Reinforcement Learning

CMPT 729

Jason Peng

Overview

- What is reinforcement learning?
- Applications
- Logistics

About me

B.Sc.
UBC

Michiel
van de Panne

M.Sc.
UBC

Michiel
van de Panne

Ph.D.
UC Berkeley

Sergey
Levine

Pieter
Abbeel

About me

B.Sc.
UBC

Capcom
Microsoft

M.Sc.
UBC

Disney
Adobe
OpenAI

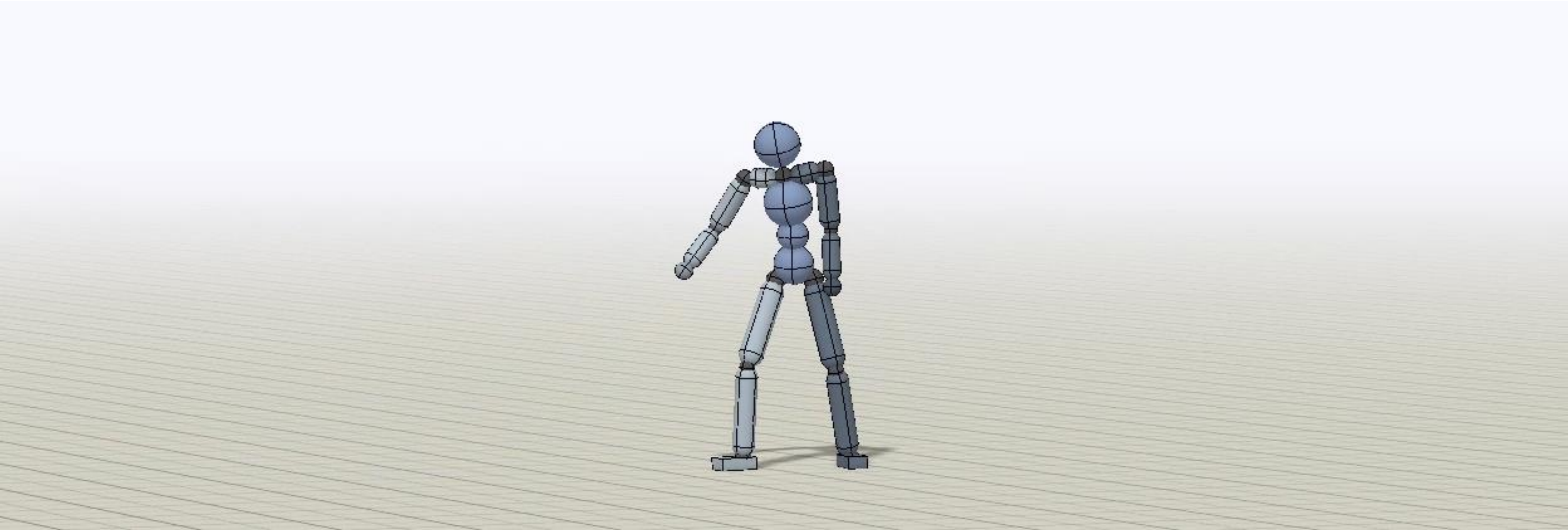
Ph.D.
