

## Deep Value

CISC 7404 - Decision Making

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I noticed the last 1 hour of class everyone looks tired and sad

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Would you prefer:

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Would you prefer:

- 1. To have a long break (1.5h + 0.5h + 1h) in the middle?
- 2.
- 3.

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Would you prefer:

- 1. To have a long break (1.5h + 0.5h + 1h) in the middle?
- 2. No breaks, end lecture early after 2 or 2.25 hours

3.

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## Would you prefer:

- 1. To have a long break (1.5h + 0.5h + 1h) in the middle?
- 2. No breaks, end lecture early after 2 or 2.25 hours
- 3. Keep as-is (approximately 3 hours + 10 min break)

# Admin HW1 bug:

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There was a bug in the update\_Q\_TD0 starter code, thanks He Zhe!

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#### Before:

```
terminateds = jnp.concatenate([jnp.zeros(states.shape[0],
dtype=bool), jnp.array([1], dtype=bool)])
```

## HW1 bug:

There was a bug in the update Q TD0 starter code, thanks He Zhe! Before: terminateds = jnp.concatenate([jnp.zeros(states.shape[0], dtype=bool), jnp.array([1], dtype=bool)]) After: terminateds = jnp.concatenate([jnp.zeros(states.shape[0] - 1,

dtype=bool), jnp.array([1], dtype=bool)])

$$Q_{i+1}(s_0,a_0,\theta_\pi) = Q_i(s_0,a_0,\theta_\pi) - \alpha \cdot \eta$$

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$$\eta = Q_i(s_0, a_0, \theta_\pi) - \\ \\ \left(\hat{\mathbb{E}}[\mathcal{R}(s_1) \mid s_0, a_0] + \neg \underline{d}_0 \gamma \max_{a \in A} Q_i(s_1, a, \theta_\pi)\right)$$

$$Q_{i+1}(s_0,a_0,\theta_\pi) = Q_i(s_0,a_0,\theta_\pi) - \alpha \cdot \eta$$

#### Predicted value

$$\eta = Q_i(s_0, a_0, \theta_\pi) - \left(\hat{\mathbb{E}}[\mathcal{R}(s_1) \mid s_0, a_0] + \neg d_0 \gamma \max_{a \in A} Q_i(s_1, a, \theta_\pi)\right)$$

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 Empirical value

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الناب If  $s_1$  is a terminal state, future value is 0 ( $\neg d_0 = \text{not terminated}$ )

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 Empirical value

If  $s_1$  is a terminal state, future value is 0 ( $\neg d_0 = \text{not terminated}$ )

Without the  $\neg d$  term, takes longer to train!

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Instead, you will implement deep Q learning for your second homework

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Homework 2:

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Homework 2:

• Deep Q learning

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#### Homework 2:

- Deep Q learning
- Deep policy gradient

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#### Homework 2:

- Deep Q learning
- Deep policy gradient

Will release after homework 1 due date

Next quiz in 2-3 weeks

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As before, I will announce the quiz one week before

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Focus on

• Returns

Next quiz in 2-3 weeks

As before, I will announce the quiz one week before

- Returns
- Value functions

Next quiz in 2-3 weeks

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- Returns
- Value functions
- Q learning

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- Returns
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- Deep Q learning

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- Returns
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- Deep Q learning
- Policy gradient

## Review

We model neural networks as parameterized functions

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Map an input  $x \in X$  and parameters  $\theta \in \Theta$  to output space Y

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$$f(\boldsymbol{x}, \boldsymbol{\theta})$$

$$oldsymbol{x} \in \mathbb{R}^{d_x}, oldsymbol{ heta} \in \mathbb{R}^{d_x+1}$$

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$$\overline{\boldsymbol{x}} = \begin{bmatrix} 1 & x_1 & x_2 & \dots & x_{d_x} \end{bmatrix}^\top \in \mathbb{R}^{d_x + 1}$$

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$$f(\boldsymbol{x}, \boldsymbol{\theta}) = \sigma(\boldsymbol{\theta}^{\top} \overline{\boldsymbol{x}}) = \sigma\!\left(\sum_{i=0}^{d_x} \theta_i \cdot x_i\right)$$

Neural networks consist of artificial neurons

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 $\sigma$  is a nonlinearity like sigmoid

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$$\sigma(x) = \frac{1}{1 + e^{-x}}$$

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$$\sigma(x) = \max(0, x)$$

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$$\Theta = \mathbb{R}^{(d_x + 1) \times d_y}$$

For a single neuron

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$$f\left(\begin{bmatrix}x_1\\\vdots\\x_{d_x}\end{bmatrix},\begin{bmatrix}\theta_0\\\theta_1\\\vdots\\\theta_{d_x}\end{bmatrix}\right) = \sigma\left(\sum_{i=0}^{d_x}\theta_i\overline{x}_i\right)$$

For a single neuron

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For a wide network

$$f\left(\begin{bmatrix}x_1\\x_2\\\vdots\\x_{d_x}\end{bmatrix},\begin{bmatrix}\theta_{0,1}&\theta_{0,2}&\dots&\theta_{0,d_y}\\\theta_{1,1}&\theta_{1,2}&\dots&\theta_{1,d_y}\\\vdots&\vdots&\ddots&\vdots\\\theta_{d_x,1}&\theta_{d_x,2}&\dots&\theta_{d_x,d_y}\end{bmatrix}\right)=\begin{bmatrix}\sigma\left(\sum_{i=0}^{d_x}\theta_{i,1}\overline{x}_i\right)\\\sigma\left(\sum_{i=0}^{d_x}\theta_{i,2}\overline{x}_i\right)\\\vdots\\\sigma\left(\sum_{i=0}^{d_x}\theta_{i,d_y}\overline{x}_i\right)\end{bmatrix}$$

We can combine layers to create a **deep** neural network

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A wide network:

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$$f_1(x, oldsymbol{arphi}) = \sigma(oldsymbol{arphi}^ op \overline{x}) \quad f_2(x, oldsymbol{\psi}) = \sigma(oldsymbol{\psi}^ op \overline{x})$$

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$$\begin{split} f_1(\boldsymbol{x}, \boldsymbol{\varphi}) &= \sigma(\boldsymbol{\varphi}^\top \overline{\boldsymbol{x}}) \quad f_2(\boldsymbol{x}, \boldsymbol{\psi}) = \sigma(\boldsymbol{\psi}^\top \overline{\boldsymbol{x}}) \quad ... \quad f_\ell(\boldsymbol{x}, \boldsymbol{\xi}) = \sigma(\boldsymbol{\xi}^\top \overline{\boldsymbol{x}}) \\ & f(\boldsymbol{x}, \boldsymbol{\theta}) = f_\ell(...f_2(f_1(\boldsymbol{x}, \boldsymbol{\varphi}), \boldsymbol{\psi})...\boldsymbol{\xi}) \end{split}$$

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Written another way

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We call each function a **layer** 

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A deep neural network is made of many layers

We can create different models for different tasks

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Standard tasks:

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Standard tasks: Multi-layer perceptron (MLP)

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Image tasks:

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Image tasks: Convolutional neural network (CNN)

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Temporal tasks:

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Standard tasks: Multi-layer perceptron (MLP)

Image tasks: Convolutional neural network (CNN)

Temporal tasks: Recurrent neural network (RNN)

We can create different models for different tasks

Standard tasks: Multi-layer perceptron (MLP)

Image tasks: Convolutional neural network (CNN)

Temporal tasks: Recurrent neural network (RNN)

Image, temporal tasks: Transformer

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$$\mid g(\boldsymbol{x}) - f(\boldsymbol{x}, \boldsymbol{\theta}) \mid < \eta$$

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Very powerful finding! The basis of deep learning.

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Very powerful finding! The basis of deep learning.

Although such  $\theta$  exists, it can be hard to find

Finding  $oldsymbol{ heta}$  is an optimization problem

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$$\operatorname*{arg\;min}_{\boldsymbol{\theta}} \mathcal{L}(\boldsymbol{x},\boldsymbol{y},\boldsymbol{\theta})$$

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In particular, we optimize a **loss function** 

$$\mathcal{L}: X \times Y \times \Theta \mapsto \mathbb{R}$$

$$\operatorname*{arg\;min}_{\boldsymbol{\theta}} \mathcal{L}(\boldsymbol{x},\boldsymbol{y},\boldsymbol{\theta})$$

Loss function measures the error between  $f(x, \theta)$  and desired g(x) = y

Finding heta is an optimization problem

In particular, we optimize a **loss function** 

$$\mathcal{L}: X \times Y \times \Theta \mapsto \mathbb{R}$$

$$\arg\min_{\boldsymbol{\theta}} \mathcal{L}(\boldsymbol{x},\boldsymbol{y},\boldsymbol{\theta})$$

Loss function measures the error between  $f(\boldsymbol{x}, \boldsymbol{\theta})$  and desired  $g(\boldsymbol{x}) = \boldsymbol{y}$ 

In this class, we will build loss functions from two error functions

**Square error:** The squared distance over a dataset of size n

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$$\sum_{i=1}^{n} \sum_{j=1}^{d_y} \left( f(\boldsymbol{x}_{[i]}, \boldsymbol{\theta})_j - g(\boldsymbol{x})_j \right)^2 = \sum_{i=1}^{n} \sum_{j=1}^{d_y} \left( f(\boldsymbol{x}_{[i]}, \boldsymbol{\theta})_j - y_{[i],j} \right)^2$$

**Square error:** The squared distance over a dataset of size n

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Cross entropy error: The categorical error over a dataset of size n

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Cross entropy error: The categorical error over a dataset of size n

$$-\sum_{i=1}^{n}\sum_{j=1}^{d_{y}}P\Big(g\Big(\bm{x}_{[i]}\Big)_{j}\mid \bm{x}_{[i]}\Big)\log f\Big(\bm{x}_{[i]},\bm{\theta}\Big)_{j}=-\sum_{i=1}^{n}\sum_{j=1}^{d_{y}}P\Big(y_{[i],j}\mid \bm{x}_{[i]}\Big)\log f\Big(\bm{x}_{[i]},\bm{\theta}\Big)_{j}$$

# Deep Learning Review Square error:

$$\sum_{i=1}^n \sum_{j=1}^{d_y} \left( fig(oldsymbol{x}_{[i]}, oldsymbol{ heta}ig)_j - y_{[i],j} 
ight)^2$$

**Square error:** 

#### **Cross entropy error:**

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$$-\sum_{i=1}^n \sum_{j=1}^{d_y} Pig(y_{[i],j} \mid oldsymbol{x}_{[i]}ig) \log fig(oldsymbol{x}_{[i]}, oldsymbol{ heta}ig)_j$$

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Question: Which one will we use for Q learning?

