

CSCE 636 Neural Networks (Deep Learning)

Lecture 11: Deep Reinforcement Learning

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Based on the interesting lecture of Prof. Hung-yi Lee “Deep Reinforcement Learning”

https://www.youtube.com/watch?v=W8XF3ME8G2I&list=PLJV_eI3uVTsPy9oCRY3OoBPNLCo89yu49&index=33

Deep Reinforcement Learning

Scratching the surface

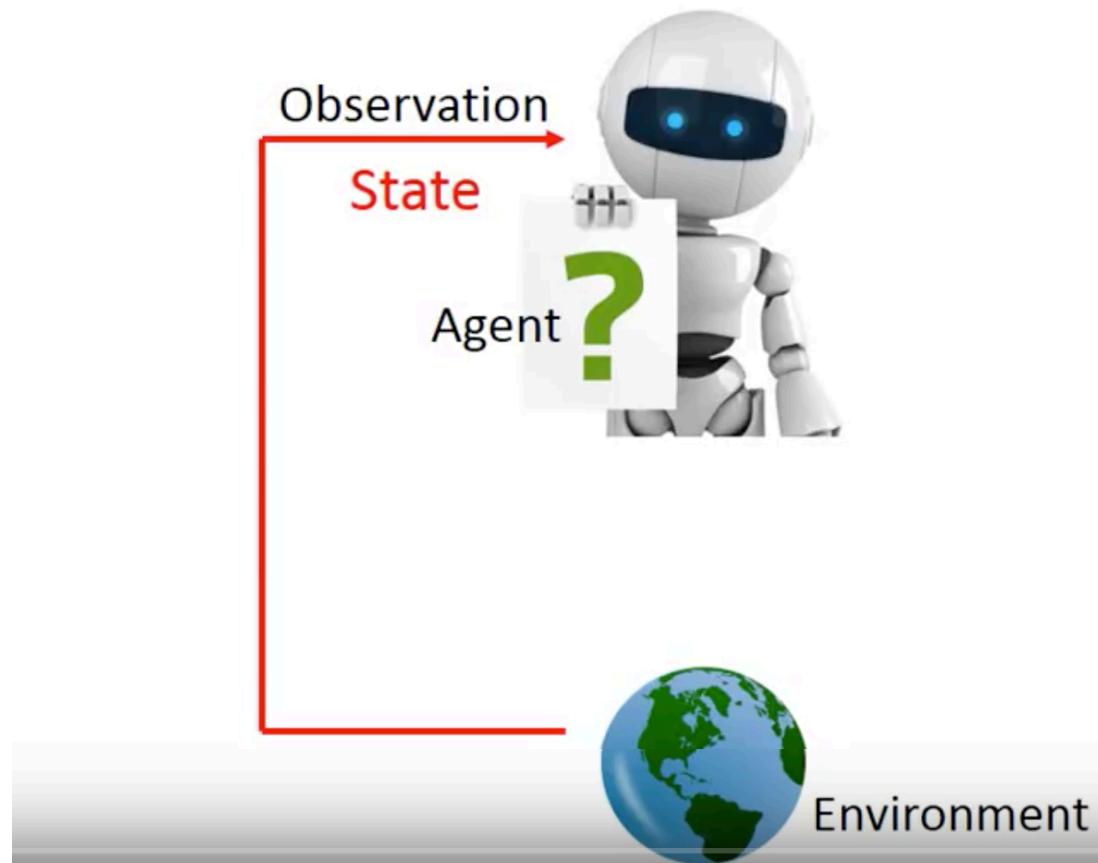