UC Berkeley

Google
NVIDIA

Assistance Professor
SFU SIMON FRASER UNIVERSITY

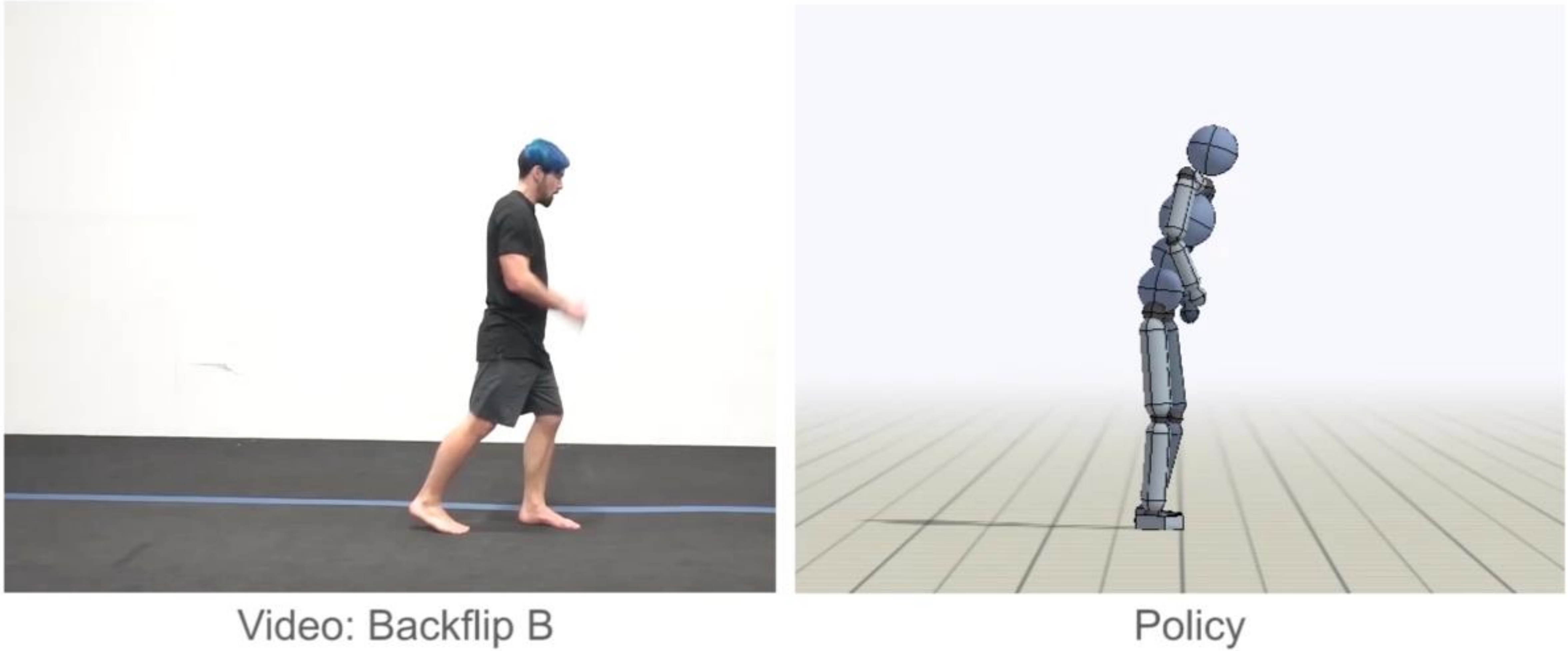
Research Scientist
NVIDIA

About me



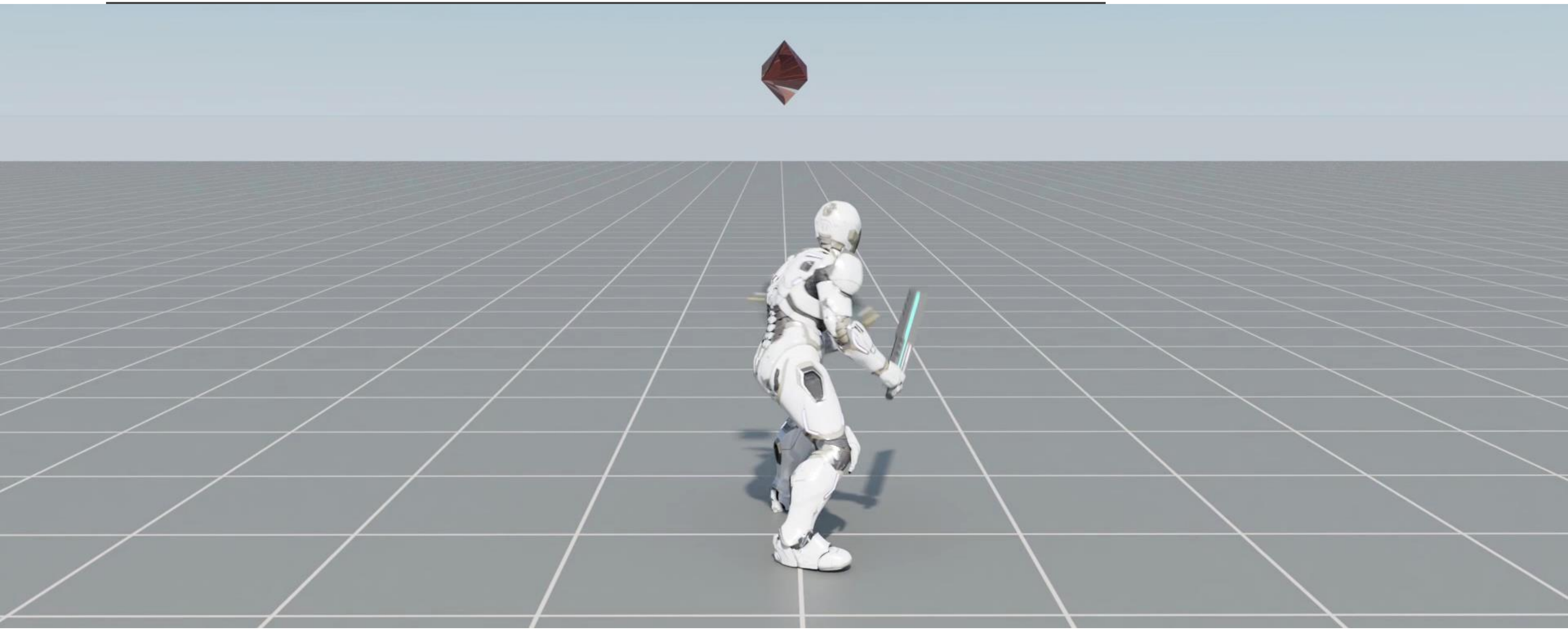
DeepMimic: Example-Guided Deep Reinforcement Learning of Physics-Based Character Skills
Xue Bin Peng, Pieter Abbeel, Sergey Levine, Michiel van de Panne
SIGGRAPH 2018

