

# Reinforcement Learning in practice

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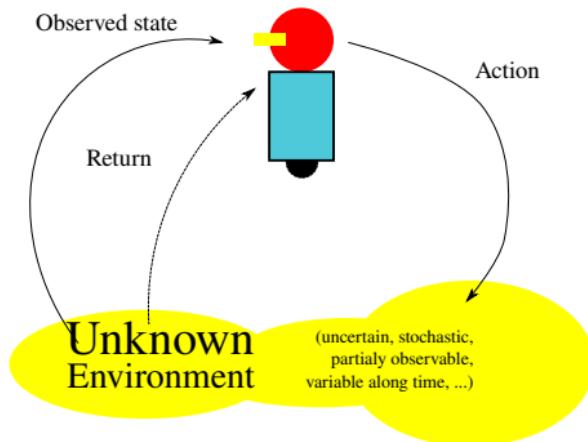
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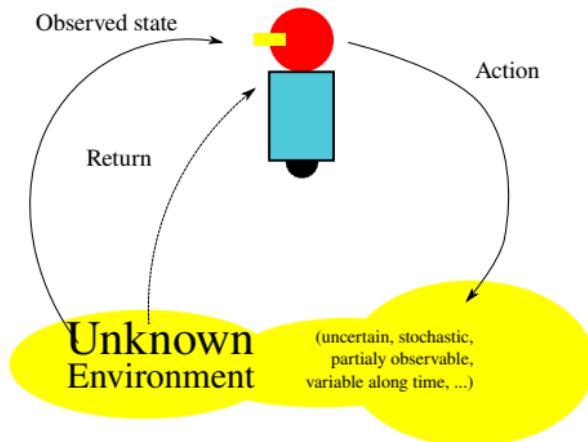


# The Reinforcement Learning Problem



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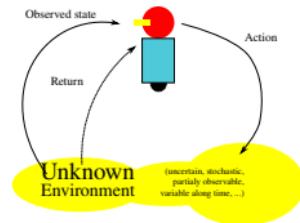
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Unique feature of RL: by interacting with the environment/problem.

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Origins: theory of behavior adaptation

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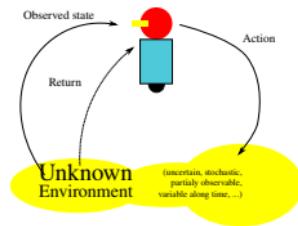


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a behavior followed by “good” consequences is reinforced: its probability of being emitted increases.

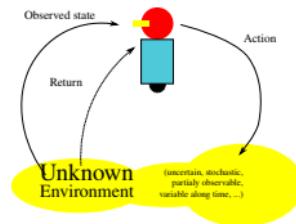


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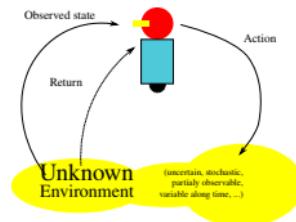


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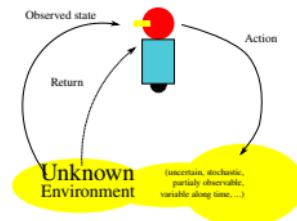
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- That’s the basic idea of RL: the agent learns when it is surprised.
- First RL algorithms:

TD-Learning [Sutton, 1988], Q-Learning [Watkins, 1989], REINFORCE [Williams, 1992].



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RL seems the answer to many problems. But,

1. RL is (very) long to train.
2. Methodological issues: brittleness of experimental results.
3. Well-thought model of the task is crucial.

## Reconciling RL with more real applications

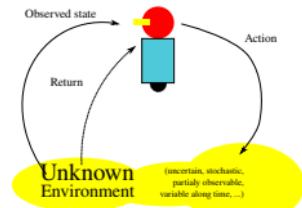
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## The model

### RL is based on Markov decision problems

- ▶ state space
- ▶ action space
- ▶ unknown dynamics
- ▶ return function: user defined to some extent.
- ▶ objective function

Solution: a *policy* that maps action to state.