Deep Reinforcement Learning



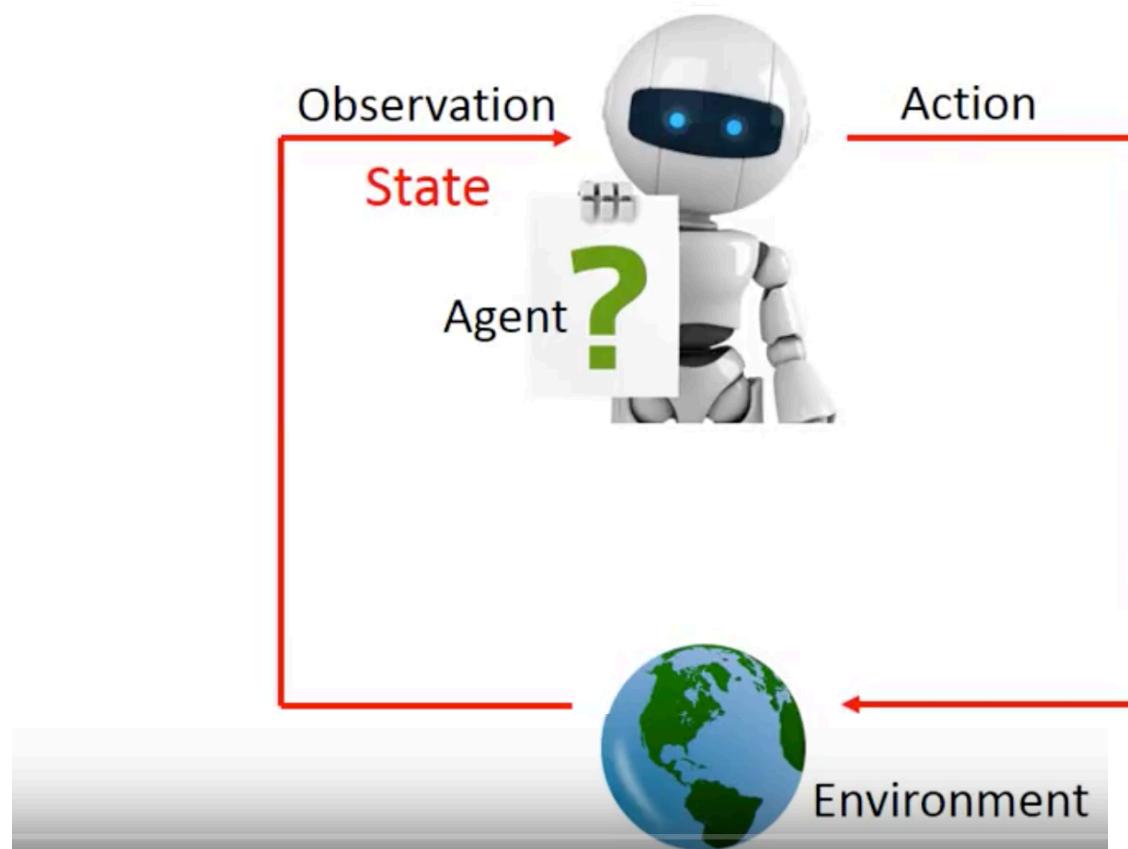
Scenario of Reinforcement Learning



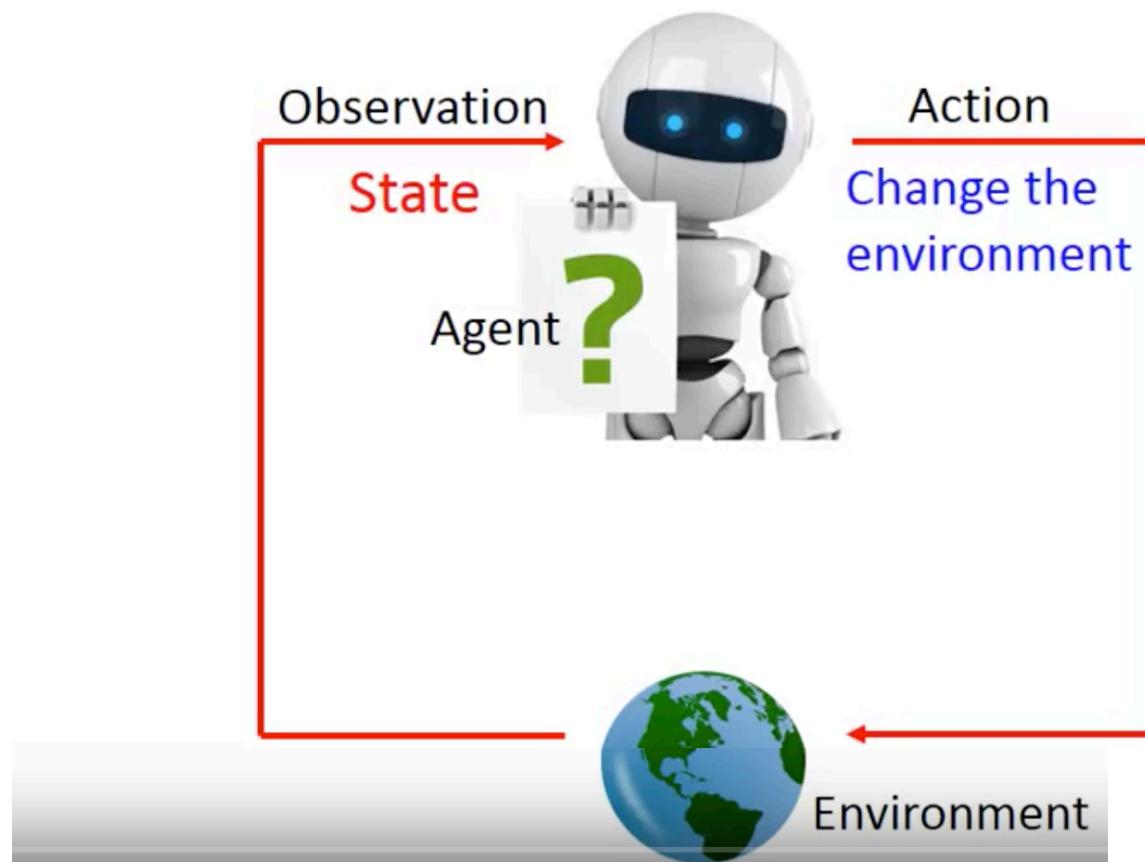
Scenario of Reinforcement Learning



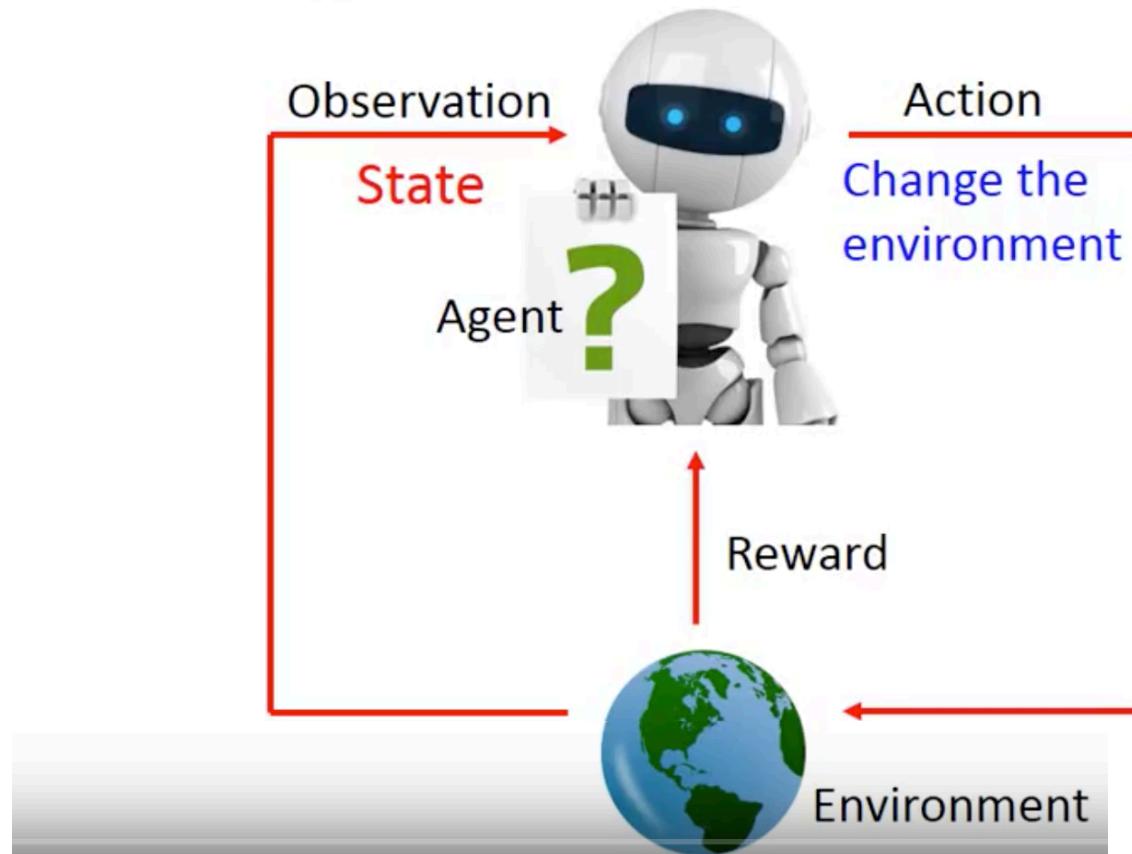
Scenario of Reinforcement Learning



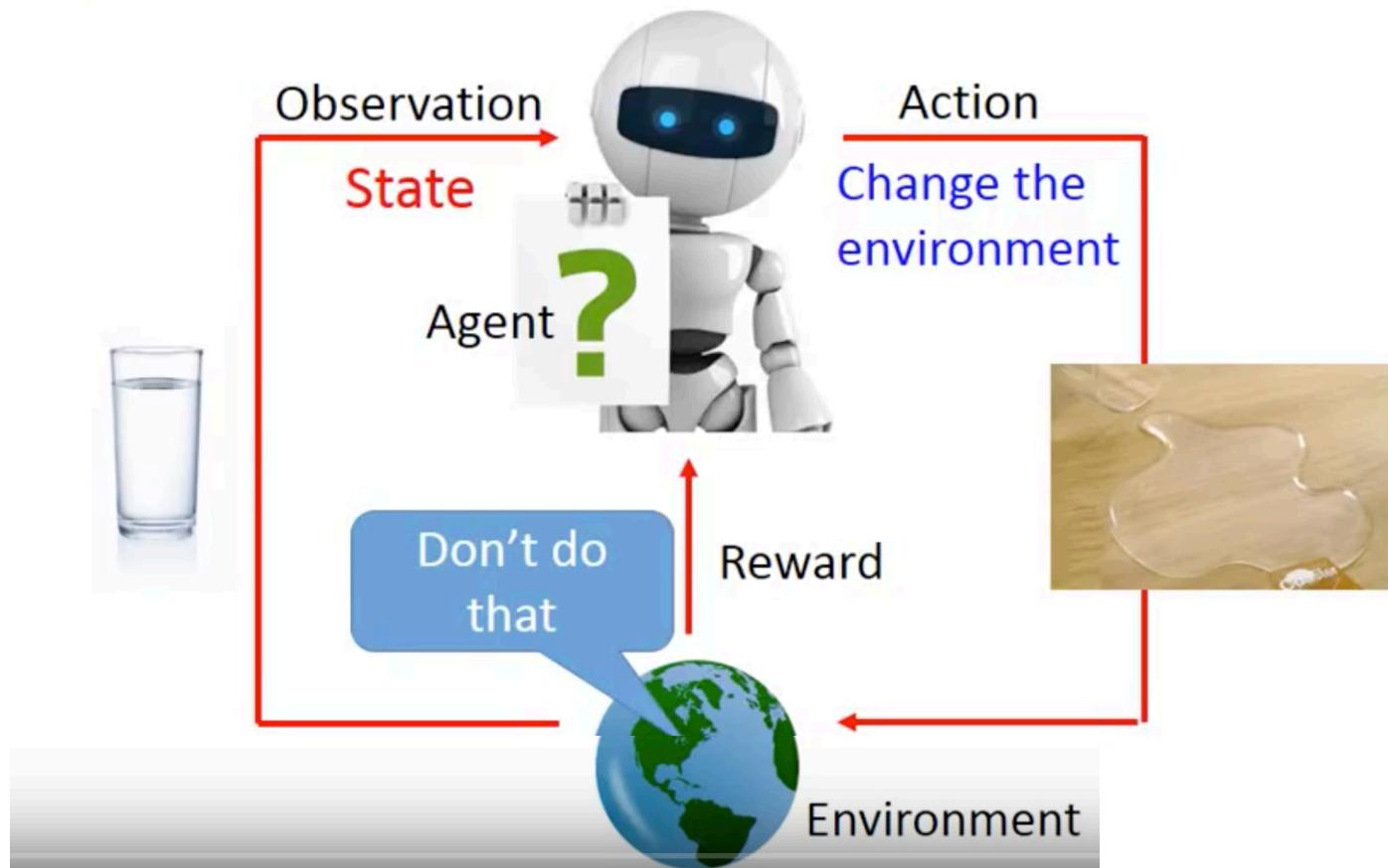
Scenario of Reinforcement Learning



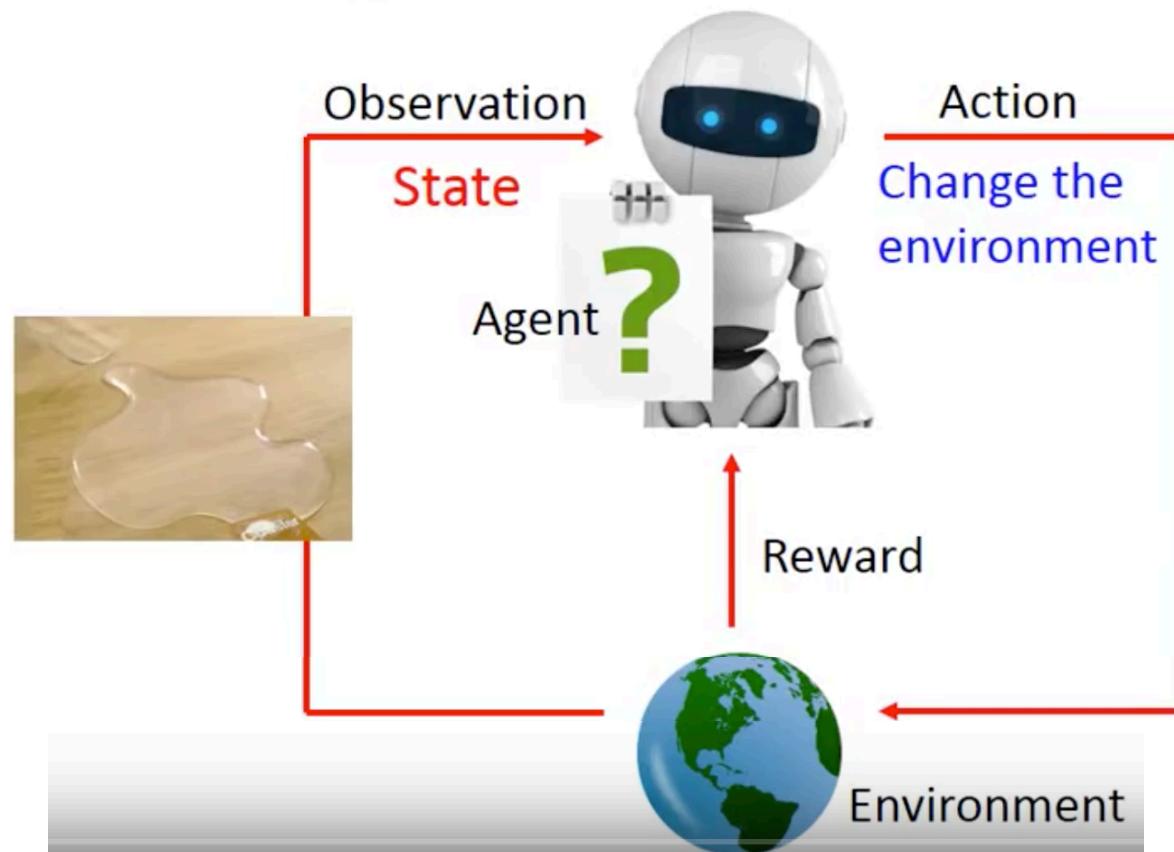