#### **Square error:**

$$\sum_{i=1}^n \sum_{j=1}^{d_y} \left( f\!\left(\boldsymbol{x}_{[i]}, \boldsymbol{\theta}\right)_j - y_{[i], j} \right)^2$$

**Cross entropy error:** 

$$-\sum_{i=1}^n \sum_{j=1}^{d_y} Pig(y_{[i],j} \mid oldsymbol{x}_{[i]}ig) \log fig(oldsymbol{x}_{[i]}, oldsymbol{ heta}ig)_j$$

**Question:** Which one will we use for Q learning?

**Answer:** Predict a scalar (expected return), so square error (regression)

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$$\mathcal{L}(\boldsymbol{X},\boldsymbol{Y},\boldsymbol{\theta}) = \sum_{i=1}^{n} \sum_{j=1}^{d_y} \left( f\big(\boldsymbol{x}_{[i]},\boldsymbol{\theta}\big)_j - y_{[i],j} \right)^2$$

We can use both errors in a loss function

$$\mathcal{L}(\boldsymbol{X},\boldsymbol{Y},\boldsymbol{\theta}) = \sum_{i=1}^n \sum_{j=1}^{d_y} \left( f \big(\boldsymbol{x}_{[i]},\boldsymbol{\theta} \big)_j - y_{[i],j} \right)^2$$

$$\mathcal{L}(\boldsymbol{X}, \boldsymbol{Y}, \boldsymbol{\theta}) = -\sum_{i=1}^{n} \sum_{j=1}^{d_y} P\big(y_{[i], j} \mid \boldsymbol{x}_{[i]}\big) \log f\big(\boldsymbol{x}_{[i]}, \boldsymbol{\theta}\big)_j$$

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$$\arg\min_{\boldsymbol{\theta}} \mathcal{L}(\boldsymbol{X}, \boldsymbol{Y}, \boldsymbol{\theta}) = \arg\min_{\boldsymbol{\theta}} - \sum_{i=1}^{n} \sum_{j=1}^{a_y} P\big(y_{[i],j} \mid \boldsymbol{x}_{[i]}\big) \log f\big(\boldsymbol{x}_{[i]}, \boldsymbol{\theta}\big)_j$$

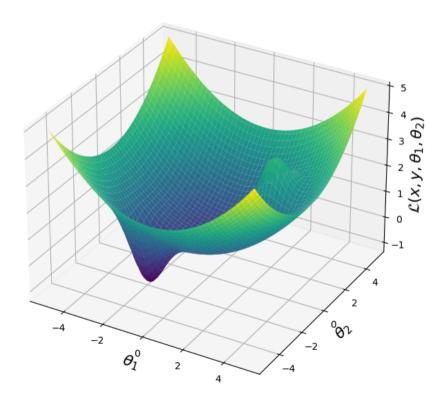
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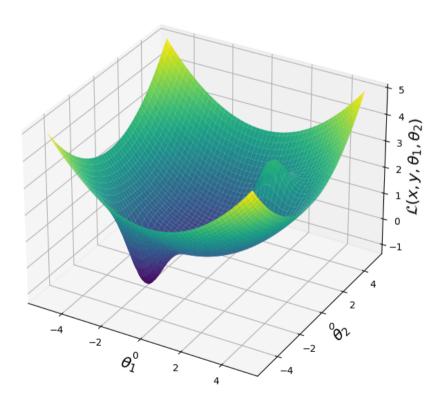
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```
1:function Gradient Descent(\boldsymbol{X}, \boldsymbol{Y}, \mathcal{L}, t, \alpha)
```

- 3:  $\theta \leftarrow \text{Glorot}()$
- 4: **for**  $i \in 1...t$  **do**
- 5: Compute the gradient of the loss
- 6:  $\boldsymbol{J} \leftarrow \nabla_{\boldsymbol{\theta}} \mathcal{L}(\boldsymbol{X}, \boldsymbol{Y}, \boldsymbol{\theta})$
- 7: b Update the parameters using the negative gradient
- 8:  $\boldsymbol{\theta} \leftarrow \boldsymbol{\theta} \alpha \cdot \boldsymbol{J}$
- 9: return  $\theta$

We can put it all together in jax and equinox

```
from jax import random
from equinox import nn
seed = random.key(0)
key, *net keys= random.split(seed, 4)
net = nn.Sequential([
  nn.Linear(d x, d h, key=net keys[0]),
  nn.Lambda(jax.nn.leaky relu),
  nn.Linear(d h, d h, key=net keys[1]),
  nn.Lambda(jax.nn.leaky relu),
  nn.Linear(d h, d y, key=net keys[2]),
```

We can extract parameters using eqx.partition

```
import equinox as eqx
# Get all arrays (parameters) in the network
theta, f = eqx.partition(net, eqx.is_array)
# Add one to every parameter
theta = jax.tree.map(theta, lambda x: x + 1)
# Put the new parameters back into network
net = eqx.combine(theta, f)
```

```
import jax.numpy as jnp
import equinox as eqx
def L square(net, x, y):
 # vmap applies network to batch of data
  prediction = eqx.filter vmap(net)(x)
  return ((prediction - y) ** 2).mean()
def L cross entropy(net, x, y):
 # Net outputs probabilities
 # And y is one-hot, e.g. [0, 0, 1, 0]
  prediction = eqx.filter vmap(net)(x)
  return -(y * jnp.log(prediction)).sum(-1).mean()
```

```
import optax
import equinox as eqx
opt = optax.adam(learning rate=3e-4)
# Adam needs to track momentum and variance
opt state = opt.init(eqx.filter(net, eqx.is array))
# Gradient of loss function is a function
grad L = eqx.filter grad(L square)
# Evaluate grad L at x, y, theta to find J
J = grad L(net, x, y)
# Compute parameter update using J (adam)
updates, opt state = opt.update(
    grads, opt state, params=eqx.filter(net, eqx.is array)
net = eqx.apply updates(net, updates) # Update params
```

