Hypernetwork-PPO for Continual Reinforcement Learning Final Presentation

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Continual Reinforcement Learning

- Reinforcement Learning
 - Learn by interacting with an environment + getting rewards
 - Training data collected from environment

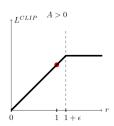
Continual Reinforcement Learning

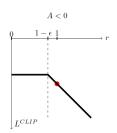
- Reinforcement Learning
 - Learn by interacting with an environment + getting rewards
 - Training data collected from environment
- Continual
 - Learn multiple tasks sequentially
 - Cannot revisit old environment when learning new tasks
 - Do not forget old skills
 - Still a major issue in machine learning

Proximal Policy Optimization

- On-policy, model free RL algorithm
- Objective is a "clipped" loss discourages large, detrimental changes

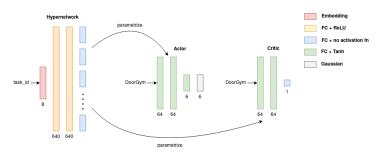
$$L_t^{\textit{clip}}(\theta) = \mathbb{E}_t \left[\min \left(r_t(\theta) \hat{A}_t, \textit{clip}\left(r_t(\theta), 1 + \epsilon, 1 - \epsilon \right) \hat{A}_t \right) \right]$$





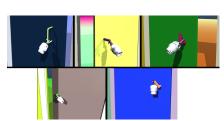
Hypernetworks

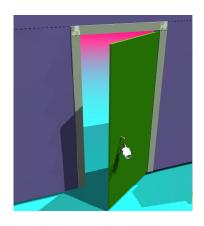
- Network that outputs a network
- Task ID as input
- Target networks determine policy/dynamics
- Regularization on changes of outputs for old tasks



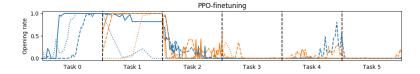
DoorGym

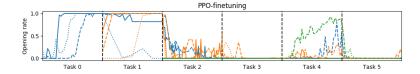
- Based on OpenAl Gym
- Robot arms try to open doors
- Multiple handles, opening directions
- Our experiments
 - "Floating hook" robot
 - 6 different kinds of doors

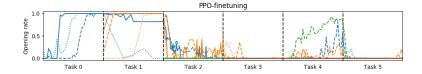


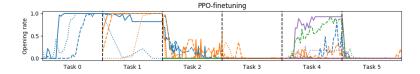


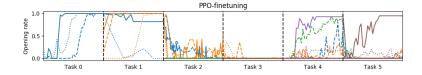


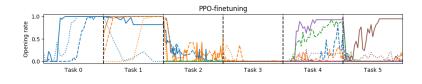




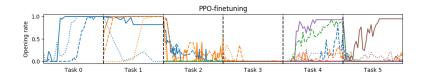


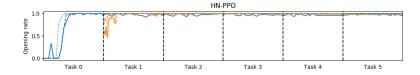


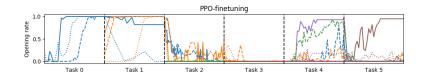


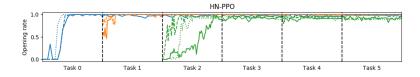


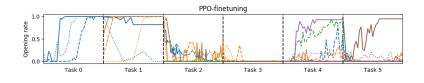


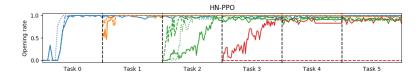


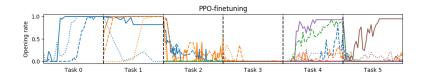


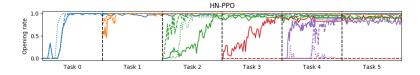


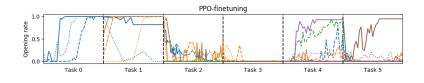


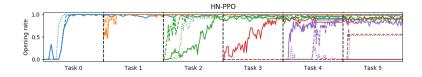


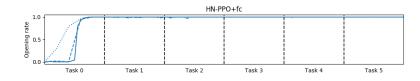


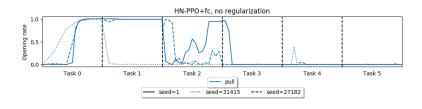


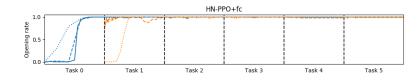


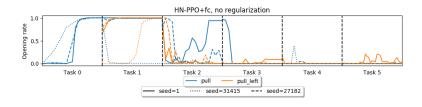


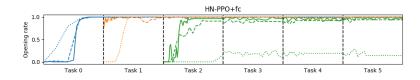


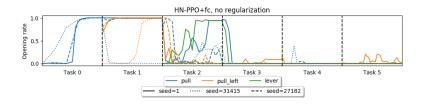


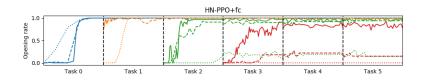


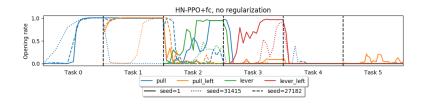


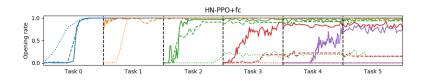


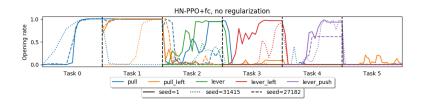


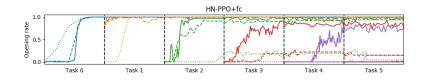


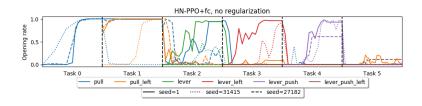












DoorGym demo

Conclusion

- HN-PPO is very effective against catastrophic forgetting
- Single-task success rate comparable to PPO
- Regularization crucial for HN-PPO's CL capability
- Limitations
 - Seed dependence
 - Previous task checkpoint dependence