

# Model-based Reinforcement Learning in Computer Systems

Sean J. Parker  
Clare Hall



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University of Cambridge  
Computer Laboratory  
William Gates Building  
15 JJ Thomson Avenue  
Cambridge CB3 0FD  
UNITED KINGDOM

Email: [sjp240@cam.ac.uk](mailto:sjp240@cam.ac.uk)

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# Declaration

I, Sean J. Parker of Clare Hall, being a candidate for the M.Phil in Advanced Computer Science, hereby declare that this report and the work described in it are my own work, unaided except as may be specified below, and that the report does not contain material that has already been used to any substantial extent for a comparable purpose.

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# Acknowledgements

# Abstract

Write a summary of the whole thing. Make sure it fits in one page.

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# Chapter 1

## Introduction

# Chapter 2

## Background and Related Work

### 2.1 Introduction to Deep Learning Models

This section discusses the way in which machine learning models are represented for efficient execution on physical hardware devices. First, we discuss how the mapping of tensor operations to computation graphs is performed followed by an overview of recent approaches that optimise computation graphs to minimise execution time.

Over the past decade, there has been a rapid development of various deep learning architectures that aim to solve a specific task. Common examples include convolutional networks (popularised by AlexNet then ResNets, etc), transformer networks that have seen use in the modelling and generation of language. Recurrent networks that have shown to excel at learning long and short trends in data.

Importantly, the fundamental building blocks of the networks have largely remained unchanged. As the networks become more complex, it becomes untenable to manually optimise the networks to reduce the execution time on hardware. Therefore, there is extensive work in ways to both automatically optimise the models, or, alternatively apply a set of hand-crafted optimisations.

Computation graphs are a way to graphically represent both the individual tensor operations in a model, and the connections (or data-flow) along the edges between nodes in the graph. Figure [TODO] shows how a simple perceptron,  $\mathbf{w} \cdot \mathbf{x} + b$ , can be represented graphically. Similarly, the whole model can be converted into a stateful dataflow graph in this manner.

### 2.1.1 Approaches to optimising deep learning models

Tensorflow [1], a common machine learning framework is designed to greedily apply a set of pre-defined substitutions to an input graph in an attempt to optimise the graph. Tensorflow made use of low-level libraries such as cuBLAS [2] for optimised matrix operations and cuDNN [3] for convolutional kernels. Furthermore, Tensorflow also contains a set of 155 substitutions that are implemented in 53,000 lines of code; to complicate matters, new operators are continuously proposed, such as grouped or transposed convolutions, all of which leads to a large amount of engineering effort required to maintain the library.

TensorRT and TVM

Metaflow and TASO

## 2.2 Reinforcement Learning

### 2.2.1 Model-Free

### 2.2.2 Model-Based

### 2.2.3 Comparison

## 2.3 Graph Neural Networks

# Chapter 3

## Title





# Chapter 4

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# Chapter 5

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