About me



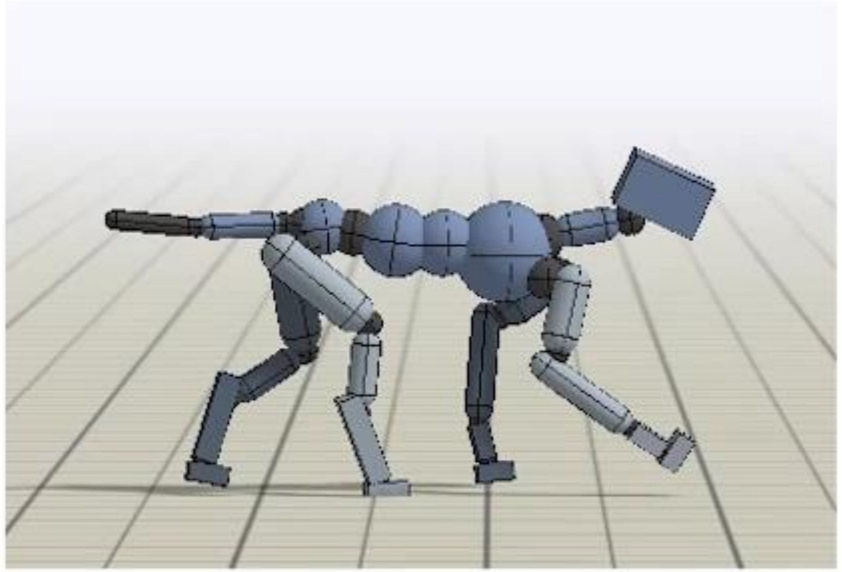
SFV: Reinforcement Learning of Physical Skills from Videos
Xue Bin Peng, Angjoo Kanazawa, Jitendra Malik, Pieter Abbeel, Sergey Levine
SIGGRAPH Asia 2018

About me



ASE: Large-Scale Reusable Adversarial Skill Embeddings for Physically Simulated Characters
Xue Bin Peng, Yunrong Guo, Lina Halper, Sergey Levine, Sanja Fidler
SIGGRAPH 2022

About me



Reference

Simulation

Real Robot

Learning Agile Robotic Locomotion Skills by Imitating Animals
<u>Xue Bin Peng</u>, Erwin Coumans, Tingnan Zhang, Tsang-Wei Edward Lee, Jie Tan, Sergey Levine
RSS 2020

What is **Reinforcement Learning**?