Scenario of Reinforcement Learning



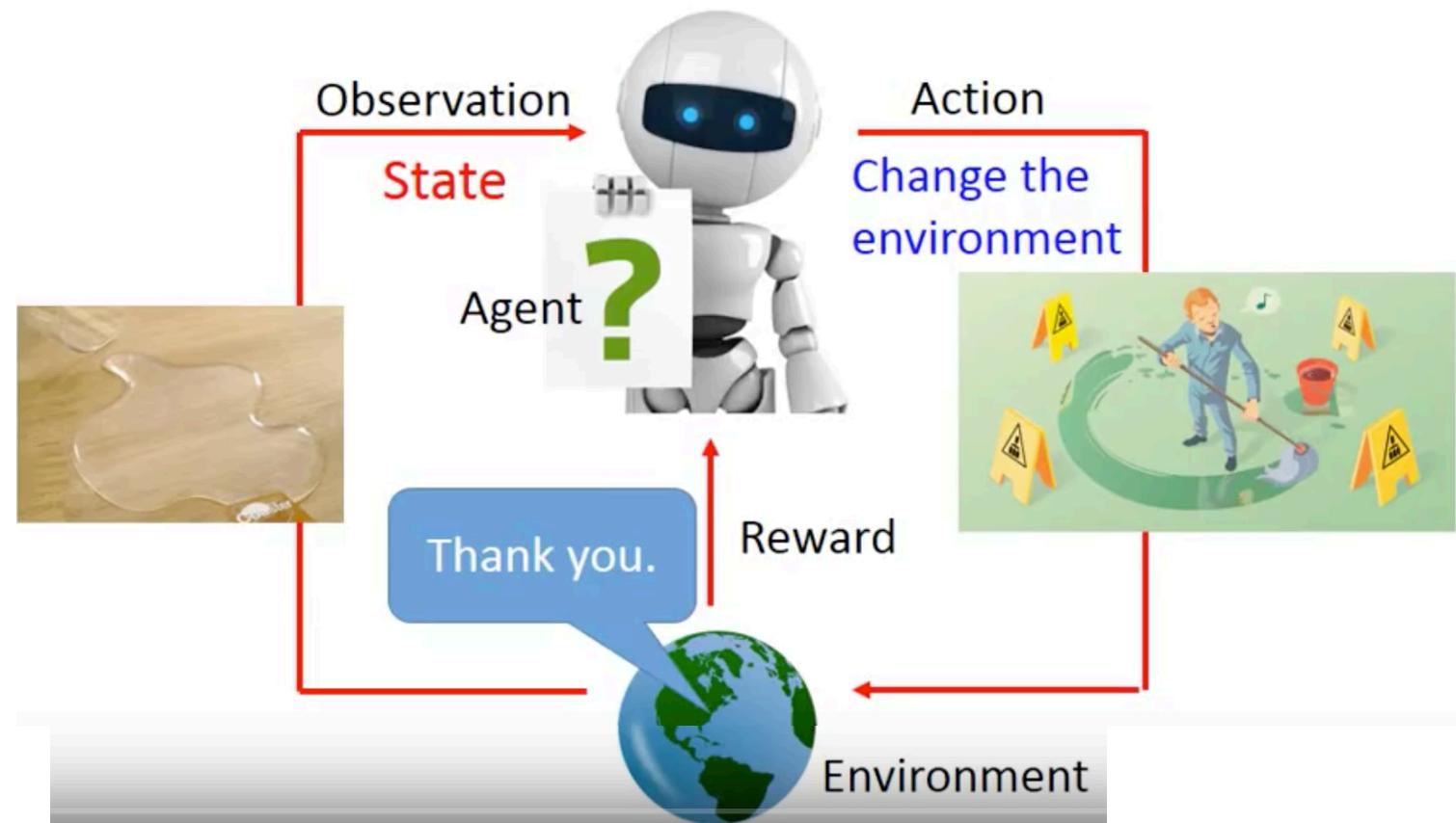
Scenario of Reinforcement Learning



Scenario of Reinforcement Learning

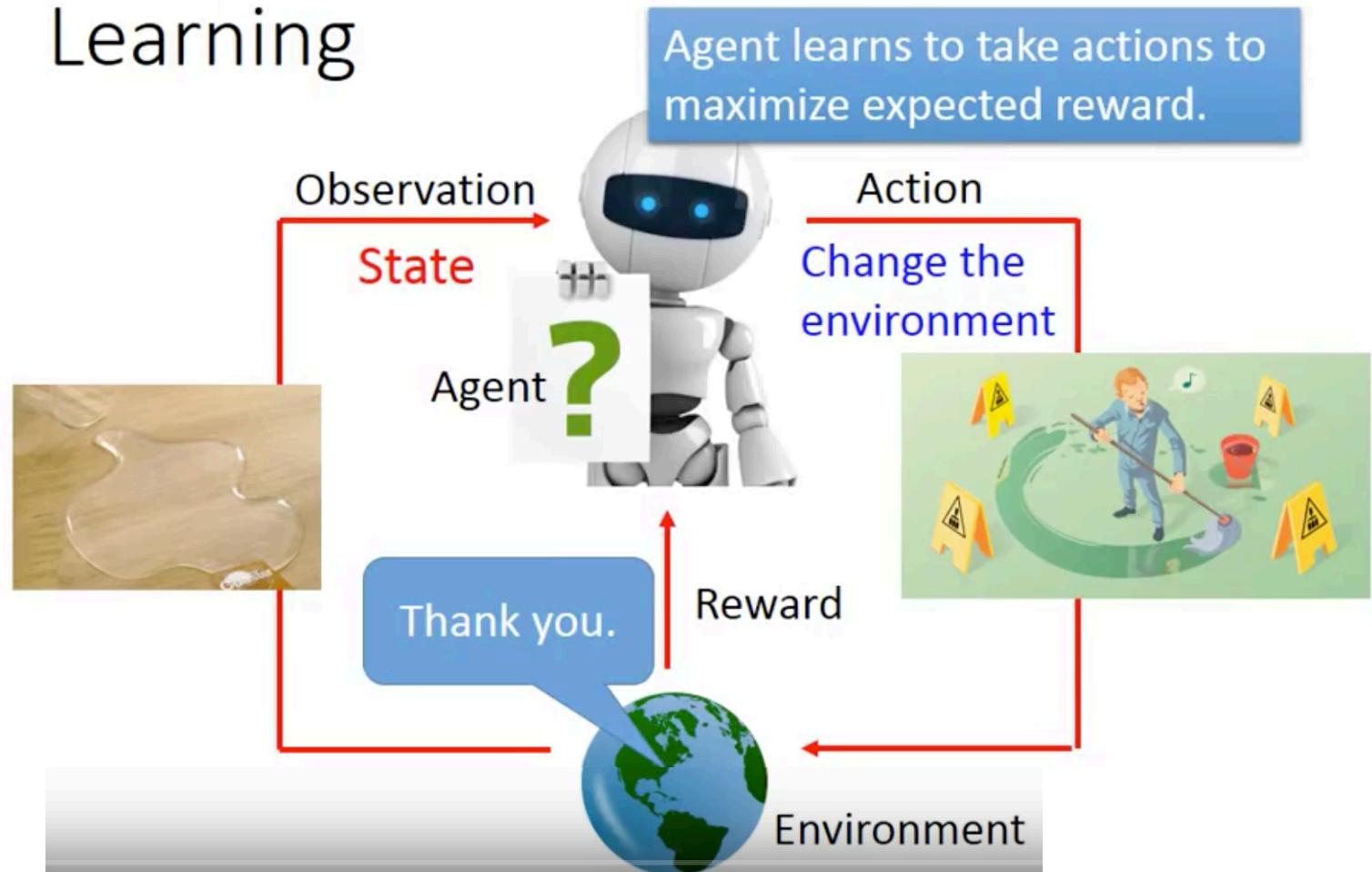


Scenario of Reinforcement Learning

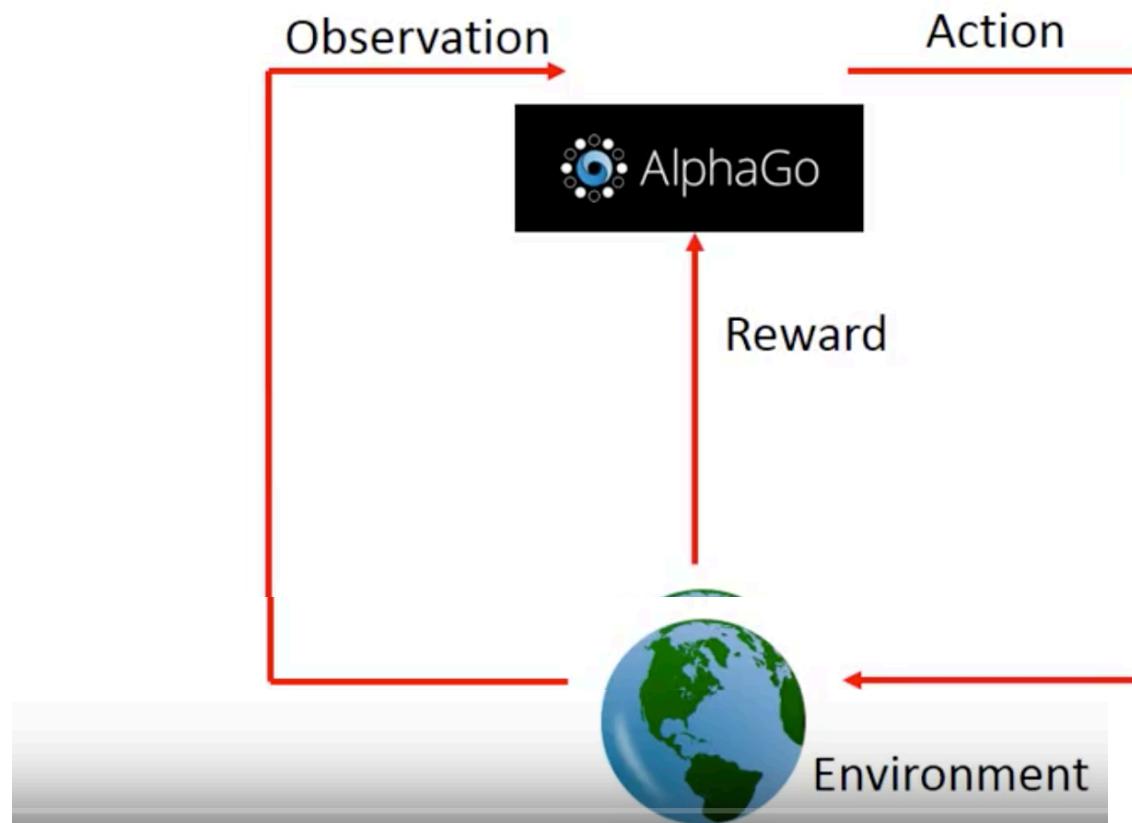


Scenario of Reinforcement Learning

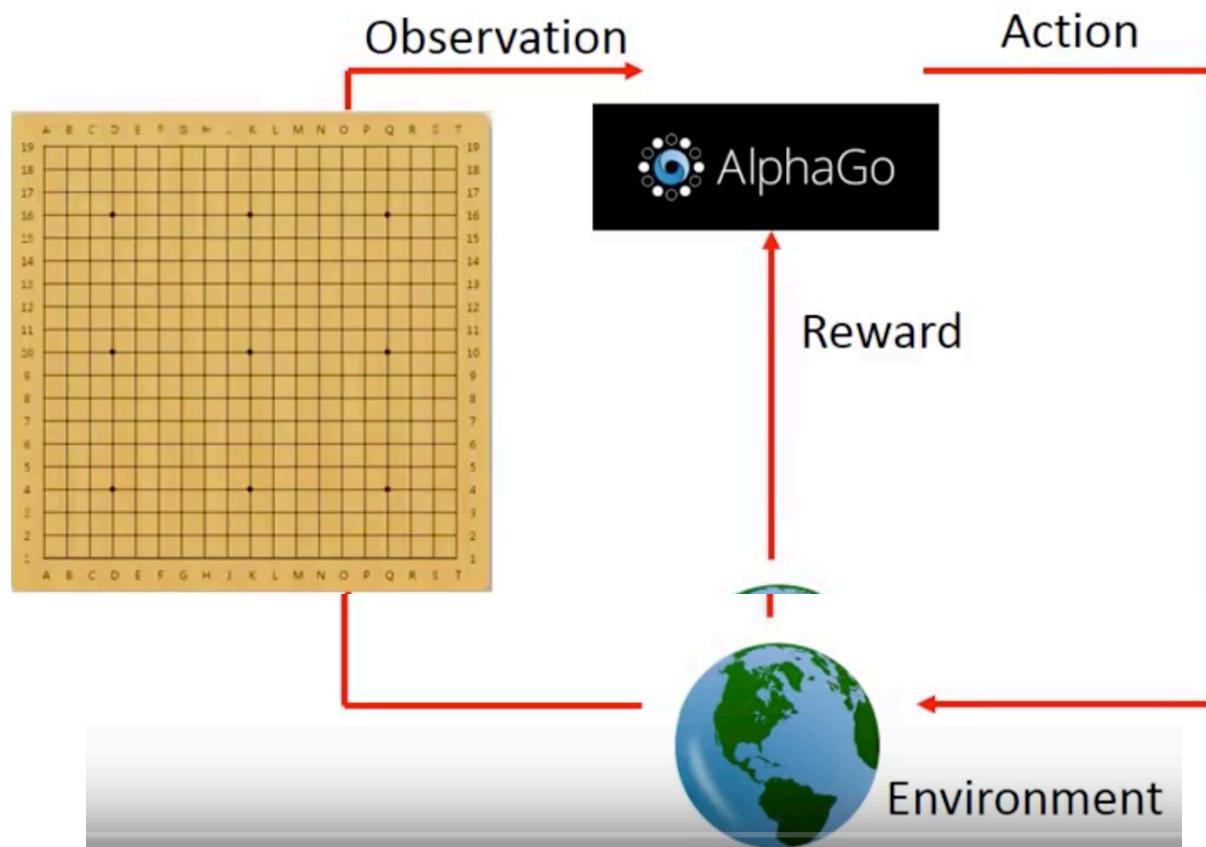
Agent learns to take actions to maximize expected reward.



