

# RE: DATA-EFFICIENT REINFORCEMENT LEARNING WITH SELF-PREDICTIVE REPRESENTATIONS

Reinforcement Learning Project

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# Motivation

Goal: Learn on limited interactions  $\Rightarrow$  efficient RL

- Combine successful approaches like
  - Self-supervised representations by constrastive learning
  - Data augmentation
  - Rainbow: Combining Improvements in Deep Reinforcement Learning [1]
- Self-predictive representations  $\Rightarrow$  Improve sample efficiency
  - Dynamic model predicts future latent representations

# Architecture: Self-predictive Representations [2]

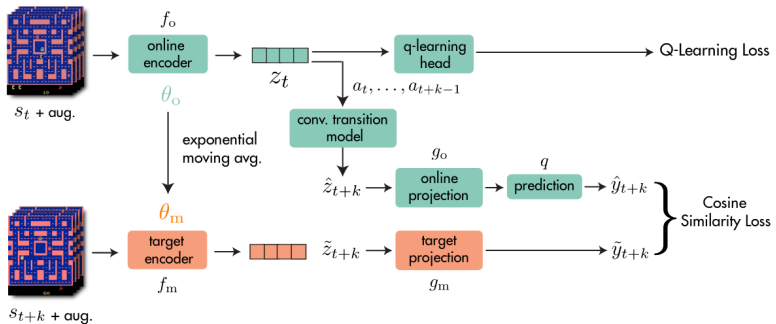
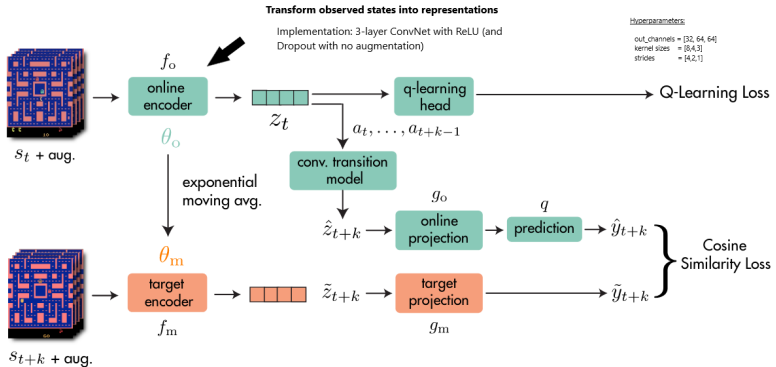
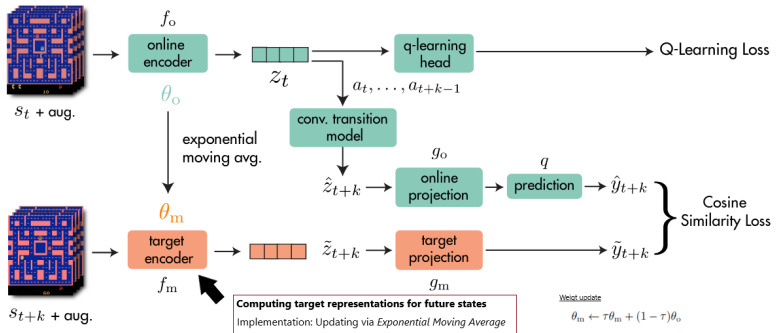