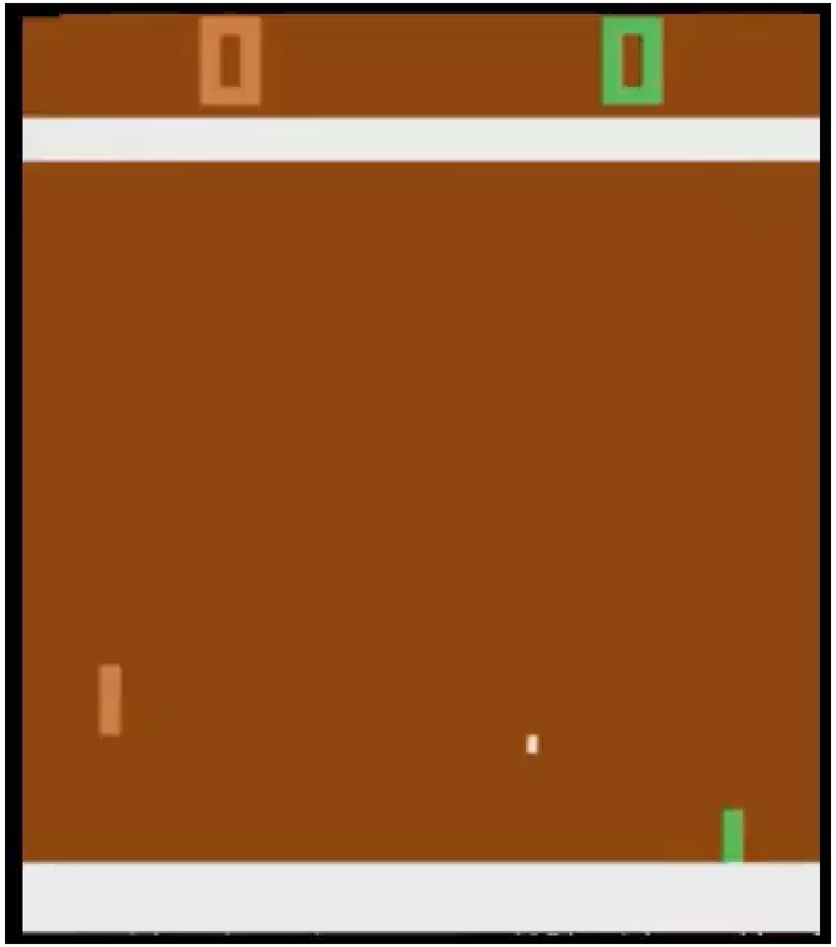
What is Reinforcement Learning

Reinforcement Learning $=$ Area of machine learning that studies techniques for solving **decision making** problems.