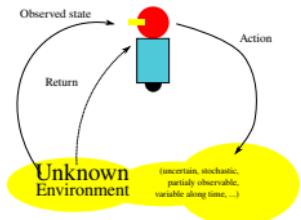
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Solving an RL problem is strictly equivalent to solving an LP:

$$\max \mathbf{c}'\mathbf{x}, \text{s.t. } \mathbf{A}\mathbf{x} \leq \mathbf{b}, \text{ and } \mathbf{x} \geq \mathbf{0},$$

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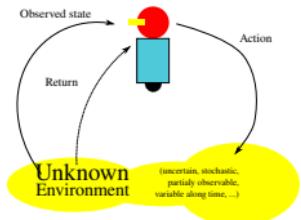
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$\mathbf{A}$ ,  $\mathbf{b}$ ,  $\mathbf{c}$  are related to the dynamics of the environment

~~ sampling the environment to estimate them.

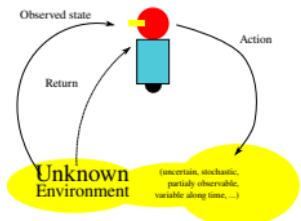
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- ▶ Basic principle: to learn, interact with the environment, and balance exploration and exploitation in a careful way.
- ▶ Basic idea: maintain expectations of the consequences of actions (their **value**). When the consequences do not match the expectations, update it.

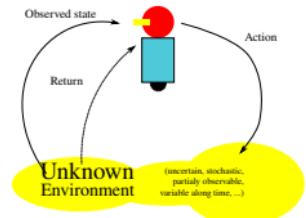
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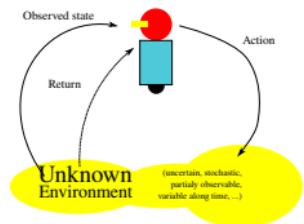
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The state must summarize the whole history of the agent.

The state determines the best action to perform.

The objective is to learn this mapping.

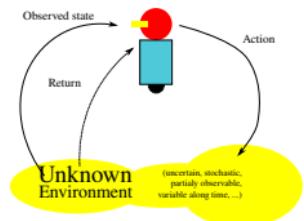
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The design of the return is crucial.

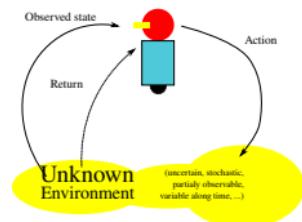
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The consequences of actions are often diluted in the future  $\rightsquigarrow$  credit assignment problem.

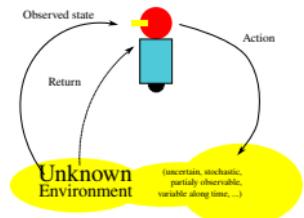
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Deterministic tasks are much simpler to solve than stochastic ones.

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The situation:

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  - 1) the user describes the simulation to be done in a configuration file,
  - 2) run the simulator on this configuration file, and
  - 3) the simulator outputs a result file.
- ▶ An RL compliant simulator requires sophisticated modifications.  
The simulator is usually a complex piece of software, resulting from years, decades sometimes, of work, usually written in either Fortran, or C, or C++.

# RL meets soft robots

In collaboration with Ch. Duriez, Defrost @ Inria-Lille.

## RL meets soft robots

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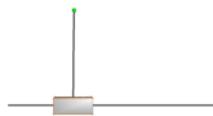
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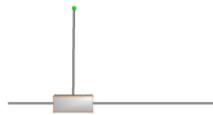
Rewarded when its tip is in the instable equilibrium position



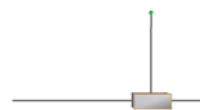
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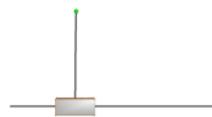
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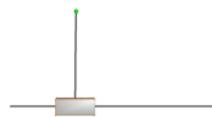
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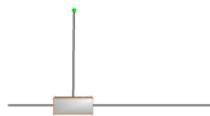