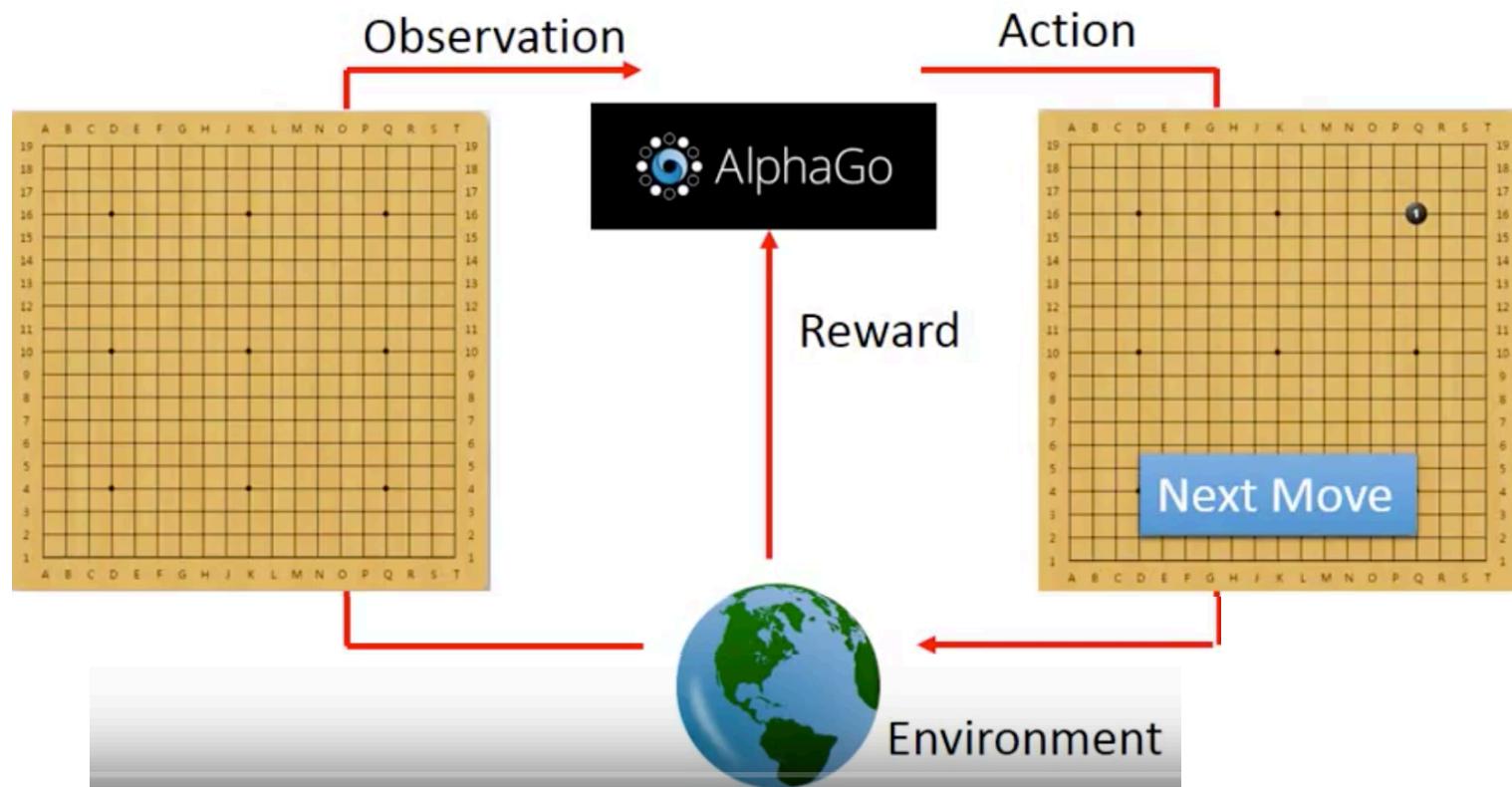
Learning to play Go



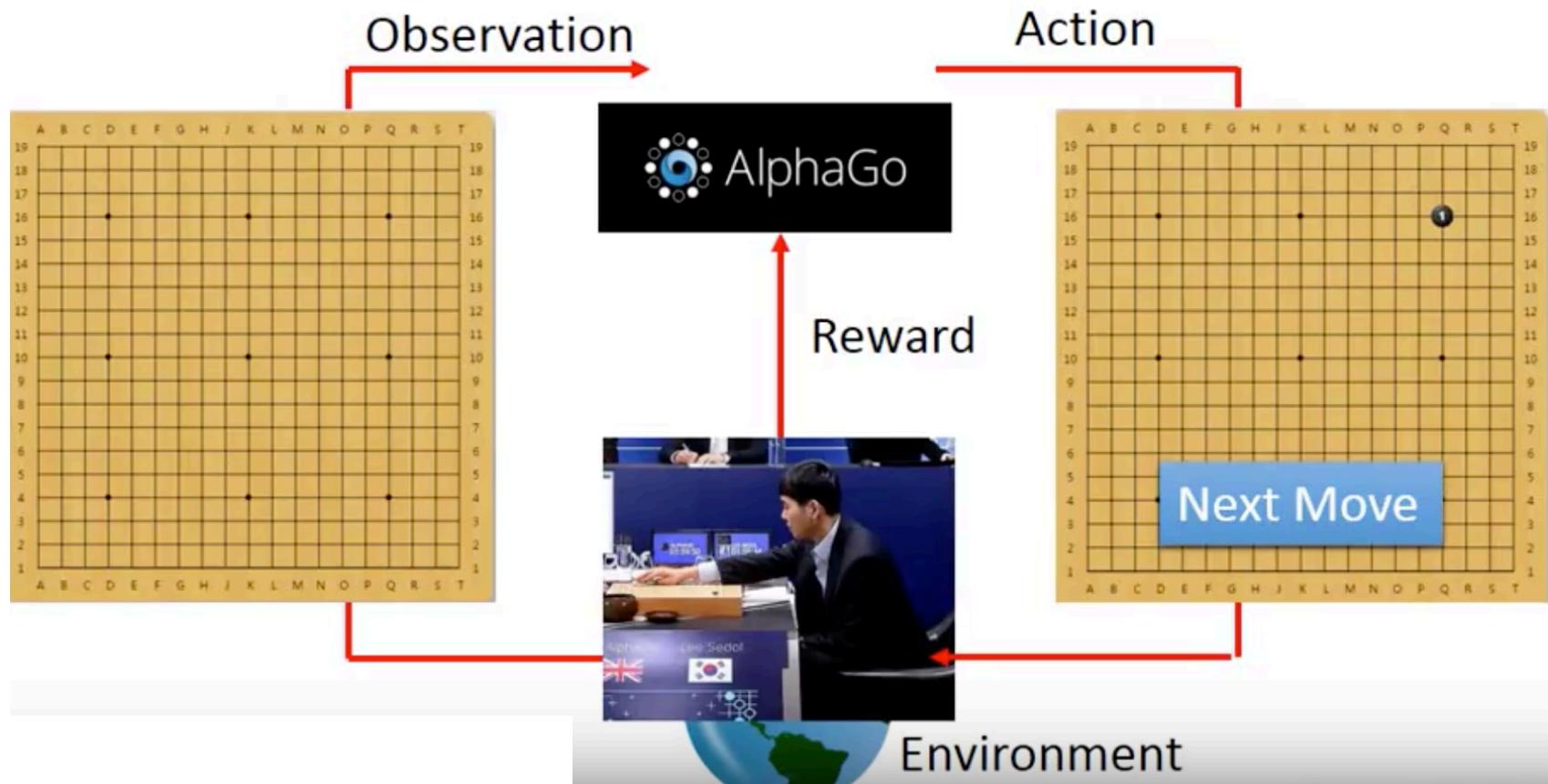
Learning to play Go



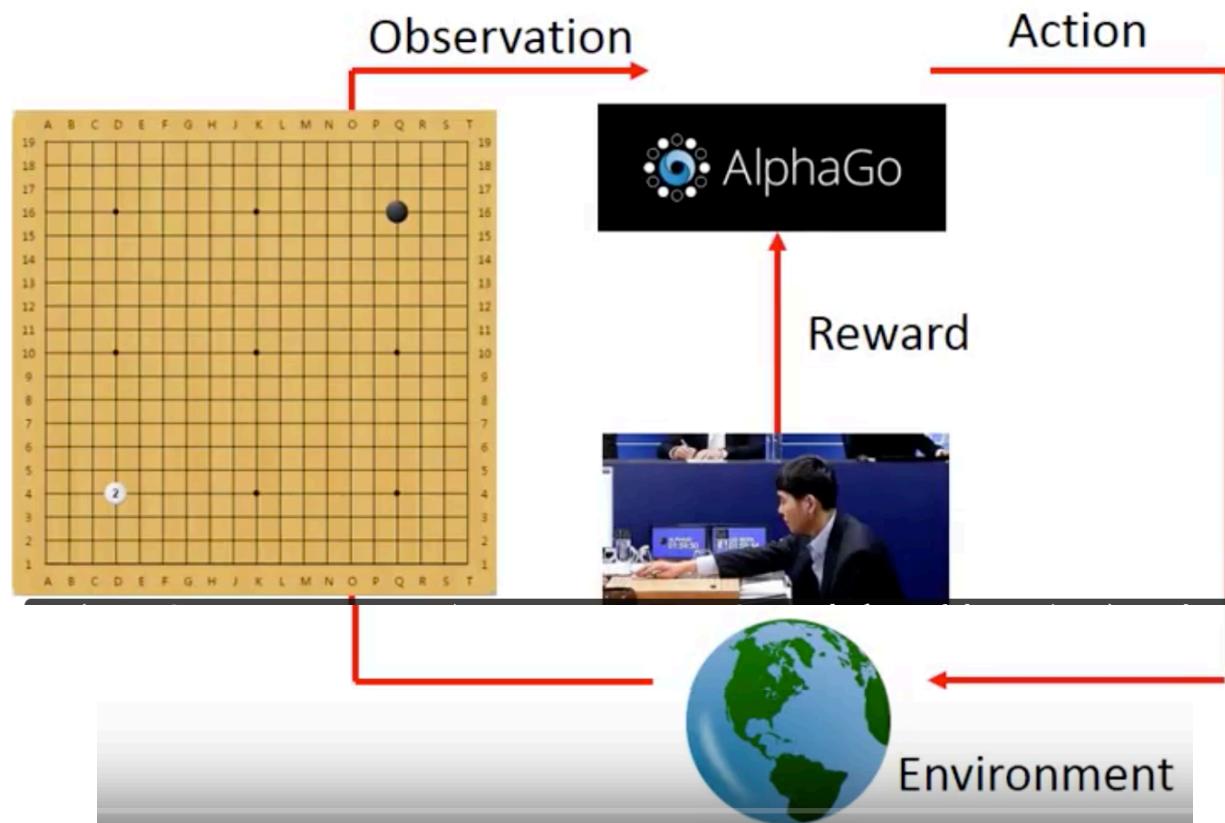
Learning to play Go



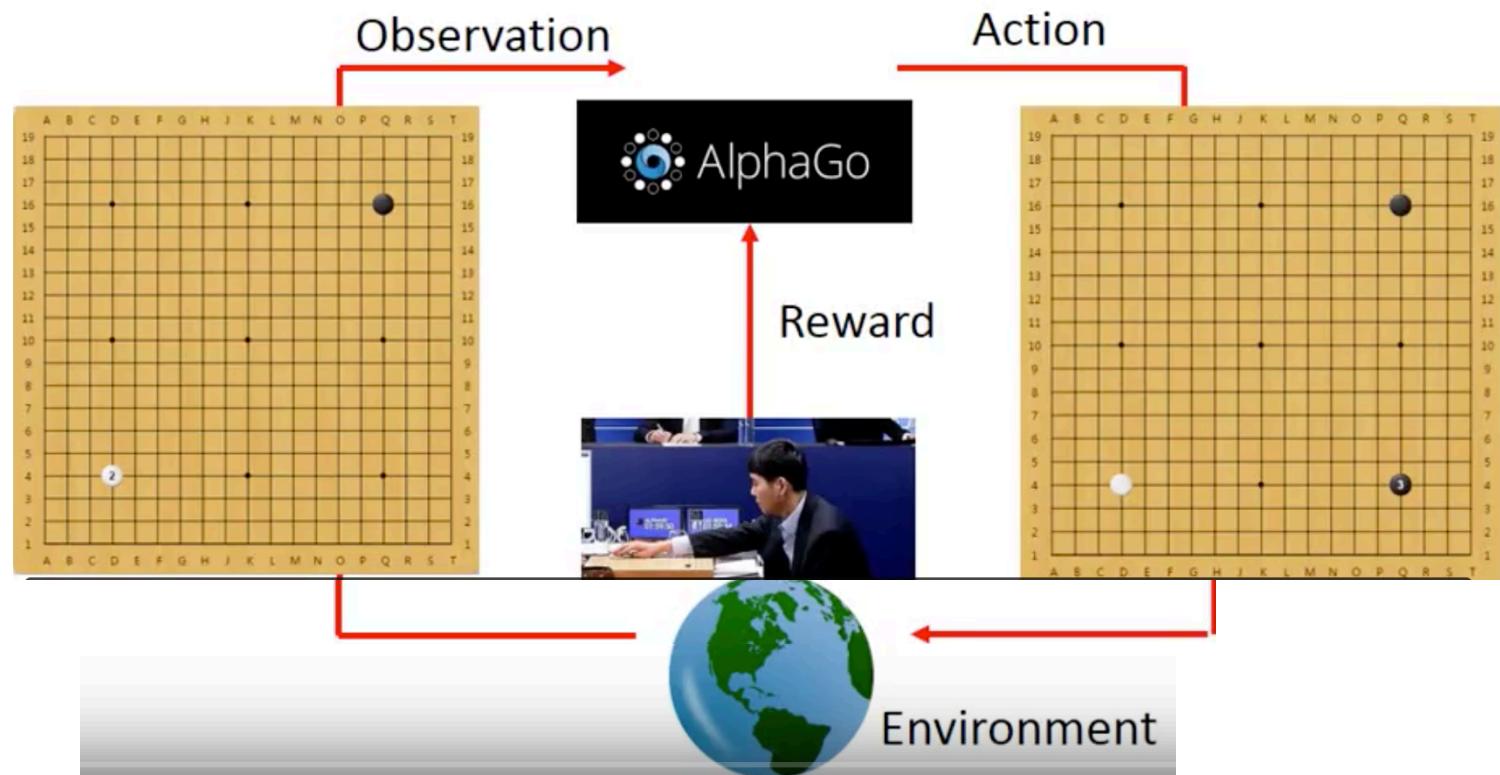
Learning to play Go



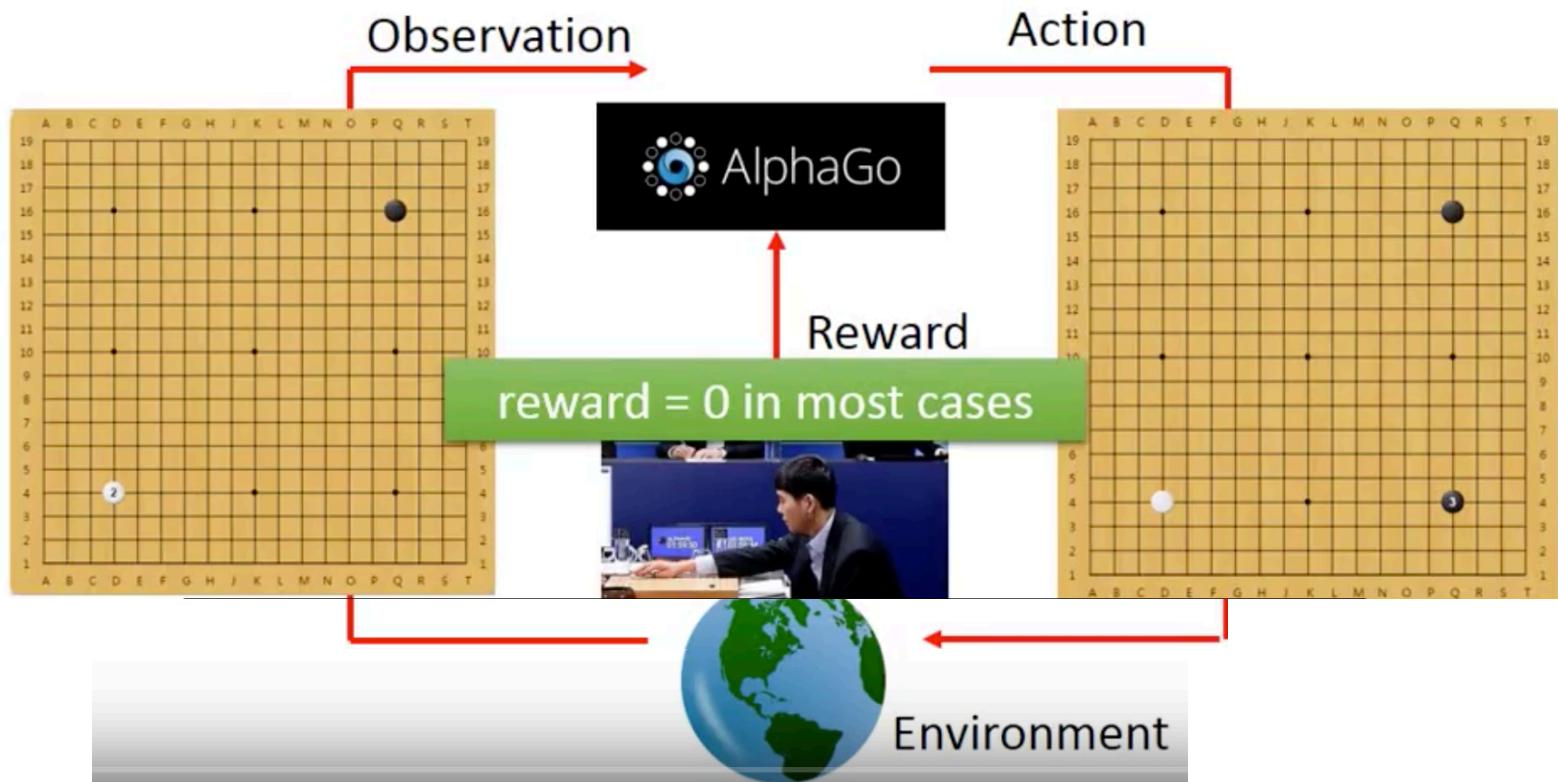
Learning to play Go



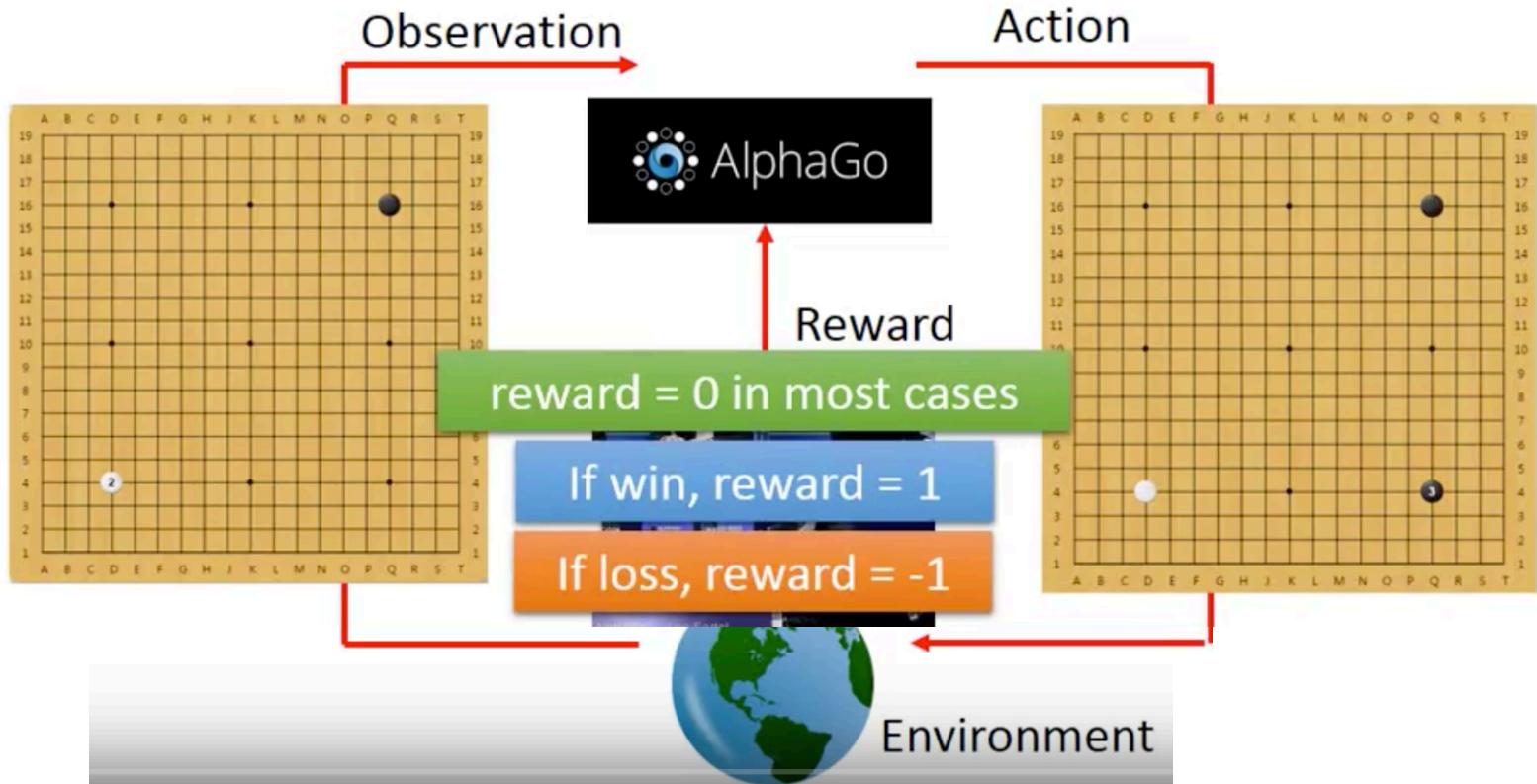
Learning to play Go



Learning to play Go

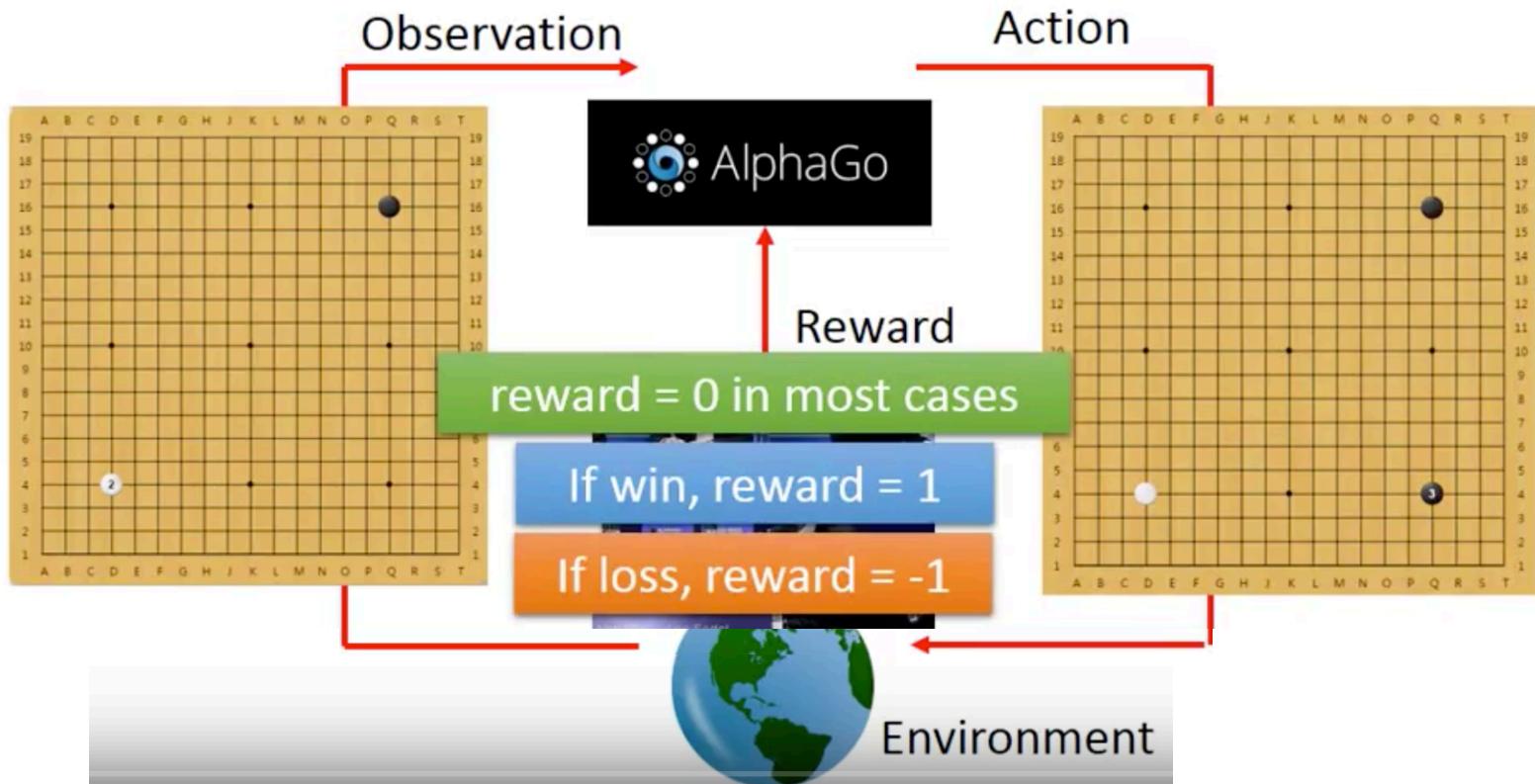


Learning to play Go



Learning to play Go

Agent learns to take actions to maximize expected reward.



Learning to play Go

- Supervised v.s. Reinforcement

- Supervised:

- Reinforcement Learning

Learning to play Go

- Supervised v.s. Reinforcement

- Supervised:



Next move:
“5-5”



Next move:
“3-3”

- Reinforcement Learning

Learning to play Go

- Supervised v.s. Reinforcement

- Supervised: Learning from teacher



Next move:
“5-5”



Next move:
“3-3”

- Reinforcement Learning

Learning to play Go

- Supervised v.s. Reinforcement

- Supervised: Learning from teacher



Next move:
“5-5”



Next move:
“3-3”

- Reinforcement Learning

First move → many moves

Learning to play Go

- Supervised v.s. Reinforcement

- Supervised: Learning from teacher



Next move:
“5-5”



Next move:
“3-3”

- Reinforcement Learning

First move → many moves → Win!

Learning to play Go

- Supervised v.s. Reinforcement

- Supervised: Learning from teacher



Next move:
“5-5”



Next move:
“3-3”

- Reinforcement Learning Learning from experience