Decision Making Problems

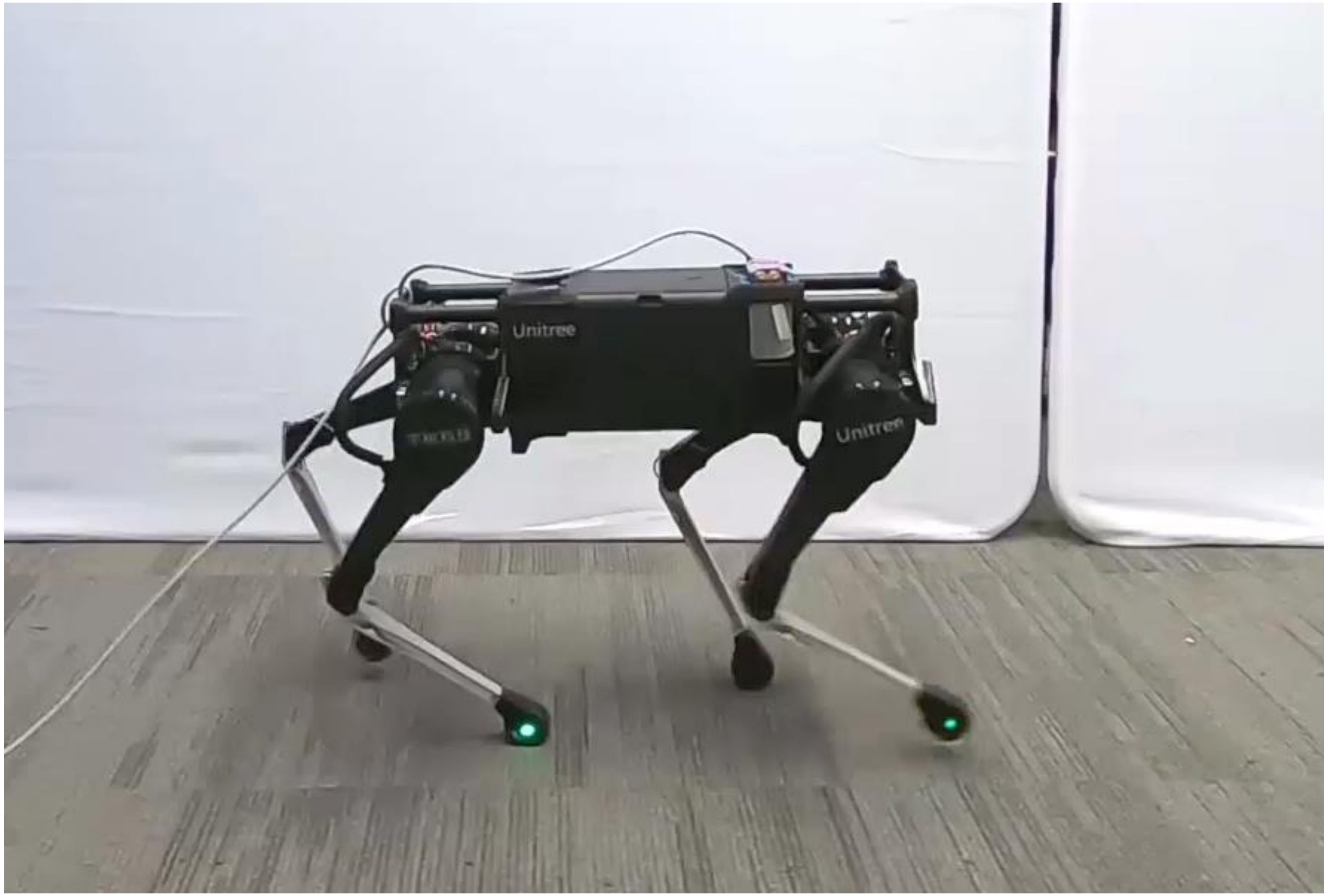
[Garry Kasparov vs. Deep Blue 1997]

Decision Making Problems

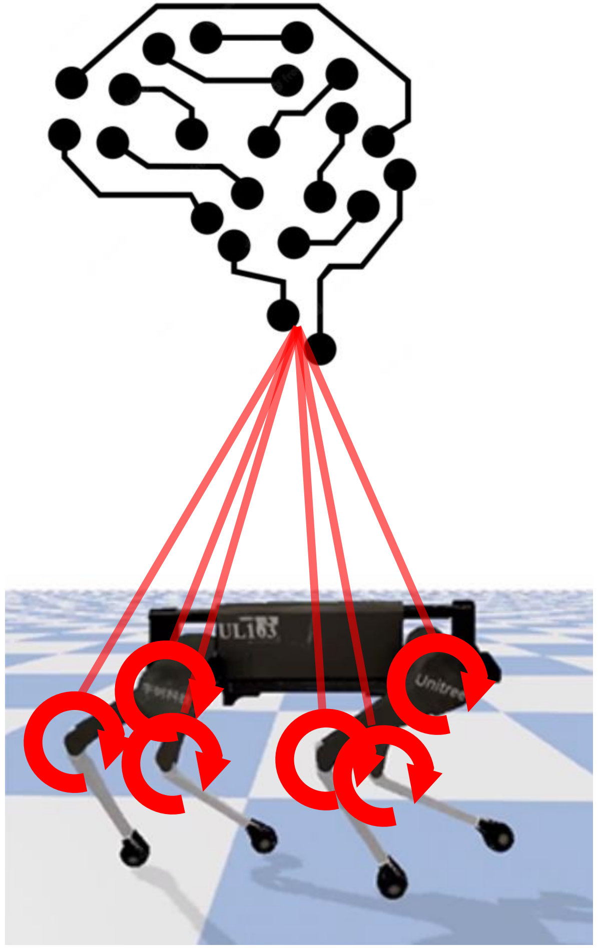


[Pong]