```
def train one batch(net, batch, opt state):
  x, y = batch
  grads = eqx.filter grad(L square)(net, x, y)
  updates, opt state = opt.update(
    grads, opt state, params=eqx.filter(net, eqx.is array)
  net = eqx.apply updates(net, updates) # Update params
  return net, opt state
for epoch in range(num epochs):
  for batch in dataset:
    # Can use eqx.filter jit(f) for speedup
    net, opt state = train one batch(net, batch, opt state)
```

# Deep Learning Review Dirty secret of deep learning:

Dirty secret of deep learning: We do not understand deep learning

Biological inspiration, theoretical bounds, and mathematical guarantees

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This applies even more to deep reinforcement learning

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Let me demonstrate this with an example problem

**Example:** Learn a policy to pick up trash and put it in the bin

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This would be a large matrix!

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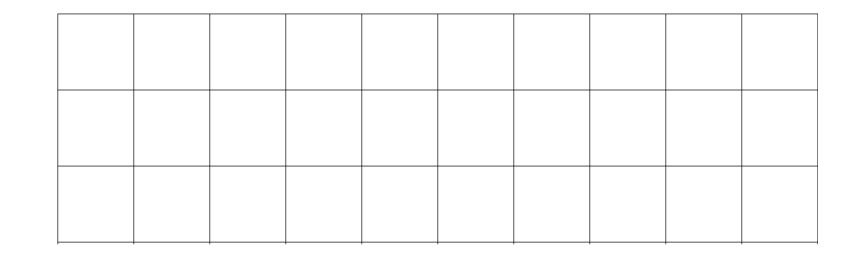
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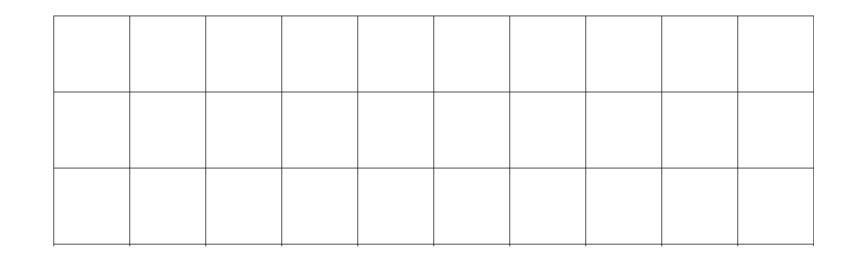
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We must update Q for each s, a separately

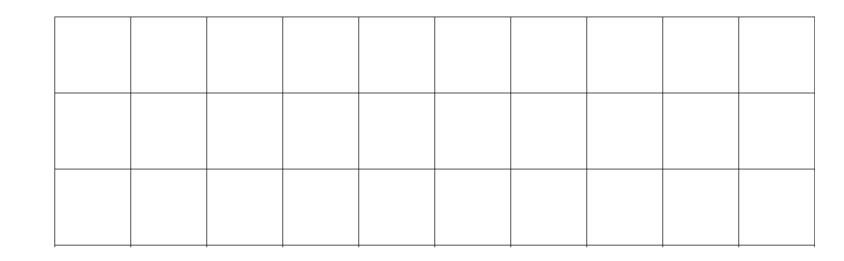
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With TD updates, updating one cell means we must update all cells

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It can take many states and actions for Q converge (HW up to 100k)

There is a lower sample complexity bound on convergence<sup>1</sup>

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$$\frac{|S|\;|A|}{(1-\gamma)^5\cdot\eta^2}$$

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 $64 \times A$  petabytes of rewards to learn Q

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We can say the same for deep RL

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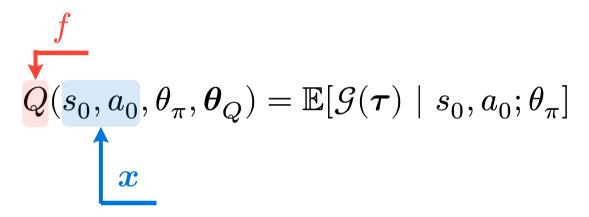
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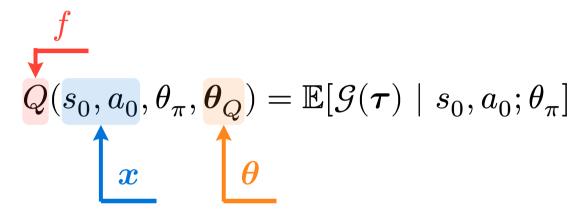
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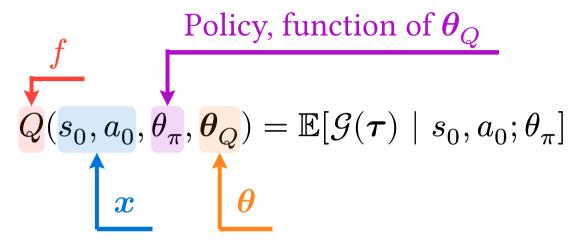
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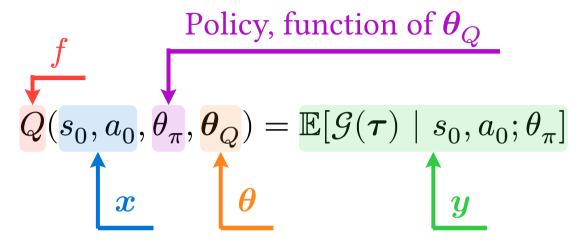
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**Answer:** Minimize over all possible states and actions

$$\left(Q\big(s_0,a_0,\theta_\pi,\pmb{\theta}_Q\big) - \mathbb{E}[\mathcal{G}(\pmb{\tau})\mid s_0,a_0;\theta_\pi]\right)^2 = 0$$

Minimize over neural network parameters

$$\underset{\boldsymbol{\theta}_{Q}}{\arg\min} \Big[ \big( Q\big(s_{0}, a_{0}, \boldsymbol{\theta}_{\pi}, \boldsymbol{\theta}_{Q} \big) - \mathbb{E}[\mathcal{G}(\boldsymbol{\tau}) \mid s_{0}, a_{0}; \boldsymbol{\theta}_{\pi}] \big)^{2} \Big]$$

Question: Missing anything? Hint: Other loss functions have sums

Answer: Minimize over all possible states and actions

$$\underset{\boldsymbol{\theta}_{Q}}{\arg\min} \left[ \sum_{s_{0} \in S} \sum_{a_{0} \in A} \left( Q\big(s_{0}, a_{0}, \boldsymbol{\theta}_{\pi}, \boldsymbol{\theta}_{Q} \big) - \mathbb{E}[\mathcal{G}(\boldsymbol{\tau}) \mid s_{0}, a_{0}; \boldsymbol{\theta}_{\pi}] \right)^{2} \right]$$

$$\underset{\boldsymbol{\theta}_{Q}}{\arg\min} \left[ \sum_{s_{0} \in S} \sum_{a_{0} \in A} \left( Q\big(s_{0}, a_{0}, \boldsymbol{\theta}_{\pi}, \boldsymbol{\theta}_{Q} \big) - \mathbb{E}[\mathcal{G}(\boldsymbol{\tau}) \mid s_{0}, a_{0}; \boldsymbol{\theta}_{\pi}] \right)^{2} \right]$$

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What is the meaning of  $\mathbb{E}[\mathcal{G}(\boldsymbol{\tau}) \mid s_0, a_0; \theta_{\pi}]$ ? We need a number

$$\underset{\boldsymbol{\theta}_{Q}}{\arg\min} \left[ \sum_{s_{0} \in S} \sum_{a_{0} \in A} \left( Q\big(s_{0}, a_{0}, \boldsymbol{\theta}_{\pi}, \boldsymbol{\theta}_{Q} \big) - \mathbb{E}[\mathcal{G}(\boldsymbol{\tau}) \mid s_{0}, a_{0}; \boldsymbol{\theta}_{\pi}] \right)^{2} \right]$$

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**Question:** What are the two methods to compute  $\mathbb{E}[\mathcal{G}(\tau) \mid s_0, a_0; \theta_{\pi}]$ ?

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**Question:** What are the two methods to compute  $\mathbb{E}[\mathcal{G}(\tau) \mid s_0, a_0; \theta_{\pi}]$ ?

**Answer:** Monte Carlo and Temporal Difference

# Deep Q Learning Monte Carlo Objective:

#### **Monte Carlo Objective:**

$$\underset{\boldsymbol{\theta}_Q}{\arg\min} \left[ \sum_{s_0 \in S} \sum_{a_0 \in A} \left( Q\big(s_0, a_0, \theta_\pi, \boldsymbol{\theta}_Q\big) - \sum_{t=0}^\infty \gamma^t \mathbb{E} \big[ \mathcal{R}(s_{t+1}) \mid s_0, a_0; \boldsymbol{\theta}_\pi \big] \right)^2 \right]$$