First move



..... many moves



Win!

Learning to play Go

- Supervised v.s. Reinforcement

- Supervised: Learning from teacher



Next move:
“5-5”



Next move:
“3-3”

- Reinforcement Learning Learning from experience

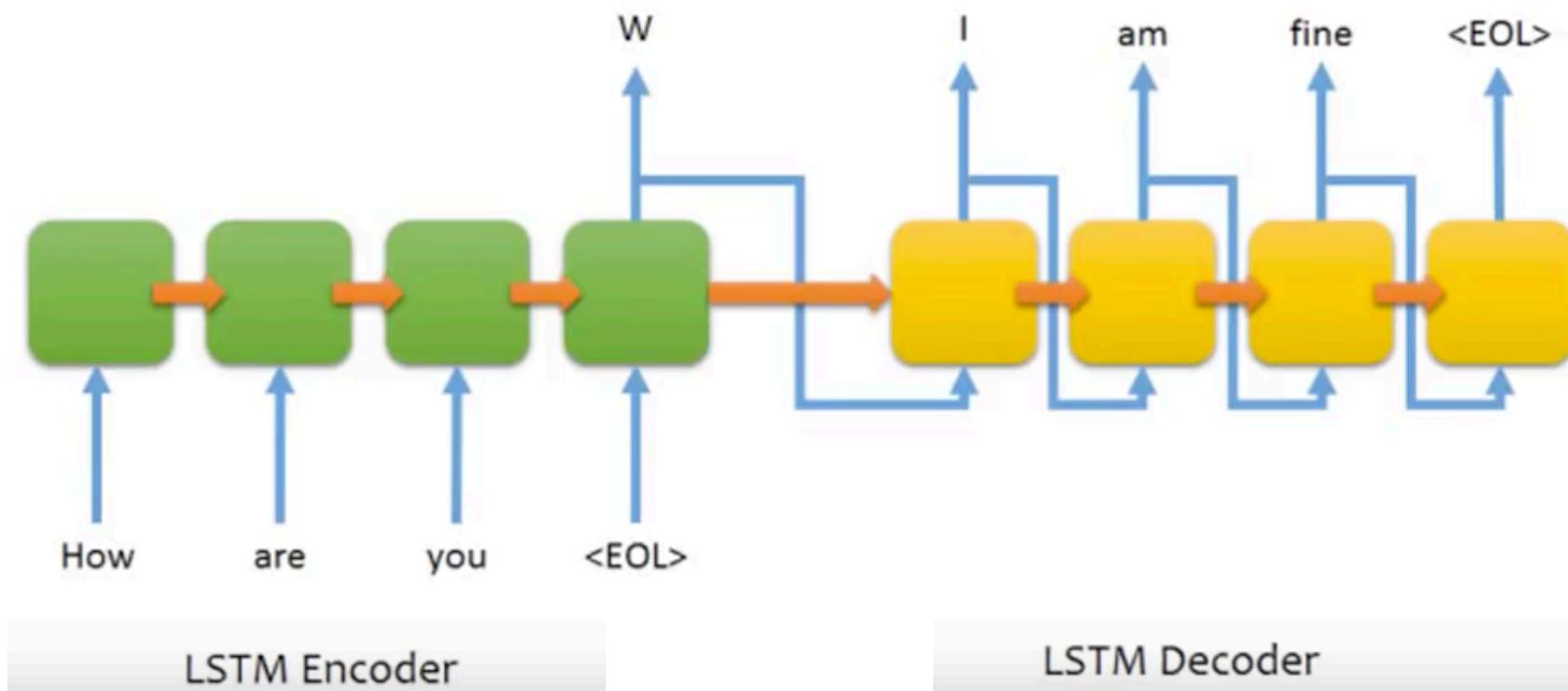
First move → many moves → Win!

(Two agents play with each other.)

Alpha Go is supervised learning + reinforcement learning.

Learning a chat-bot

- Sequence-to-sequence learning



Learning a chat-bot

- Supervised v.s. Reinforcement

- Supervised



- Reinforcement

Learning a chat-bot

- Supervised v.s. Reinforcement

- Supervised



- Reinforcement

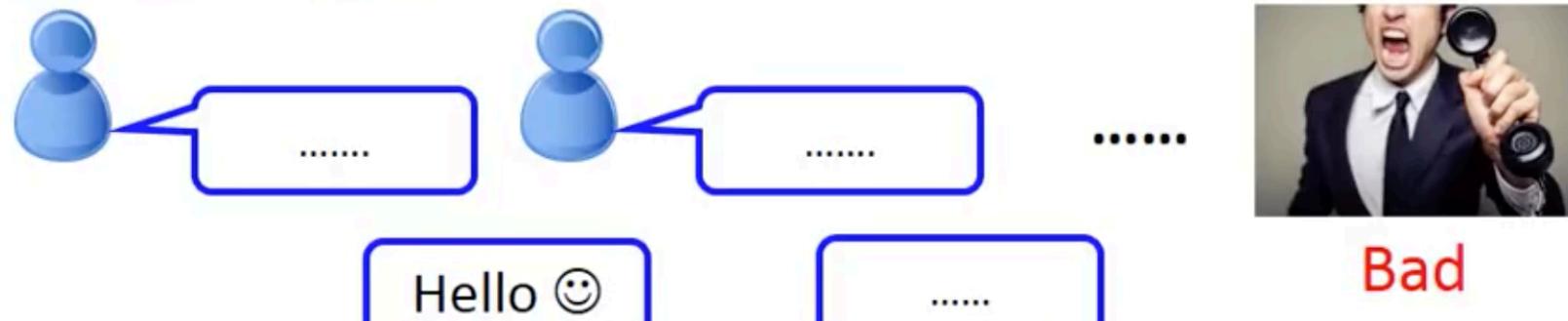
Learning a chat-bot

- Supervised v.s. Reinforcement

- Supervised



- Reinforcement



More applications

- Flying Helicopter
 - <https://www.youtube.com/watch?v=0JL04JJjocc>
- Driving
 - <https://www.youtube.com/watch?v=0xo1Ldx3L5Q>
- Google Cuts Its Giant Electricity Bill With DeepMind-Powered AI
 - <http://www.bloomberg.com/news/articles/2016-07-19/google-cuts-its-giant-electricity-bill-with-deepmind-powered-ai>
- Text generation
 - Hongyu Guo, "Generating Text with Deep Reinforcement Learning", NIPS, 2015
 - Marc'Aurelio Ranzato, Sumit Chopra, Michael Auli, Wojciech Zaremba, "Sequence Level Training with Recurrent Neural Networks", ICLR, 2016

Example: Playing Video Game

- Widely studies:
 - Gym: <https://gym.openai.com/>
 - Universe: <https://openai.com/blog/universe/>