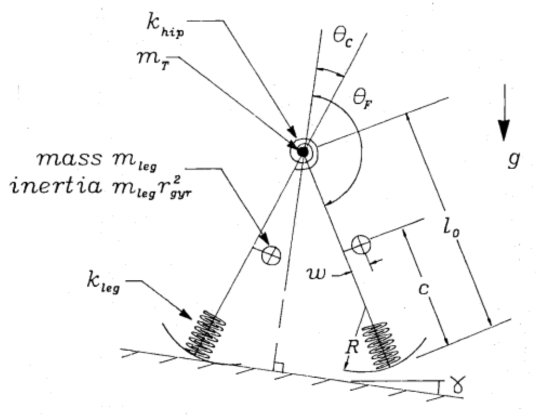
Decision Making Problems



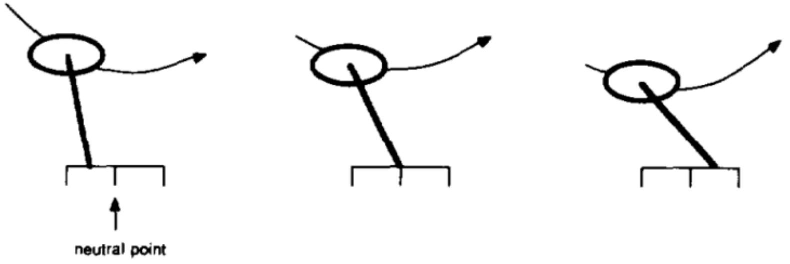
Controller



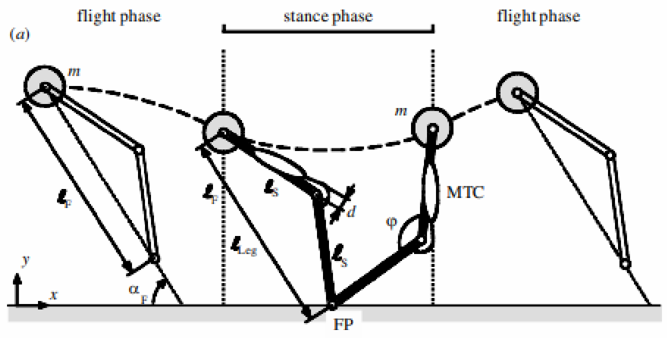
Manual Controller Design



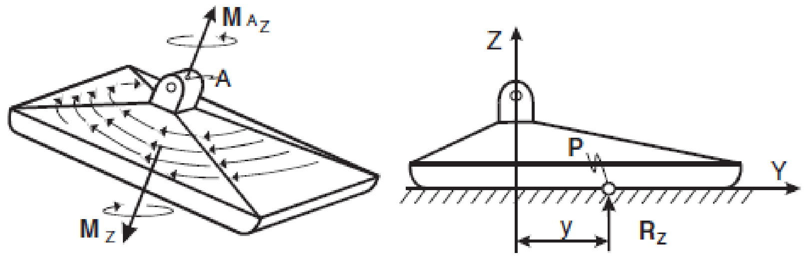
[McGeer 1990]



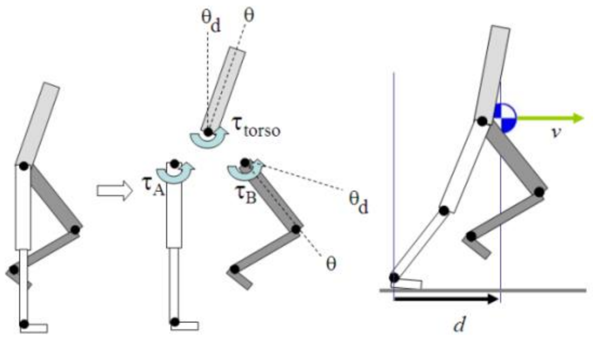
[Raibert and Hodgins 1991]



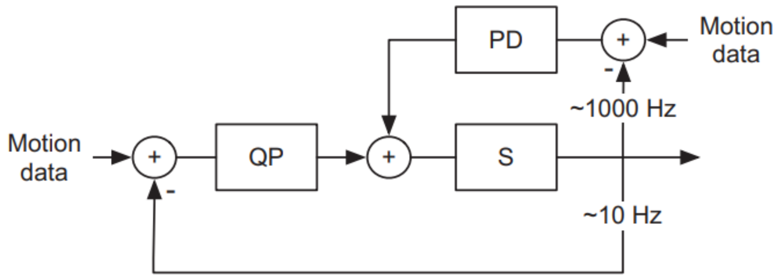
[Geyer et al. 2003]