Figure: Illustration of the SPR-method

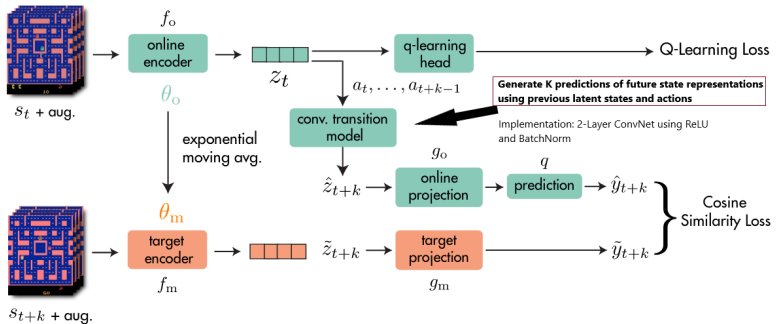
# Architecture: Online-Encoder



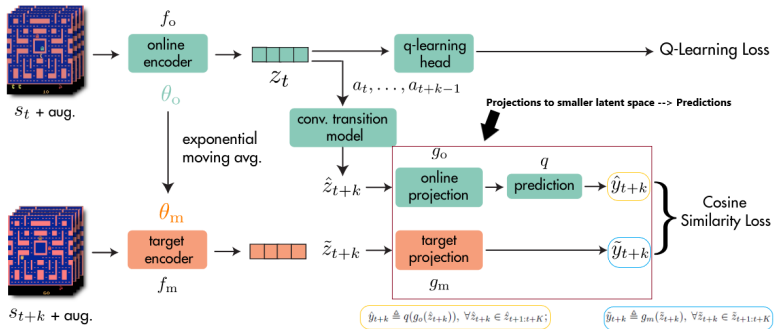
# Architecture: Target-Encoder



# Architecture: Transition model



# Architecture: Projection heads



# Architecture: Loss

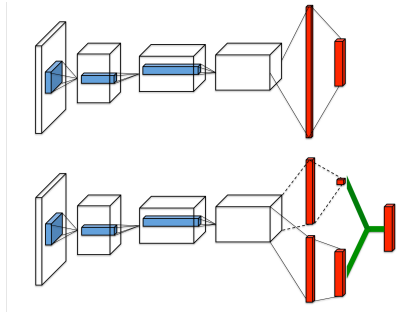
Two different losses

- $L_{\theta}^{RL}$  : Q-Learning loss
- $L_{SPR}^{\theta}$  : SPR (cosine similarity) loss affecting  $f_o, g_o, q$  and  $h$

Total loss:  $L_{\theta} = L_{\theta}^{RL} + \lambda L_{SPR}^{\theta}$



# Dueling Q-Network [3]



*Figure 1.* A popular single stream  $Q$ -network (**top**) and the dueling  $Q$ -network (**bottom**). The dueling network has two streams to separately estimate (scalar) state-value and the advantages for each action; the green output module implements equation (9) to combine them. Both networks output  $Q$ -values for each action.

# OpenAi Gym

- Frameskipping
- Repeat Action Probability

# Problems

- Nested original code
- Information flow hard to follow
- Much preknowledge needed  $\Rightarrow$  many references like
  - (Data-Efficient-)Rainbow<sup>1</sup>
  - Double DQN<sup>2</sup>
  - Contrastive Learning<sup>3</sup>
  - ...
- Compensate rlpyt-Library

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<sup>1</sup>Van Hasselt et al. <https://arxiv.org/abs/1710.02298>

<sup>2</sup>Van Hasselt et al. <https://arxiv.org/abs/1509.06461>

<sup>3</sup>Chen et al. <https://arxiv.org/abs/2002.05709>

# Resources

[allowframebreaks]



Matteo Hessel et al. “Rainbow: Combining Improvements in Deep Reinforcement Learning”. In: *Proceedings of the Thirty-Second AAAI Conference on Artificial Intelligence, (AAAI-18), the 30th innovative Applications of Artificial Intelligence (IAAI-18), and the 8th AAAI Symposium on Educational Advances in Artificial Intelligence (EAAI-18), New Orleans, Louisiana, USA, February 2-7, 2018*. Ed. by Sheila A. McIlraith and Kilian Q. Weinberger. AAAI Press, 2018, pp. 3215–3222. URL: <https://www.aaai.org/ocs/index.php/AAAI/AAAI18/paper/view/17204>.



Max Schwarzer et al. “Data-Efficient Reinforcement Learning with Self-Predictive Representations”. In: *9th International Conference on Learning Representations, ICLR 2021, Virtual*