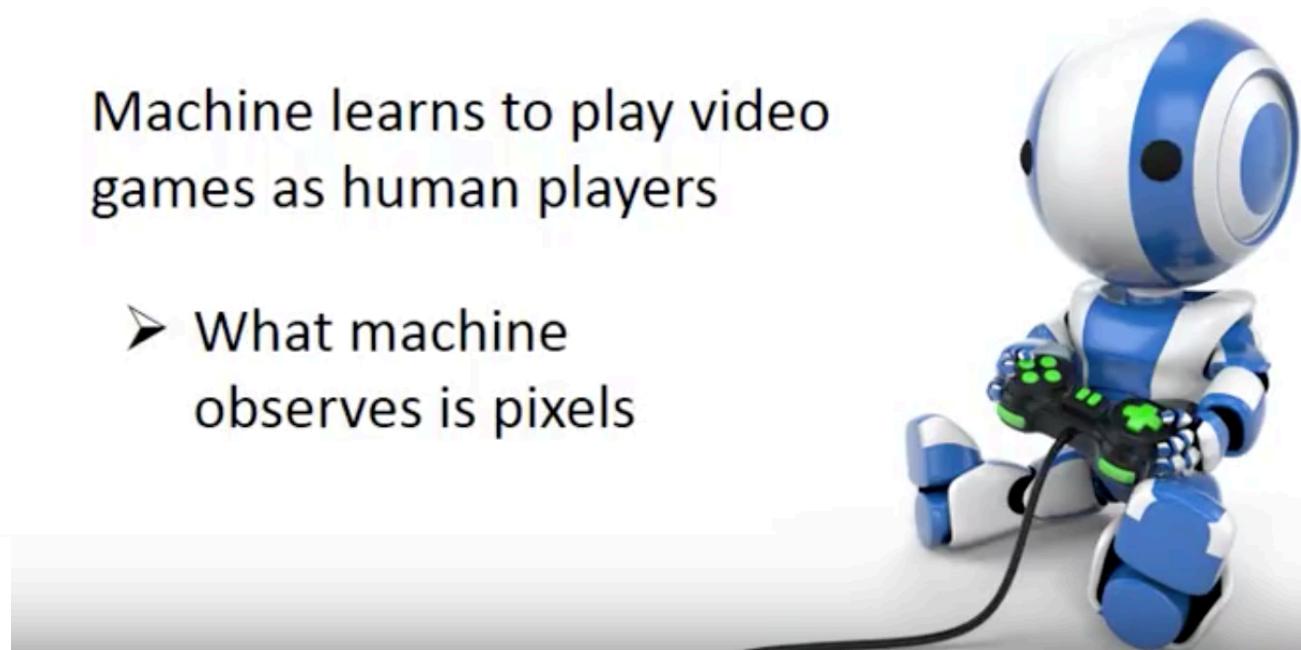


Example: Playing Video Game

- Widely studies:
 - Gym: <https://gym.openai.com/>
 - Universe: <https://openai.com/blog/universe/>

Machine learns to play video games as human players

- What machine observes is pixels



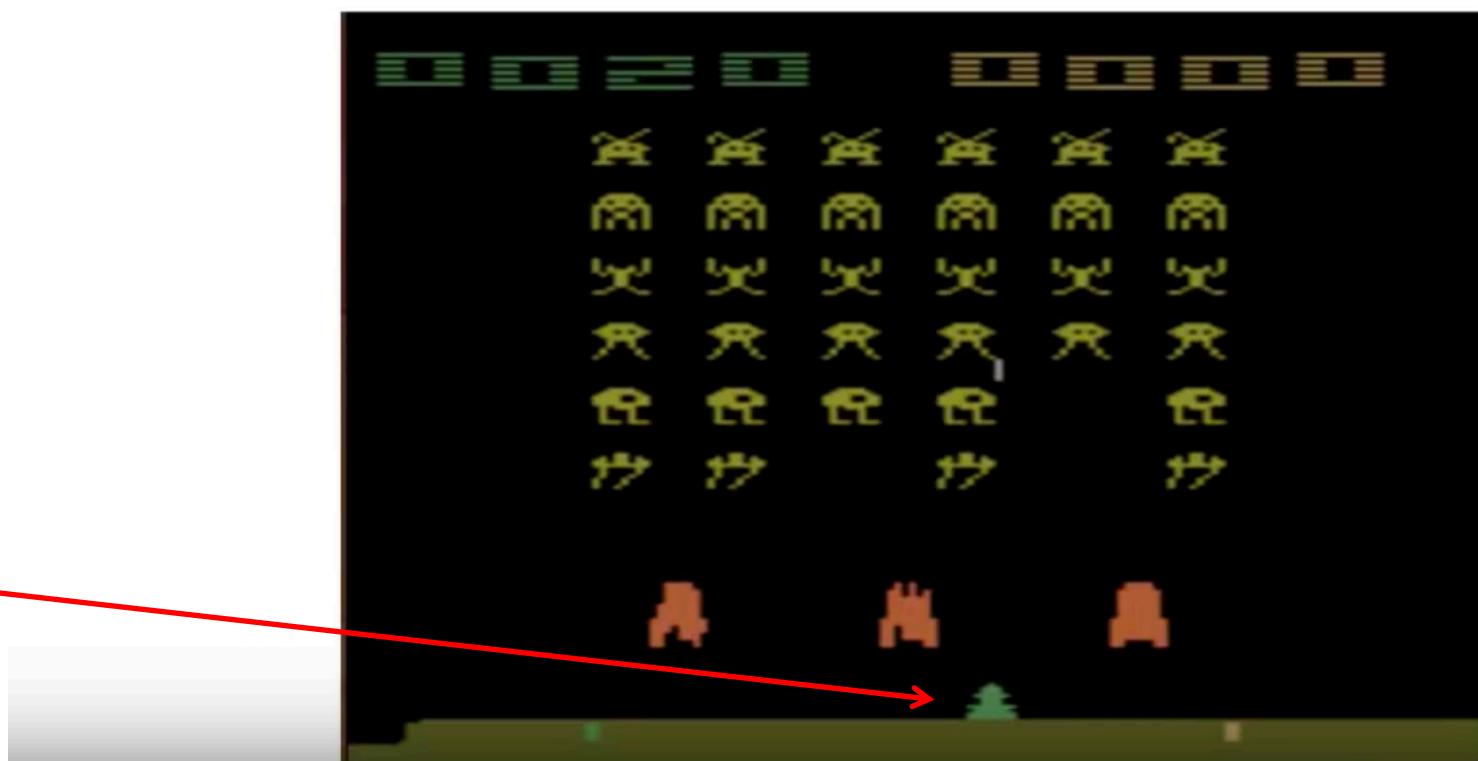
Example: Playing Video Game

- Space invader



Example: Playing Video Game

- Space invader



Example: Playing Video Game

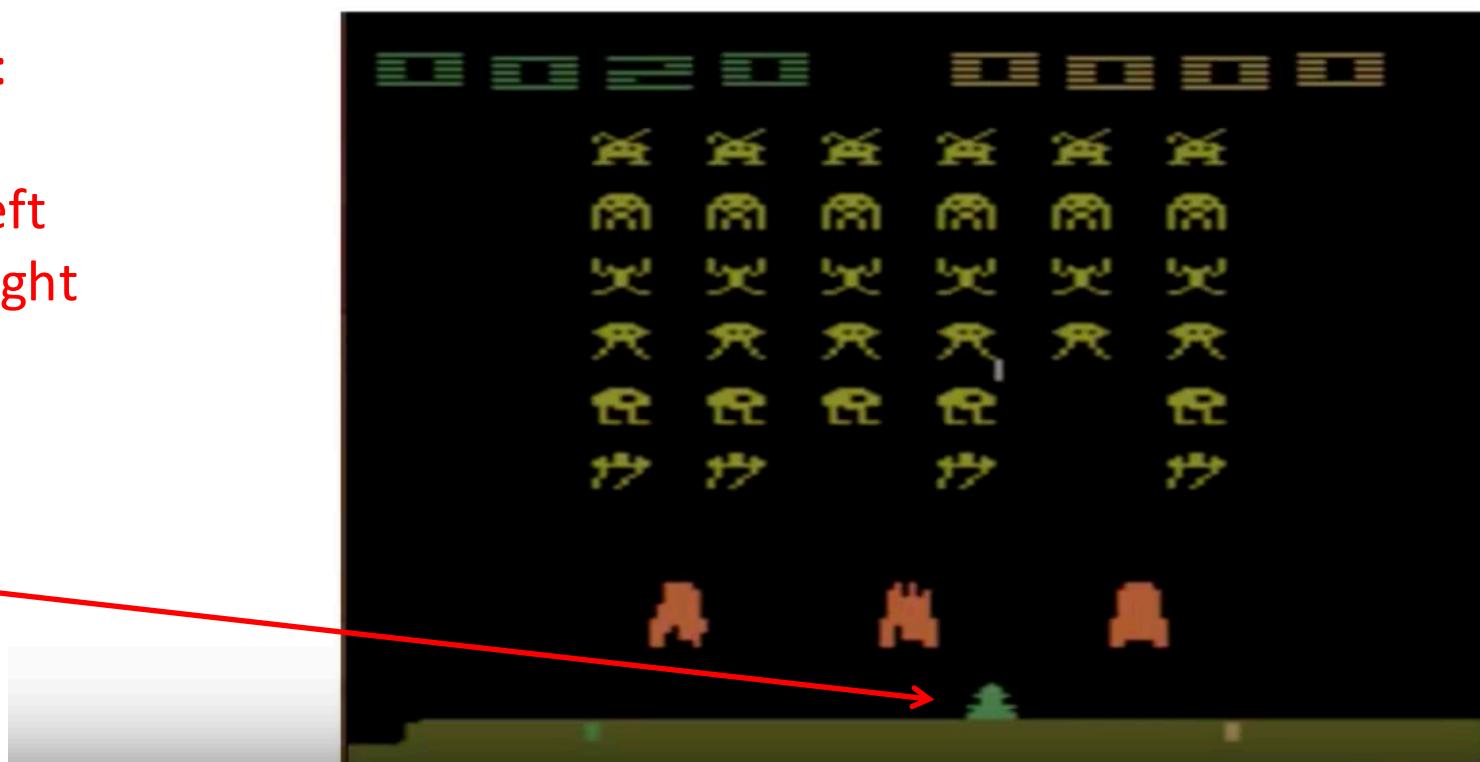
- Space invader

Actions:

Move left

Move right

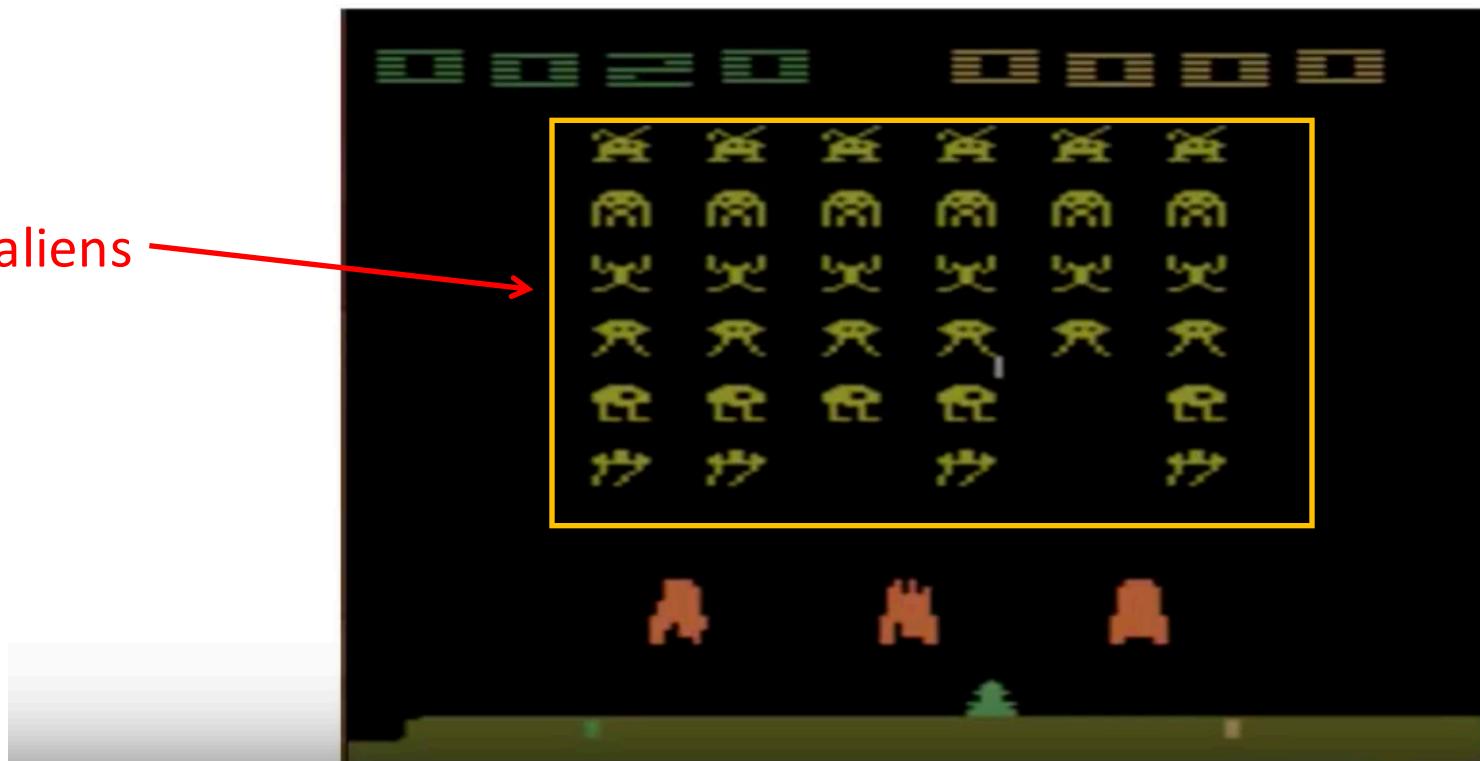
Fire



Example: Playing Video Game

- Space invader

Kill the aliens



Example: Playing Video Game

https://www.youtube.com/watch?v=_ftVrgJTI4w

Example: Playing Video Game

Start with
observation s_1



Example: Playing Video Game

Start with
observation s_1



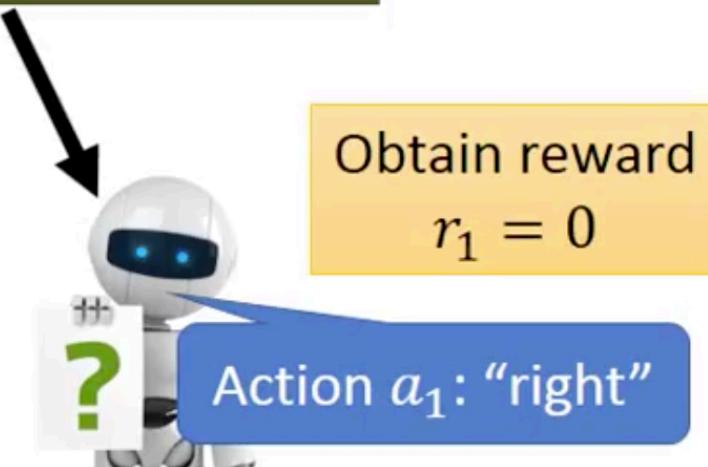
Example: Playing Video Game

Start with
observation s_1

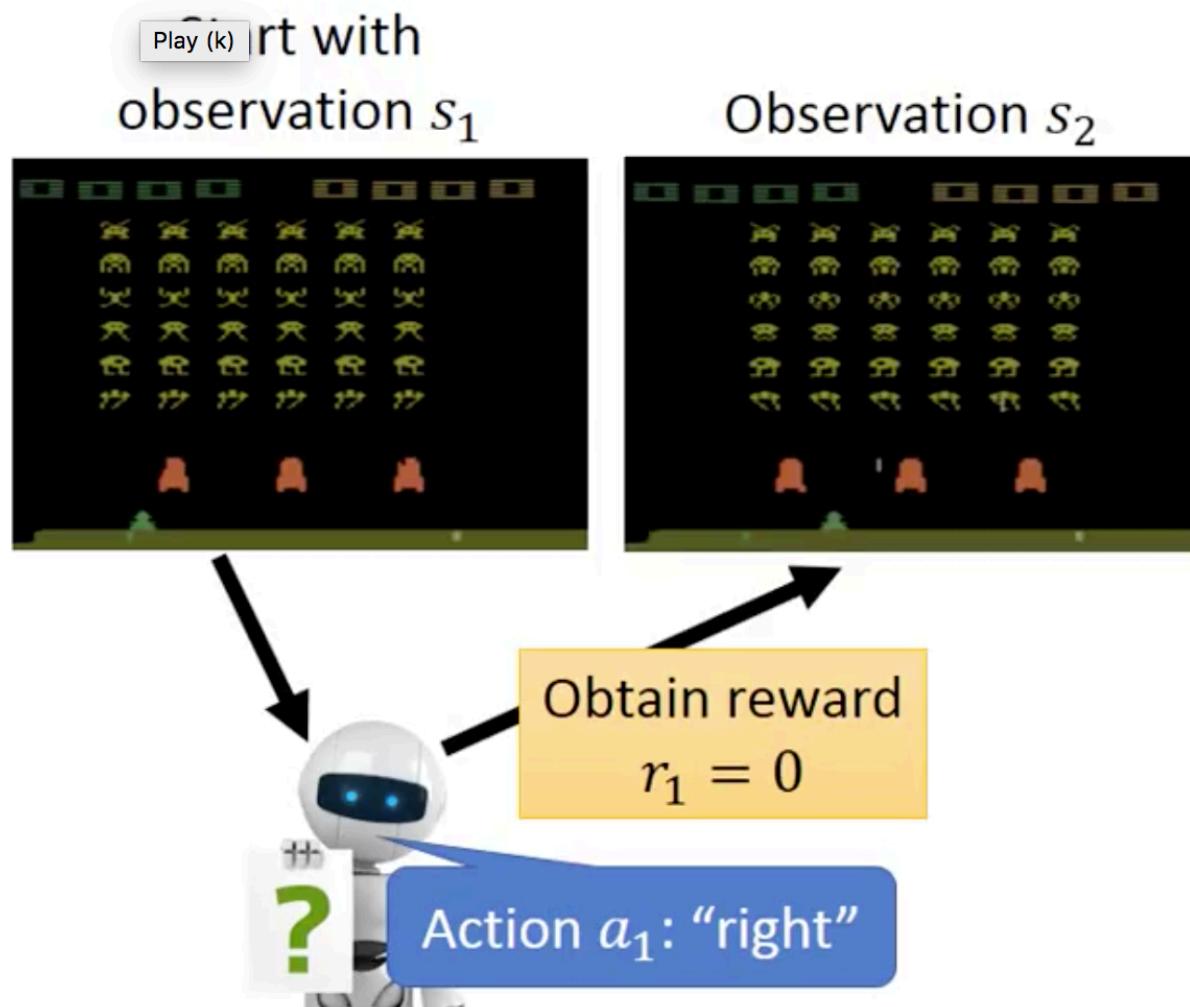


Example: Playing Video Game

Start with
observation s_1



Example: Playing Video Game



Example: Playing Video Game

Play (k)

Start with
observation s_1



Observation s_2

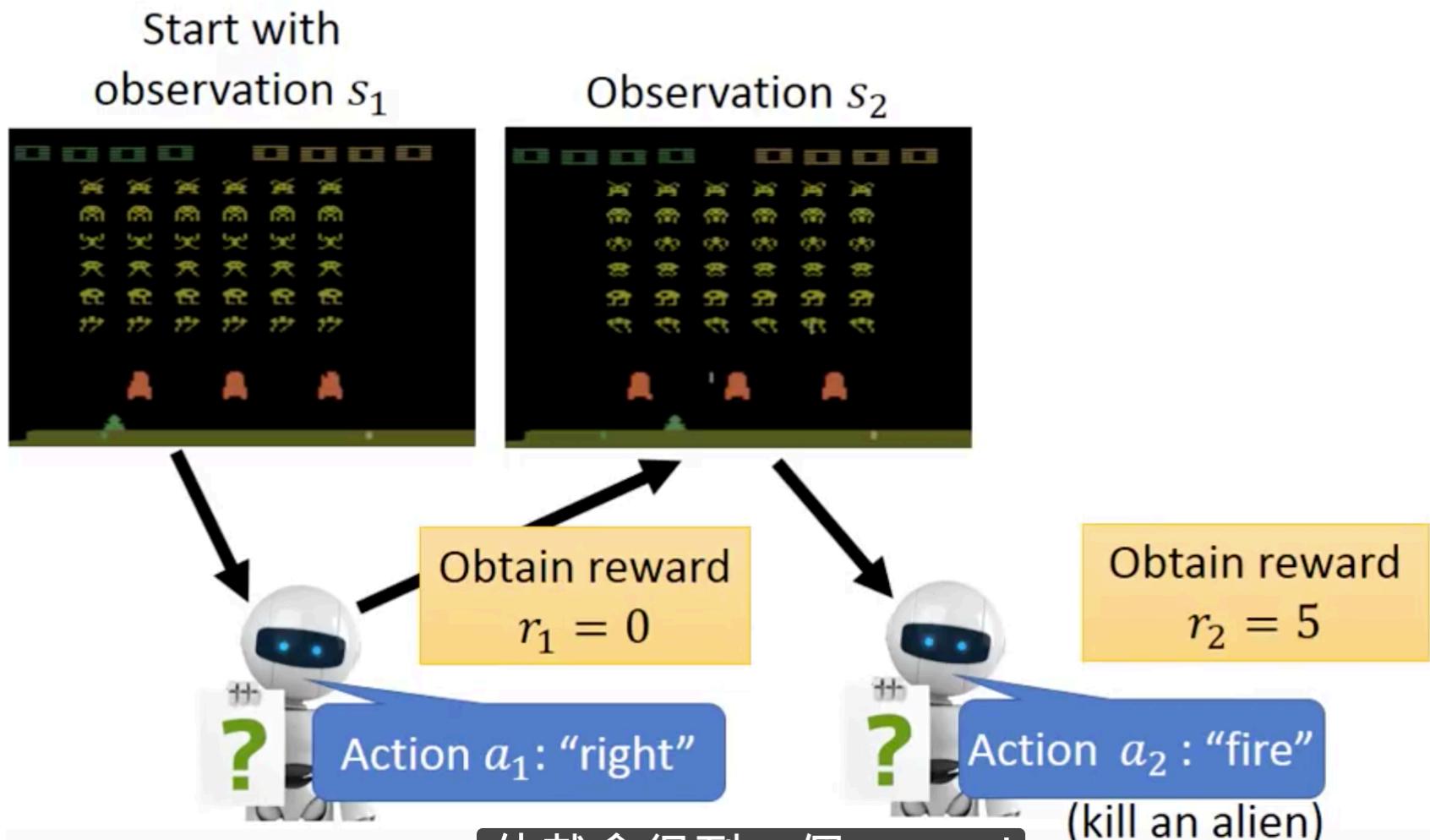


Obtain reward
 $r_1 = 0$

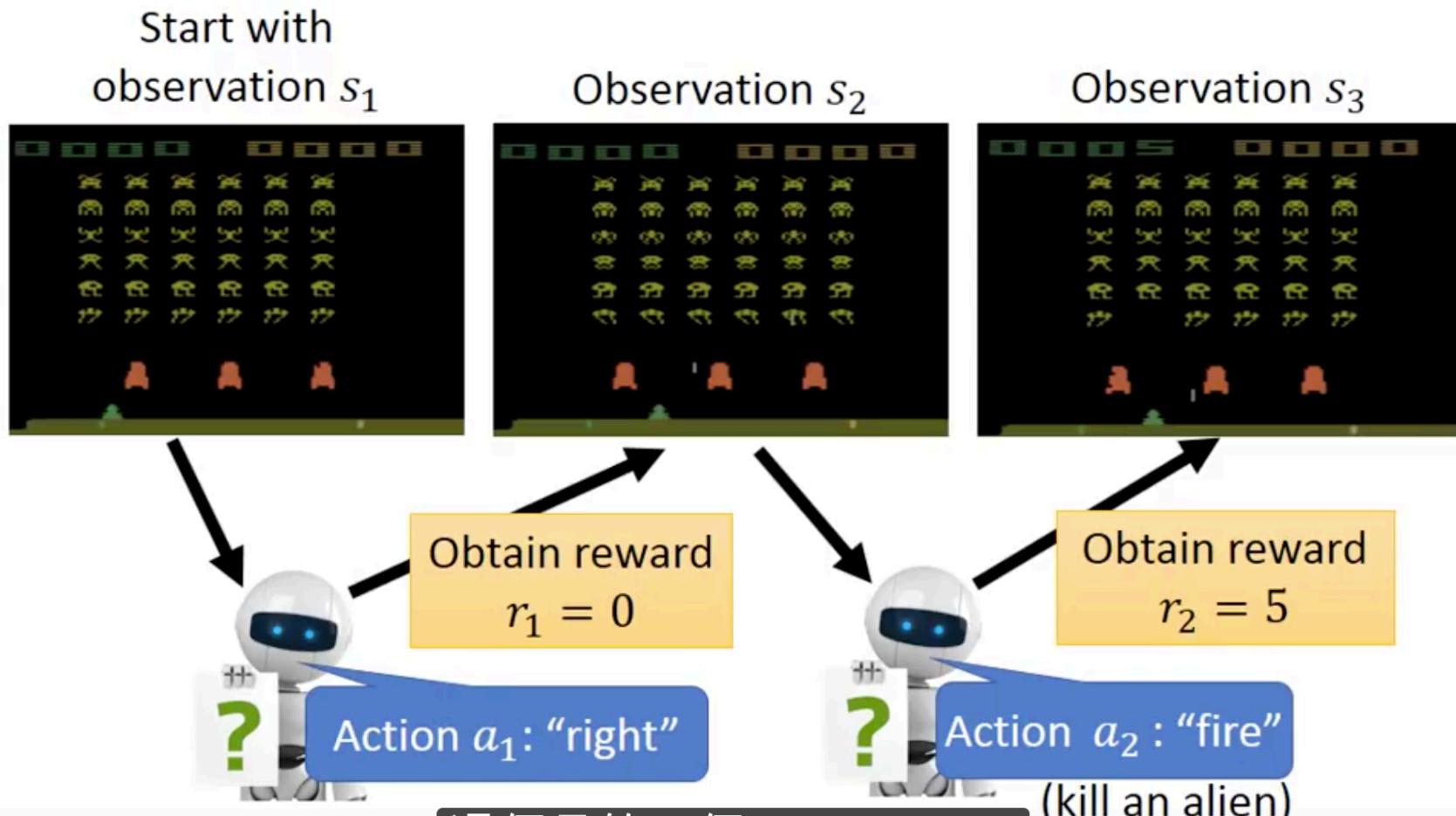
Action a_1 : "right"

Action a_2 : "fire"

Example: Playing Video Game



Example: Playing Video Game

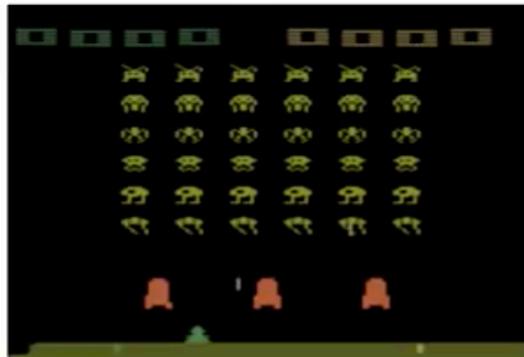


Example: Playing Video Game

Start with
observation s_1



Observation s_2



Observation s_3



After many turns



Example: Playing Video Game

Start with
observation s_1



Observation s_2



Observation s_3



After many turns



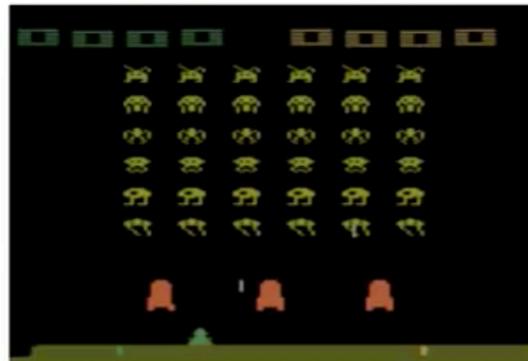
One “Episode”

Example: Playing Video Game

Start with
observation s_1



Observation s_2



Observation s_3



After many turns



This is an episode.