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**Temporal Difference Objective:** 

#### **Monte Carlo Objective:**

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#### **Temporal Difference Objective:**

$$\mathop{\arg\min}_{\theta_Q} \left[ \sum_{s_0 \in S} \sum_{a_0 \in A} \right.$$

$$\left(Q\big(s_0,a_0,\theta_\pi,\pmb{\theta}_Q\big) - \left(\mathbb{E}[\mathcal{R}(s_1)\mid s_0,a_0] + \neg d\gamma \max_{a\in A} Q\big(s_1,a,\theta_\pi,\pmb{\theta}_Q\big)\right)\right)^2 \left| -\frac{1}{2} \left(Q(s_0,a_0,\theta_\pi,\pmb{\theta}_Q) - \left(\mathbb{E}[\mathcal{R}(s_1)\mid s_0,a_0] + \neg d\gamma \max_{a\in A} Q(s_1,a,\theta_\pi,\pmb{\theta}_Q)\right)\right)^2 \right| + \left(\frac{1}{2} \left(Q(s_0,a_0,\theta_\pi,\pmb{\theta}_Q) - \left(\mathbb{E}[\mathcal{R}(s_1)\mid s_0,a_0] + \neg d\gamma \max_{a\in A} Q(s_1,a,\theta_\pi,\pmb{\theta}_Q)\right)\right)^2 \right)^2 \right| + \left(\frac{1}{2} \left(Q(s_0,a_0,\theta_\pi,\pmb{\theta}_Q) - \left(\mathbb{E}[\mathcal{R}(s_1)\mid s_0,a_0] + \neg d\gamma \max_{a\in A} Q(s_1,a,\theta_\pi,\pmb{\theta}_Q)\right)\right)^2 \right)^2 \right)^2 \left| -\frac{1}{2} \left(Q(s_0,a_0,\theta_\pi,\pmb{\theta}_Q) - \left(\mathbb{E}[\mathcal{R}(s_1)\mid s_0,a_0] + \neg d\gamma \max_{a\in A} Q(s_1,a,\theta_\pi,\pmb{\theta}_Q)\right)\right)^2 \right| + \left(\frac{1}{2} \left(Q(s_0,a_0,\theta_\pi,\pmb{\theta}_Q) - \left(\mathbb{E}[\mathcal{R}(s_0,a_0,\theta_\pi,\pmb{\theta}_Q) - Q(s_0,a_0)\right)\right)^2 \right)^2 \right| + \left(\frac{1}{2} \left(Q(s_0,a_0,\theta_\pi,\pmb{\theta}_Q) - Q(s_0,a_0)\right)\right)^2 \right| + \left(\frac{1}{2} \left(Q(s_0,a_0,\theta_\pi,\pmb{\theta}_Q) - Q(s_0,a_0)\right)\right| + \left(\frac{1}{2} \left(Q(s_0,a_0,\theta_Q) - Q(s_0,a_0)\right)\right)^2 \right| + \left(\frac{1}{2} \left(Q(s_0,a_0,\theta_Q) - Q(s_0,a_0)\right)\right)^2 \right| + \left(\frac{1}{2} \left(Q(s_0,a_0,\theta_Q) - Q(s_0,a_0)\right)\right)^2 \right| + \left(\frac{1}{2} \left(Q(s_0,a_0,\theta_Q) - Q(s_0,a_0)\right)\right| + \left(\frac{1}{2} \left(Q(s_0,a_0,\theta_Q) - Q(s_0,a_0)\right)\right)^2 \right| + \left(\frac{1}{2} \left(Q(s_0,a_0,\theta_Q) - Q(s_0,a_0)\right)\right)^2 \right| + \left(\frac{1}{2} \left(Q(s_0,a_0,\theta_Q) - Q(s_0,a_0)\right)\right| + \left(\frac{1}{2} \left(Q(s_0,a_0,\theta_Q) - Q(s_0,a_0)\right)\right) + \left(\frac{1}{2} \left(Q(s_0,a_0,\theta_Q) - Q(s_0,a_0)\right)\right)^2 \right)^2 + \left(\frac{1}{2} \left(Q(s_0,a_0,\theta_Q) - Q(s_0,a_0)\right)\right)^2 + \left(\frac{1}{2} \left(Q(s_0,a_0,\theta_Q) - Q(s_0,a_$$

$$\underset{\theta_Q}{\operatorname{arg\,min}} \left[ \sum_{s_0 \in S} \sum_{a_0 \in A} \left( Q\big(s_0, a_0, \theta_\pi, \theta_Q\big) - \sum_{t=0}^\infty \gamma^t \mathbb{E} \big[ \mathcal{R}(s_{t+1}) \mid s_0, a_0; \theta_\pi \big] \right)^2 \right]$$

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Still have expectations, which we do not know

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**Question:** Can we replace  $\mathbb{E}$  with something we know? Hint: Gambling

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**Answer:** Temporal difference

$$\underset{\theta_Q}{\arg\min} \left[ \sum_{s_0 \in S} \sum_{a_0 \in A} \left( Q\big(s_0, a_0, \theta_\pi, \theta_Q\big) - \sum_{t=0}^\infty \gamma^t \hat{\mathbb{E}} \big[ \mathcal{R}(s_{t+1}) \mid s_0, a_0; \theta_\pi \big] \right)^2 \right]$$

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The Monte Carlo loss uses an episode x of states and actions

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The Monte Carlo loss uses an episode  $oldsymbol{x}$  of states and actions

$$\mathcal{L}ig(oldsymbol{x},oldsymbol{ heta}_Qig)=$$

$$\underset{\theta_{Q}}{\arg\min} \left[ \sum_{s_{i}, a_{i} \in \boldsymbol{x}} \left( Q\big(s_{i}, a_{i}, \theta_{\pi}, \theta_{Q}\big) - \sum_{t=i}^{\infty} \gamma^{t} \hat{\mathbb{E}} \big[ \mathcal{R}(s_{t+1}) \mid s_{i}, a_{i}; \theta_{\pi} \big] \right)^{2} \right]$$

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We approximate the expected reward empirically

$$\underset{\boldsymbol{\theta}_{Q}}{\arg\min}\,\mathcal{L}(\boldsymbol{x},\boldsymbol{\theta}_{Q}) = \underset{\boldsymbol{\theta}_{Q}}{\arg\min}\left[\sum_{s_{i},a_{i},r_{i}\in\boldsymbol{x}}\left(Q(s_{i},a_{i},\boldsymbol{\theta}_{\pi},\boldsymbol{\theta}_{Q}) - \sum_{t=i}^{\infty}\gamma^{t-i}r_{t}\right)^{2}\right]$$

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**Question:** Call this Monte Carlo return because of this objective. Why?

$$\underset{\boldsymbol{\theta}_{Q}}{\arg\min}\,\mathcal{L}\big(\boldsymbol{x},\boldsymbol{\theta}_{Q}\big) = \underset{\boldsymbol{\theta}_{Q}}{\arg\min}\left[\sum_{s_{i},a_{i},r_{i}\in\boldsymbol{x}}\left(Q\big(s_{i},a_{i},\theta_{\pi},\boldsymbol{\theta}_{Q}\big) - \sum_{t=i}^{\infty}\gamma^{t-i}r_{t}\right)^{2}\right]$$