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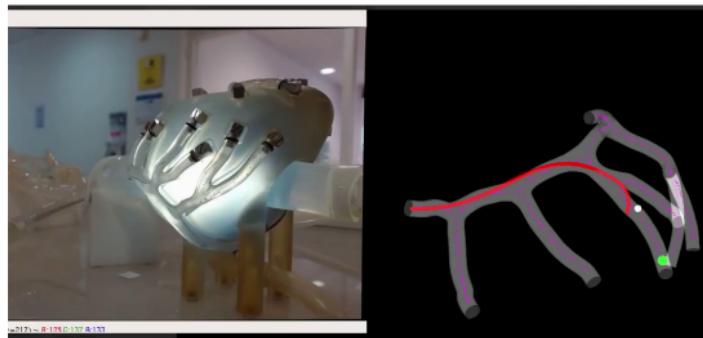


- ▶ An action has a complex non instantaneous outcome,
- ▶ There are many ways to design the MDP model.

# RL meets soft robots

## Playing with soft robots

- ▶ Some are used for serious matters:



Application to guiding a catheter in coronary arteries.

Controlled by model-based RL.

P. Schegg et al., Automated planning for robotic guidewire navigation in the coronary arteries, *Proc. IEEE 5th International Conference on Soft Robotics (RoboSoft)*, April 2022, <https://hal.inria.fr/hal-03778352>.

P. Schegg, *Autonomous Guidewire Navigation for Robotic Percutaneous Coronary Interventions*, PhD dissertation, defended May 2022, Université de Lille, not publicly available.

P. Schegg et al., SofaGym: An Open Platform for Reinforcement Learning Based on Soft Robot Simulations, *Soft Robotics*,

Apr. 2023, pp. 410-430, <http://doi.org/10.1089/soro.2021.0123>.

# Learning to manage a crop field

In collaboration with Cirad, CGIAR, and BAU (India).

# Learning to manage a crop field

- End goal: be able to recommend what to do next in the field to the farmer.

In order to fulfill some objective: make money out of his harvest, feed his family, his animals, buy fertilizers, tools, etc., while avoiding pollution, soil destruction, etc.

Target: small farm holders in developing countries.



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- ▶ Not enough training data available.
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- ▶ Simulators exist.

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  - ▶ Mechanistic crop model.
  - ▶ Simulates very accurately the growth of a plant based on the properties of the soil, the cultivar, the weather conditions, initial soil conditions (residue from previous year), ... interactions between the soil properties with roots then growth of the plant (PDE integration over time).
    - + the actions made in the field: irrigation, fertilization, tillage, ... on a daily basis.

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- ▶ gym interface to DSSAT.
- ▶ Freely available on  
[https://gitlab.inria.fr/rgautron/gym\\_dssat\\_pdi](https://gitlab.inria.fr/rgautron/gym_dssat_pdi).

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## Experiments

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- ▶ Observation = Collection of measurements amenable to a real farmer  
~~ partial observability.

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- ▶ The goal is to maximize  $\sum_{\text{day}=0}^{\text{day}=\text{harvest}} r(\text{day})$ .

# Learning to manage a crop field

- The observation data:

## definition

istage	DSSAT maize growing stage
vstage	vegetative growth stage (number of leaves)
topwt	above the ground population biomass (kg/ha)
grnwt	grain weight dry matter (kg/ha)
swfac	index of plant water stress (unitless)
nstres	index of plant nitrogen stress (unitless)
xlai	plant population leaf area index ( $m^2$ leaf/ $m^2$ soil)
dtt	growing degree days for current day ( $^{\circ}\text{C}/\text{day}$ )
dap	days after planting (day)
cumsumfert	cumulative nitrogen fertilizer applications (kg/ha)
rain	rainfall for the current day ( $\text{L}/m^2/\text{day}$ )
ep	actual plant transpiration rate ( $\text{L}/m^2/\text{day}$ )

- Action set: daily nitrogen fertilization amount  $\in [0, 200]$  (kg/ha)

# Learning to manage a crop field

## Some results (1/3)

We compare:

1. A null policy which does not fertilize,
2. An expert policy used in the original 1982 field experiment,

DAP	quantity (kg N/ha)
40	27
45	35
80	54

3. A policy learned by RL (basic untuned PPO).

Remarks:

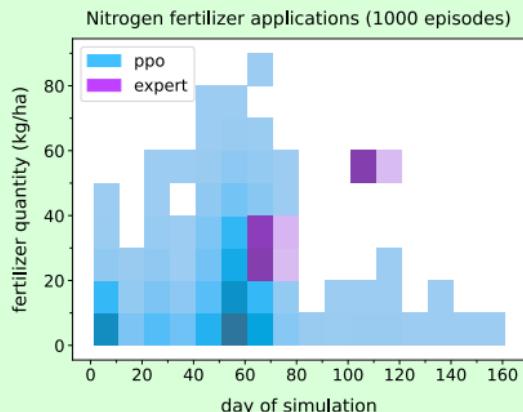
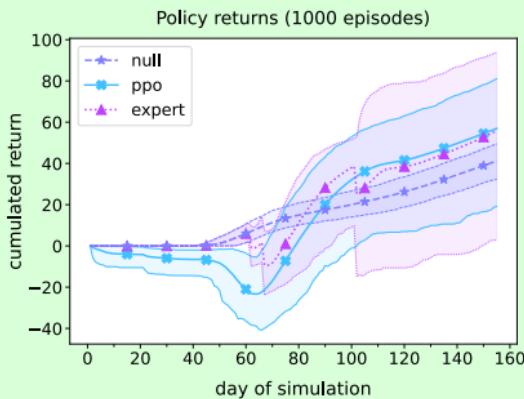
- ▶ Policies 1. and 2. are fixed and deterministic.
- ▶ Only the weather is stochastic.
- ▶ The seeding date depend on the weather, hence varies a bit from one simulation to another.
- ▶ The expert policy depends on expert information that are not available to PPO.

# Learning to manage a crop field

## Some results (2/3)

Protocol:

- ▶ Null and expert policies are evaluated on  $10^3$  seasons.
- ▶ RL: Trained on  $10^6$  simulated seasons, then evaluated on  $10^3$  other seasons.



untuned PPO is best.  
It shows less variability.

# Learning to manage a crop field

## Some results (3/3)

	null	expert	PPO
grain yield (kg/ha)	1141.1 (344.0)	<b>3686.5</b> (1841.0)	3463.1 (1628.4)
massic nitrogen in grains (%)	1.1 (0.1)	<b>1.7</b> (0.2)	1.5 (0.3)
total fertilization (kg/ha)	<b>0</b> (0)	115.8 (5.2)	82.8 (15.2)
number of applications	<b>0</b> (0)	3.0 (0.1)	5.7 (1.6)
nitrogen use efficiency (kg/kg)	n.a.	22.0 (14.1)	<b>28.3</b> (16.7)
nitrate leaching (kg/ha)	<b>15.9</b> (7.7)	18.0 (12.0)	18.3 (11.6)

Mean (std dev) computed on  $10^3$  seasons.

# Learning to manage a crop field

## Some results (3/3)

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We obtain the same sort of results on the irrigation task.

R. Gautron *et al.*, *gym-DSSAT: a crop model turned into a Reinforcement Learning environment*, Inria Research Report 9460, June 2022, <https://arxiv.org/abs/2207.03270>.

R. Gautron, *Reinforcement learning for crop management support to smallholder farmers in countries of the South: towards risk management*, PhD dissertation, defended Dec. 2022, Université de Montpellier.

# Learning to manage a crop field

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See Baudry *et al.*, Optimal Thompson Sampling strategies for support-aware CVaR bandits, ICML 2021

# Learning to manage a crop field

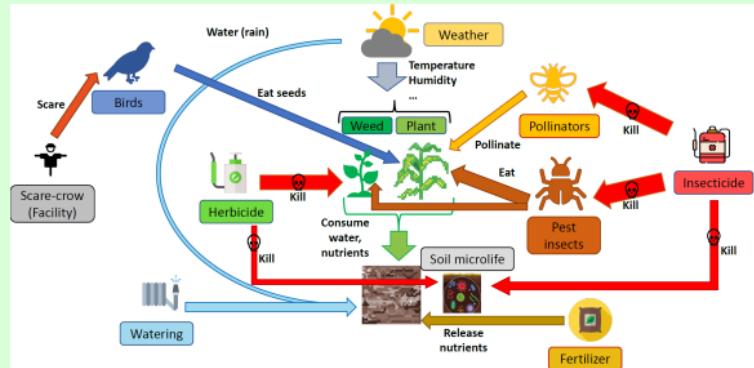
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# Learning to manage a crop field