Learn to maximize the
expected cumulative
reward per episode

Difficulties of Reinforcement Learning



Difficulties of Reinforcement Learning

- Reward delay
 - In space invader, only “fire” obtains reward
 - Although the moving before “fire” is important
 - In Go playing, it may be better to sacrifice immediate reward to gain more long-term reward

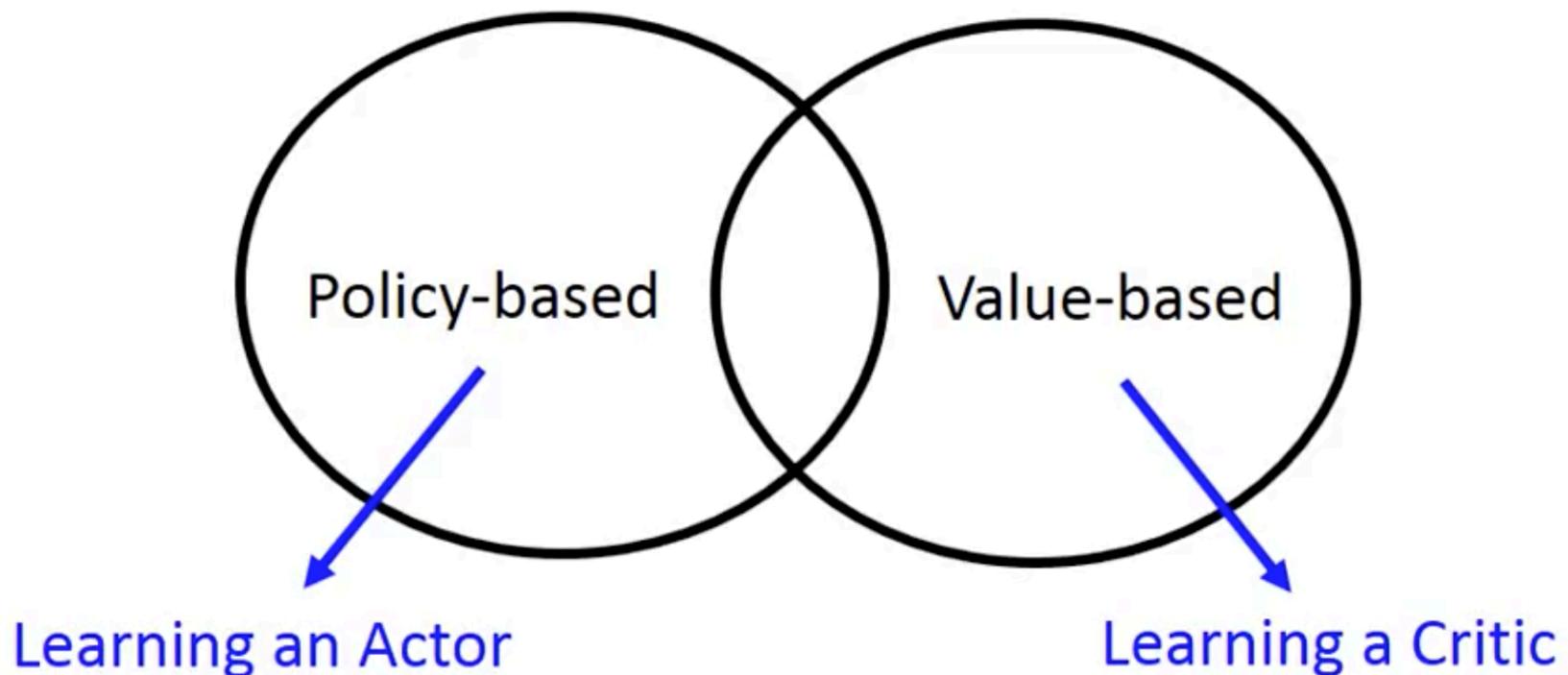


Difficulties of Reinforcement Learning

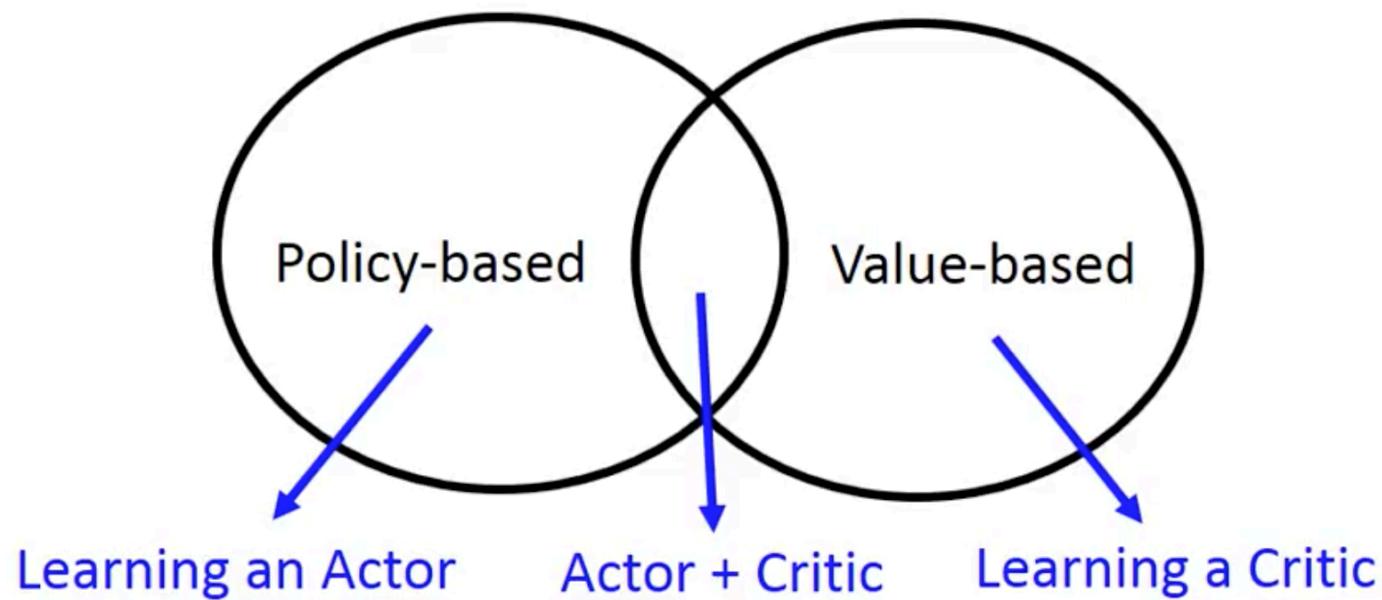
- Reward delay
 - In space invader, only “fire” obtains reward
 - Although the moving before “fire” is important
 - In Go playing, it may be better to sacrifice immediate reward to gain more long-term reward
- Agent’s actions affect the subsequent data it receives



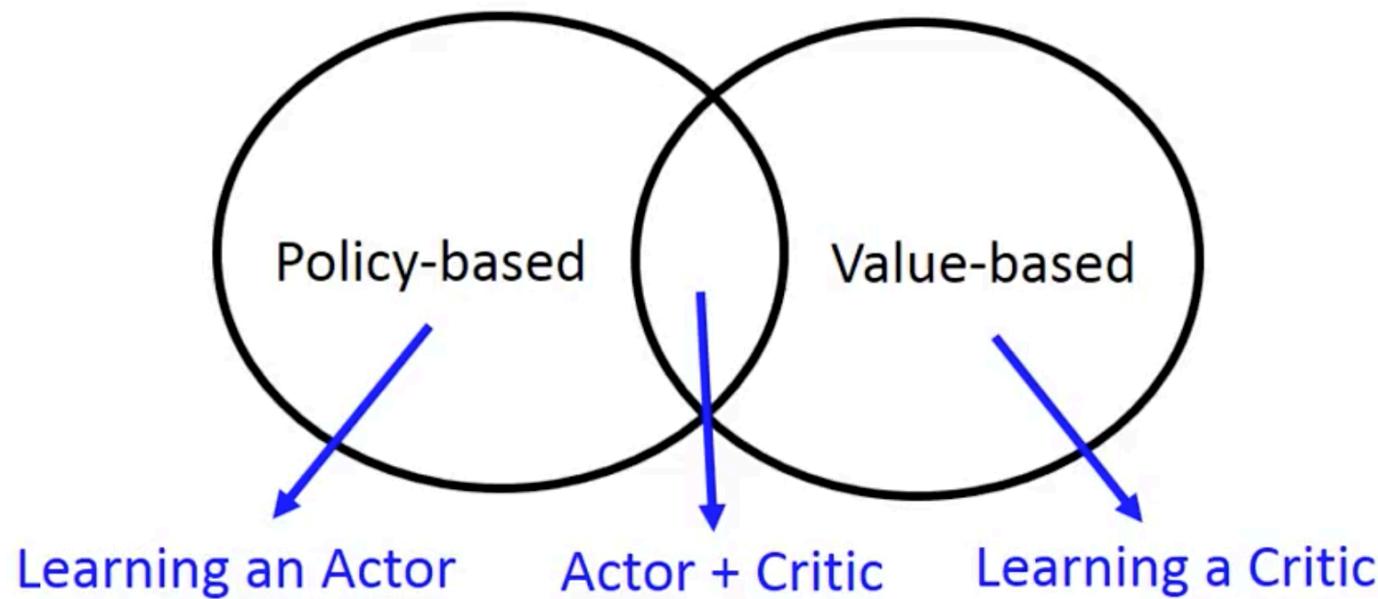
Outline



Outline



Outline

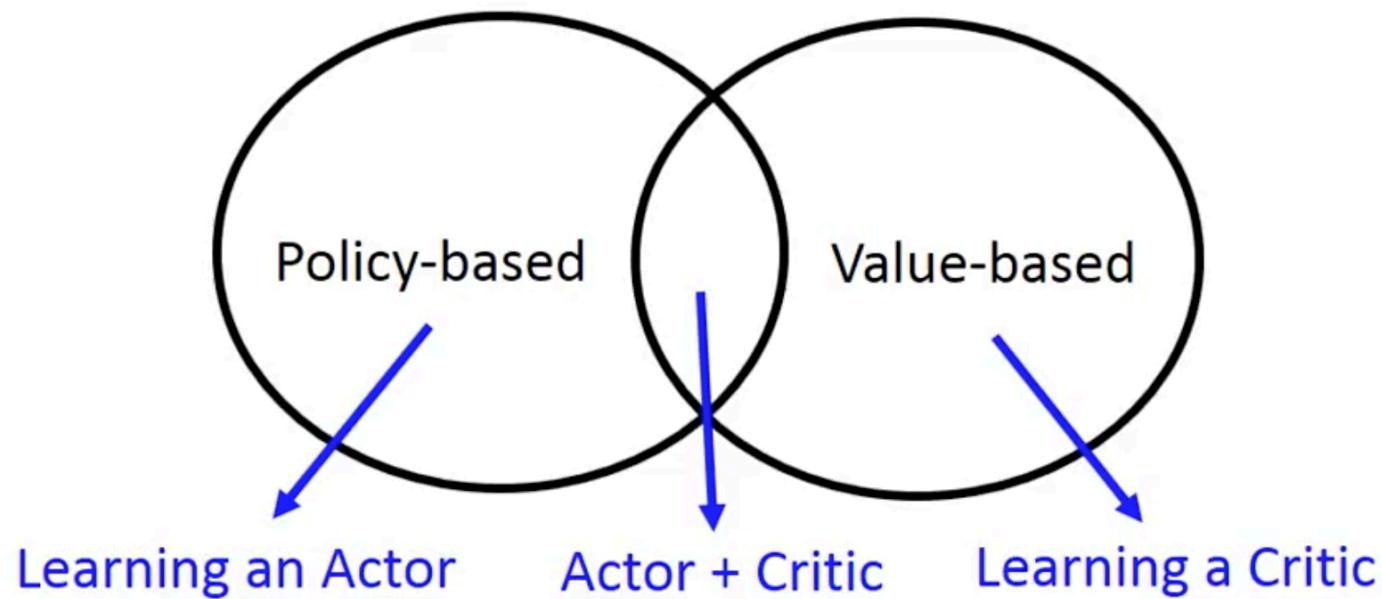


Asynchronous Advantage Actor Critic (A3C)

Volodymyr Mnih et al., “Asynchronous Methods for Deep Reinforcement Learning,” ICML, 2016.

Outline

Alpha Go: policy-based + value-based + model-based



Asynchronous Advantage Actor Critic (A3C)

Volodymyr Mnih et al., “Asynchronous Methods for Deep Reinforcement Learning,” ICML, 2016.

To learn deep reinforcement learning

- Textbook: Reinforcement Learning: An Introduction
 - <https://webdocs.cs.ualberta.ca/~sutton/book/the-book.html>
- Lectures of David Silver
 - <http://www0.cs.ucl.ac.uk/staff/D.Silver/web/Teaching.html> (10 lectures, 1:30 each)
 - http://videolectures.net/rldm2015_silver_reinforcement_learning/ (Deep Reinforcement Learning)
- Lectures of John Schulman
 - https://youtu.be/aUrX-rP_ss4

Policy-based Approach

Learning an Actor

Note: Actor means “Agent”