**Question:** Call this Monte Carlo return because of this objective. Why?

Monte Carlo is a famous casino. We approximate the expected return by "gambling" over the episode

$$\underset{\boldsymbol{\theta}_{Q}}{\arg\min}\,\mathcal{L}\big(\boldsymbol{x},\boldsymbol{\theta}_{Q}\big) = \underset{\boldsymbol{\theta}_{Q}}{\arg\min}\left[\sum_{s_{i},a_{i},r_{i}\in\boldsymbol{x}}\left(Q\big(s_{i},a_{i},\theta_{\pi},\boldsymbol{\theta}_{Q}\big) - \sum_{t=i}^{\infty}\gamma^{t-i}r_{t}\right)^{2}\right]$$

Can train over batch/dataset  $oldsymbol{X}$  containing many episodes  $oldsymbol{x}$ 

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$$\underset{\boldsymbol{\theta}_{Q}}{\arg\min}\,\mathcal{L}\big(\boldsymbol{X},\boldsymbol{\theta}_{Q}\big) = \underset{\boldsymbol{\theta}_{Q}}{\arg\min}\left[\sum_{\substack{\boldsymbol{x}_{[j]} \in \boldsymbol{X}}} \sum_{\substack{s_{i}, a_{i}, r_{i} \\ \in \boldsymbol{x}_{[j]}}} \left(Q\big(s_{i}, a_{i}, \theta_{\pi}, \boldsymbol{\theta}_{Q}\big) - \sum_{t=i}^{\infty} \gamma^{t-i} r_{t}\right)^{2}\right]$$

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Now, lets do the TD loss function

$$\underset{\theta_Q}{\operatorname{arg min}} \left[ \sum_{s_0 \in S} \sum_{a_0 \in A} \right]$$

$$\left(Q\big(s_0,a_0,\theta_\pi,\pmb{\theta}_Q\big) - \left(\hat{\mathbb{E}}[\mathcal{R}(s_1) \mid s_0,a_0] + \neg d\gamma \max_{a \in A} Q\big(s_1,a,\theta_\pi,\pmb{\theta}_Q\big)\right)\right)^2 \Bigg|$$

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Rewrite over the episode x

$$\operatorname*{arg\;min}_{\theta_Q} \left[ \sum_{s_0 \in S} \sum_{a_0 \in A} \right.$$

$$\left(Q\big(s_0,a_0,\theta_\pi,\pmb{\theta}_Q\big) - \left(\hat{\mathbb{E}}[\mathcal{R}(s_1)\mid s_0,a_0] + \neg d\gamma \max_{a\in A} Q\big(s_1,a,\theta_\pi,\pmb{\theta}_Q\big)\right)\right)^2 \Bigg|$$

Rewrite over the episode x

$$\mathop{\arg\min}_{\boldsymbol{\theta}_{Q}} \mathcal{L}\big(\boldsymbol{x}, \boldsymbol{\theta}_{Q}\big) = \mathop{\arg\min}_{\boldsymbol{\theta}_{Q}} \left[ \sum_{s_{i}, a_{i}, d_{i}, s_{i+1} \in \boldsymbol{x}} \right.$$

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Empirically compute expected reward

$$\mathop{\arg\min}_{\boldsymbol{\theta}_{Q}} \mathcal{L}(\boldsymbol{x}, \boldsymbol{\theta}_{Q}) = \mathop{\arg\min}_{\boldsymbol{\theta}_{Q}} \left[ \sum_{s_{i}, a_{i}, d_{i}, s_{i+1} \in \boldsymbol{x}} \right.$$

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Empirically compute expected reward

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Do it over a batch

$$\mathop{\arg\min}_{\boldsymbol{\theta}_{Q}} \mathcal{L}(\boldsymbol{x}, \boldsymbol{\theta}_{Q}) = \mathop{\arg\min}_{\boldsymbol{\theta}_{Q}} \sum_{\boldsymbol{x}_{[j]} \in \boldsymbol{X}}$$

$$\sum_{s_i, a_i, r_i, d_i, s_{i+1}} \left( Q\big(s_i, a_i, \theta_\pi, \boldsymbol{\theta}_Q\big) - \left(r_i + \neg d_0 \gamma \argmax_{a \in A} Q\big(s_i, a, \theta_\pi, \boldsymbol{\theta}_Q\big) \right) \right)^2$$

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Can optimize both loss functions using gradient descent

Can optimize both loss functions using gradient descent

RL optimization is more difficult than supervised learning

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RL optimization is more difficult than supervised learning

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### **Supervised Learning:**

• Static inputs

Can optimize both loss functions using gradient descent

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- Static inputs
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- Static inputs
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- Limited dataset

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### **Reinforcement Learning:**

• Inputs change as  $\theta_{\pi}$  changes

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  - Visit new/different states
- Labels change as  $\theta_{\pi}$  changes
  - $ightharpoonup \mathbb{E}[\mathcal{G}(oldsymbol{ au}) \mid heta_{\pi}]$
- Infinite dataset
  - Can always collect from env
  - Bad  $\theta_{\pi}$  means bad dataset
  - Overfitting no problem

Optimization is difficult in RL

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Most RL papers train for 10M-10B environment steps

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It takes a long time to train a deep Q function

Optimization is difficult in RL

Most RL papers train for 10M-10B environment steps

It takes a long time to train a deep Q function

Let us see if we can improve training speed