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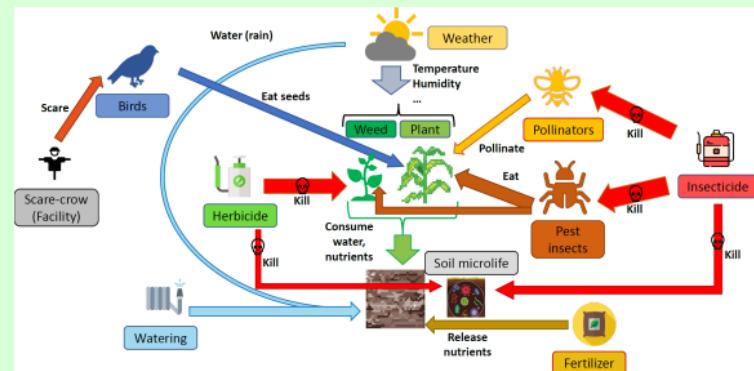
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# Learning to manage a crop field

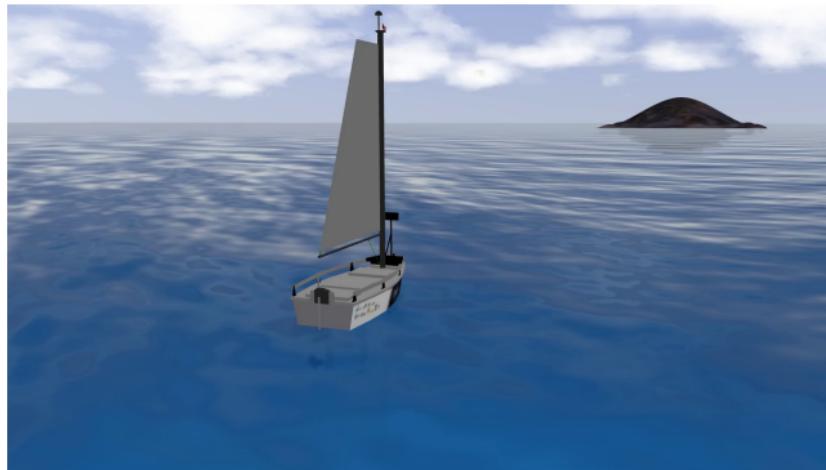
## Farm-gym

- ▶ ↵ Farm-gym: toy farm management environment for RL:



- ▶ Less accurate but much richer than gym-DSSAT.
- ▶ Meant to investigate new problem features: stochastic environment, several coupled feedback loops, cost of action, cost-benefit objective function, multi-objective objective function, etc.
- ▶ <https://github.com/farm-gym/farm-gym>

# Learning to sail



In collaboration with Inria-Chile (Luis, Nayat), UFF (Esteban Clua), Univ. Fed. do Rio Grande do Norte (Luis Gonçalvez).

Rooted on the Stic AmSud EMISTRAL project.

## Learning to sail

- ▶ Goal: create an autonomous sailing boat to complete biological missions.
- ▶ The environment (see, wheather, etc) is unknown and non stationary ↵ learning and adaptation.
- ▶ Shadock approach: put a boat at sea, and let it learn.
- ▶ Rational approach: design a digital twin, train it, transfer sim2real, have the real boat fine tune and adapt to real conditions at sea.

# Learning to sail



## Few last words

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- ▶ There are plenty of exciting fields of applications of RL, with challenges for theoreticians and practitioners, fun applications, and serious ones.

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- ▶ There are plenty of exciting fields of applications of RL, with challenges for theoreticians and practitioners, fun applications, and serious ones.
- ▶ We make available open source software to challenge the RL community with real problems: feel free to use it!

We provide other original tasks on our website: see the top of

<https://team.inria.fr/scool/publications/> and more to come.

Thanks for your attention.

Check out <https://team.inria.fr/scool/>.

Get in touch: [philippe.preux@inria.fr](mailto:philippe.preux@inria.fr).