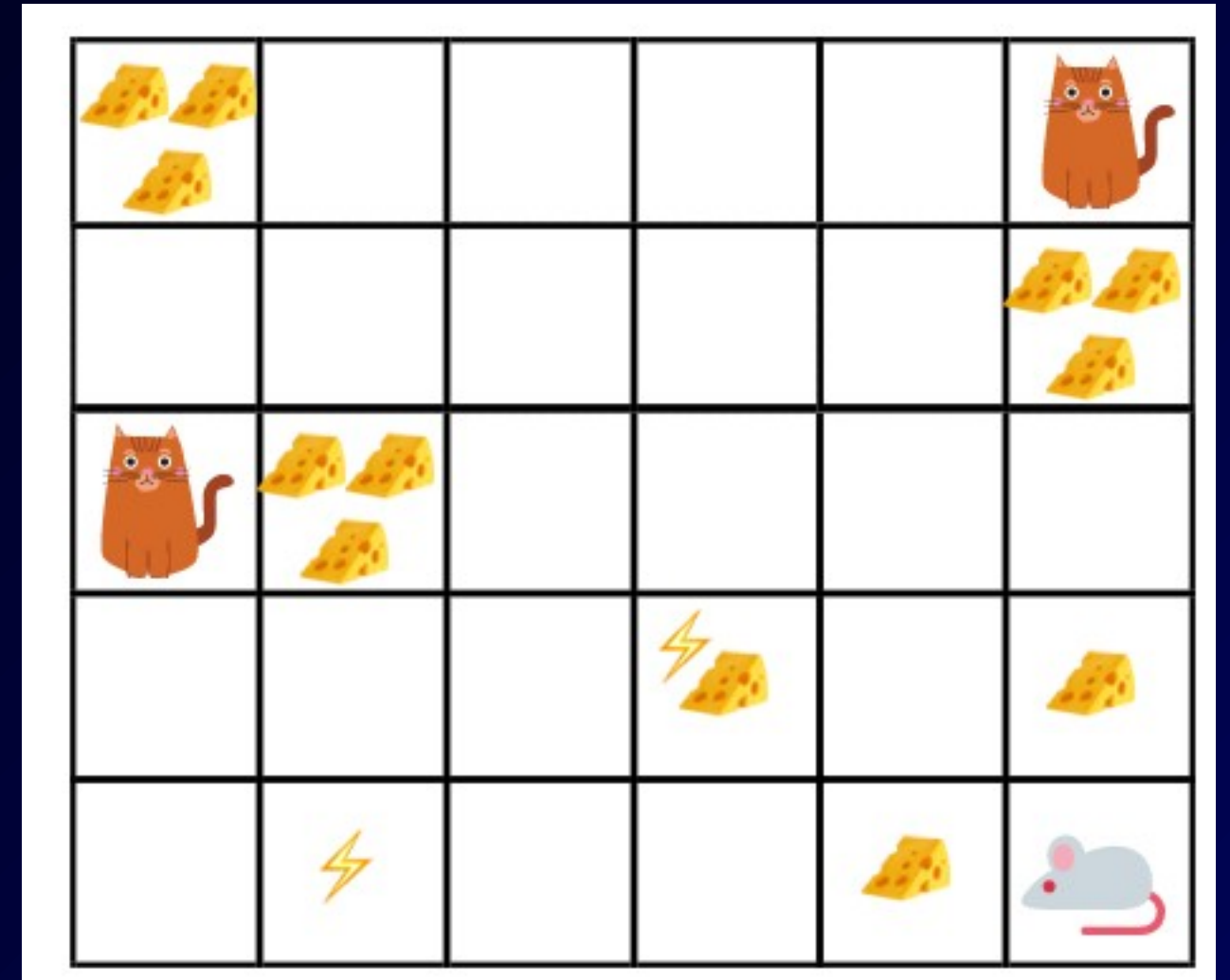
Environment

- The space in which the RL model operates.
- This can be either a **real-world** environment or a **simulator**.
- If you train a physical autonomous vehicle on a physical road, that would be a real-world environment.
- If you train a computer program that models an autonomous vehicle driving on a road, that would be a simulator... probably a much safer option!



Exploitation vs Exploration

- Selecting the next action is a balance between **exploitation** ('using what you've learned') and **exploration** ('taking a chance to learn new things')
- If you favor exploitation, you may never reach **high-value rewards**.
- If you favor exploration, you'll probably run into **trouble** very often!
- Initially, the agent will explore at random for a fixed number of episodes (aka **heatup** phase): this generates data for the first round of training.