```
for epoch in range(num epochs):
  terminated = False
 s = env.reset()
 episode = []
 # Step between 1 and infinity times to get one episode
 for step in range(max steps):
    a = policy(s, theta Q)
    next s, r, d = env.step(action)
    episode.append([s, a, r, d, next s])
 # Compute gradient over episode
 J = grad(L)(theta Q, episode)
 theta Q = update(theta Q, grad)
```

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**Question:** Which part is slowest?

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```

Question: Which part is slowest? Answer: Collecting episodes

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 episode = []
 # Step between 1 and infinity times to get one episode
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```

Collect episode, train, throw away episode, start again

What if we reuse episodes?

What if we reuse episodes? episodes = [] for epoch in range(num epochs): terminated = False s = env.reset() episode = [] while not terminated: a = policy(s, theta Q)next s, r, d = env.step(action) episode.append([s, a, r, d, next s]) episodes.append(episode) J = grad(L)(theta Q, episodes) # Train over ALL episodes theta Q = update(theta Q, grad)

When we reuse episodes, we call it **experience replay** 

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Store episodes in a **replay buffer** (list)

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Create a dataset from the buffer

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$$oldsymbol{X}_t = egin{bmatrix} oldsymbol{s}_{31} & oldsymbol{a}_{31} & oldsymbol{r}_{31} & oldsymbol{d}_{31} \ dots & dots & dots & dots \ oldsymbol{s}_4 & oldsymbol{a}_4 & oldsymbol{r}_4 & oldsymbol{d}_4 \end{bmatrix}$$

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Train on the dataset

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Train on the dataset

$$\operatorname*{arg\;min}_{\boldsymbol{\theta}_{Q}}\mathcal{L}\big(\boldsymbol{X}_{t},\boldsymbol{\theta}_{Q}\big)$$

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Train on the dataset

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Humans do experience replay when they dream!

On-policy algorithms must throw away episodes after training

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Must collect data using the current policy, cannot use experience replay

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Off-policy algorithms can reuse old episodes and use experience replay

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In fact, for off policy algorithms, data can come from anywhere

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**Question:** Which is Q learning?

On-policy algorithms must throw away episodes after training

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**Question:** Which is Q learning?

Let us find out!

Start with the Monte Carlo return

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$$\underset{\theta_Q}{\arg\min} \left[ \sum_{s_0 \in S} \sum_{a_0 \in A} \left( Q\big(s_0, a_0, \theta_\pi, \theta_Q\big) - \sum_{t=0}^\infty \gamma^t \hat{\mathbb{E}} \big[ \mathcal{R}(s_{t+1}) \mid s_0, a_0; \theta_\pi \big] \right)^2 \right]$$

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If the policy changes, the return  $r_0 + \gamma r_1 + \gamma^2 r_2 + \dots$  is not valid!

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We need  $\hat{\mathbb{E}}[\mathcal{R}(s_{t+1}) \mid s_0, a_0; \theta_{\pi}]$ 

What about TD return?

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$$\underset{\boldsymbol{\theta}_{Q}}{\operatorname{arg min}} \left[ \sum_{s_{0} \in S} \sum_{a_{0} \in A} \right]$$

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**Question:** On-policy or off-policy?

What about TD return?

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Question: On-policy or off-policy? Answer: Off-policy. Why?

Q function depends on  $\theta_{\pi}$ , but reward does not!

Do we know arg  $\max_{a \in A} Q(s_1, a, \theta_{\pi}, \boldsymbol{\theta}_Q)$ ?

What about TD return?

$$\underset{\boldsymbol{\theta}_{Q}}{\arg\min} \left[ \sum_{s_{0} \in S} \sum_{a_{0} \in A} \right]$$

$$\left(Q\big(s_0,a_0,\theta_\pi,\pmb{\theta}_Q\big) - \left(\hat{\mathbb{E}}[\mathcal{R}(s_1)\mid s_0,a_0] + \neg d_0\gamma \max_{a\in A}Q\big(s_1,a,\pmb{\theta_\pi},\pmb{\theta}_Q\big)\right)\right)^2 \Bigg|$$

Question: On-policy or off-policy? Answer: Off-policy. Why?

Q function depends on  $\theta_{\pi}$ , but reward does not!

Do we know arg  $\max_{a \in A} Q(s_1, a, \theta_{\pi}, \theta_Q)$ ? Yes! Just plug in  $s_1$ 

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MC needs more training data, but TD has harder optimization

If you train a deep Q network using TD, you will find

$$Q\big(s_0,a_0,\theta_\pi,\boldsymbol{\theta}_Q\big)=\infty$$

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Usually, the target parameters are older parameters

```
theta Q = ... # Initialize parameters
theta T = theta Q.copy()
for epoch in range(num epochs):
 grad = grad(L)(theta Q, theta T, X)
 theta Q = optimizer.update(theta Q, grad)
  if epoch % 200 == 0:
   # Update target parameters
    theta T = theta Q.copy()
```

Deep reinforcement learning was first discovered in the 1980s

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You have all the tools you need to implement DQN, except for one

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$$a = \arg\max_{i} \begin{bmatrix} Q(s, a = 1, \theta_{\pi}, \boldsymbol{\theta}_{Q}) \\ Q(s, a = 2, \theta_{\pi}, \boldsymbol{\theta}_{Q}) \\ \vdots \\ Q(s, a = i, \theta_{\pi}, \boldsymbol{\theta}_{Q}) \end{bmatrix}$$

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For each action, we must execute Q network |A| times. Not efficient!

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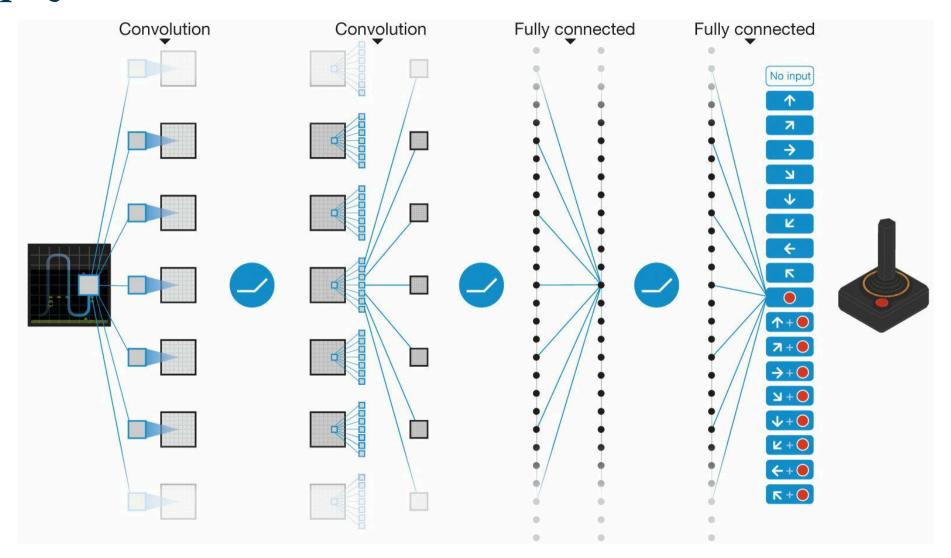
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This is |A| times faster!



```
Q = nn.Sequential([...])
theta T = partition(Q, is array)[0]
replay buffer = deque(maxsize=50 000)
for epoch in range(num epochs):
  while not terminated:
    a = random action if epoch < k else epsilon greedy(Q)</pre>
    s, r, d, next s = env.step(a)
    replay buffer.insert((s, a, r, d, next s))
    X = random.sample(replay buffer, batch size)
    theta Q, model = eqx.partition(Q, is array)
    theta Q = td update(theta Q, theta T, Q, X)
    theta T = copy(theta Q) if epoch % j == 0 else theta T
    Q = eqx.combine(theta Q, model)
```

Finally, let us look at some successes of deep Q learning

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Super Smash Bros: https://www.youtube.com/watch?v=7rDfIcdszxQ

Pokemon https://youtu.be/DcYLT37ImBY?si=AeR2WkQg4X-tWa5v