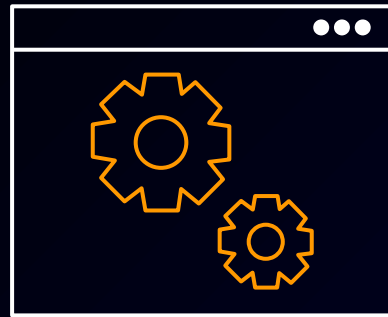


Training a RL model

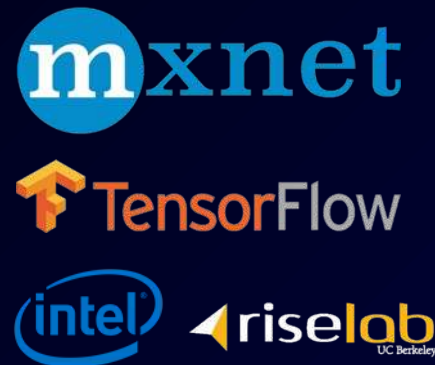
1. Formulate the **problem**: goal, environment, state, actions, reward
2. Define the **environment**: real-world or simulator?
3. Define the **presets**
4. Write the **training code** and the **value function**
5. Train the **model**

Amazon SageMaker RL

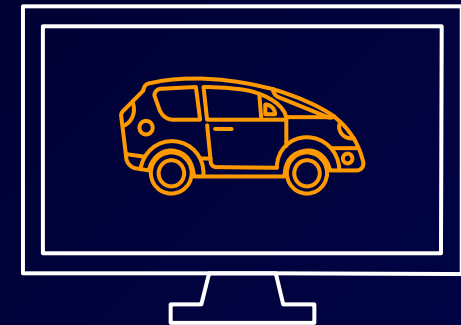
Reinforcement learning for every developer and data scientist



Fully
managed



Broad support
for frameworks



Broad support for simulation
environments including
SimuLink and MatLab

KEY FEATURES

TensorFlow, Apache
MXNet, Intel Coach,
and Ray RL support

2D & 3D physics
environments and
OpenAI Gym support

Supports Amazon Sumerian and
Amazon RoboMaker

Example notebooks
and tutorials

Amazon SageMaker RL

End-to-end examples for classic RL and real-world RL applications

Robotics

Industrial
Control

HVAC

Autonomous
Vehicles

Operations

Finance

Games

NLP

RL Environments to model real-world problems

AWS Simulation Environments

Amazon
Sumerian

AWS
RoboMaker

Open Source Environments

EnergyPlus

RoboSchool

PyBullet

...

Custom Environments

Bring Your Own

Commercial simulators

MATLAB &
Simulink

Open AI Gym

RL Toolkits that provide RL agent algorithm implementations

RL-Coach

DQN

PPO

HER

Rainbow

...

RL-Ray RLLib

APEX

ES

IMPALA

A3C

...

Open AI Baselines

TRPO

GAIL

...

...

SageMaker Deep Learning Frameworks

TensorFlow

MxNet

PyTorch

Chainer

Training Options

Single Machine / Distributed

Local / Remote simulation

CPU / GPU Hardware

Demo – Cartpole

Apache MXNet + Intel Coach + OpenAI Gym

Demo – Knapsack

Apache MXNet + Intel Coach + custom environment

Demo – Predictive Auto Scaling

TensorFlow + Intel Coach + custom environment

How can we get developers rolling
with reinforcement learning?

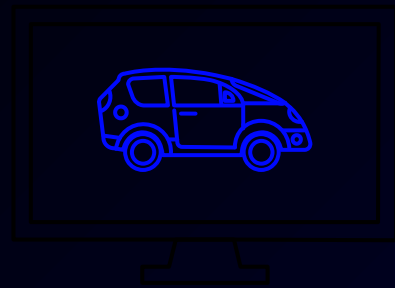
Introducing AWS DeepRacer

Fully autonomous 1/18th scale race car, driven by reinforcement learning

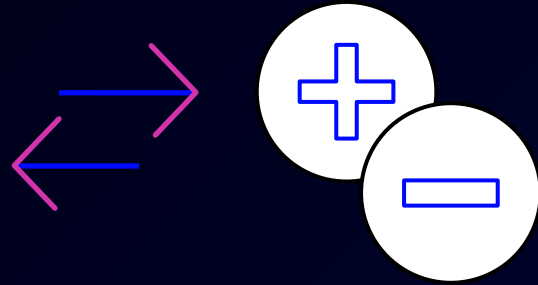
<https://youtu.be/X-6v4RZy-TE>



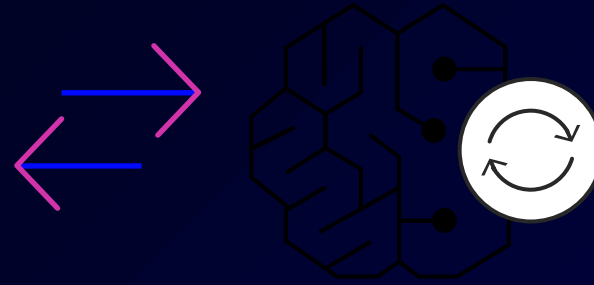
AWS DeepRacer



Simulation environment



Scoring function



RL algorithm



AWS DeepRacer League

Competitive racing league for AWS DeepRacer



Train models with RL

Compete virtually online

Race in
trials

Final at AWS
re:Invent

Getting started

<http://aws.amazon.com/free>

<https://ml.aws>

<https://aws.amazon.com/sagemaker>

<https://aws.amazon.com/deepracer/>

<https://github.com/aws/sagemaker-python-sdk>

<https://github.com/aws-labs/amazon-sagemaker-examples>

<https://medium.com/@julsimon>

<https://gitlab.com/juliensimon/dlnotebooks>

Thank you!

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