[Vukobratović and Borovac 2004]

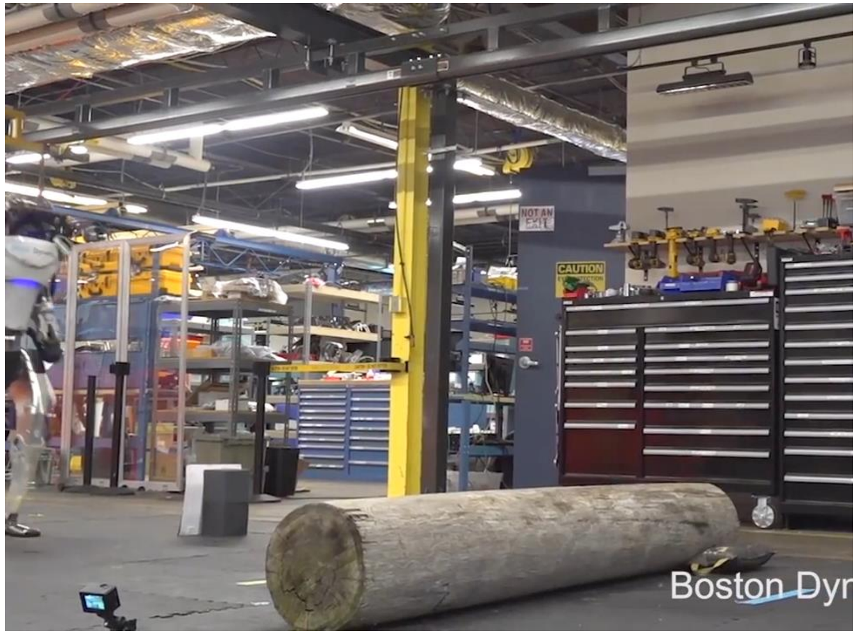


[Yin et al. 2007]



[Da Silva et al. 2008]

Manual Controller Design

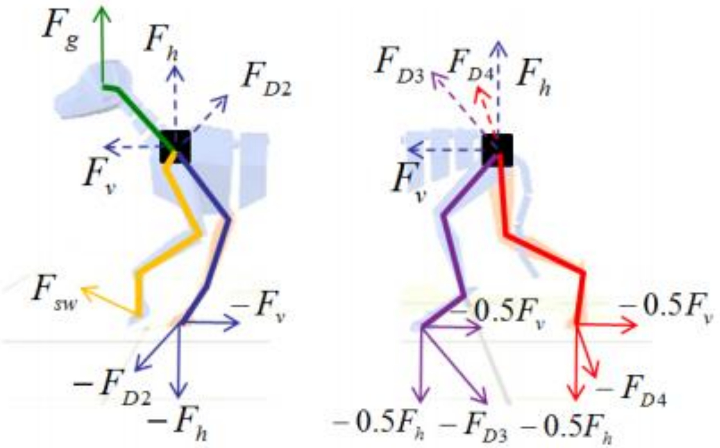


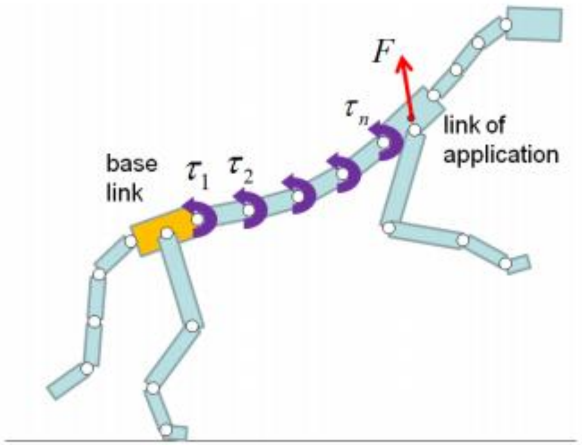
[Boston Dynamics 2018]

[ANYbotics 2018]

[MIT Biomimetic Robotics Lab 2019]

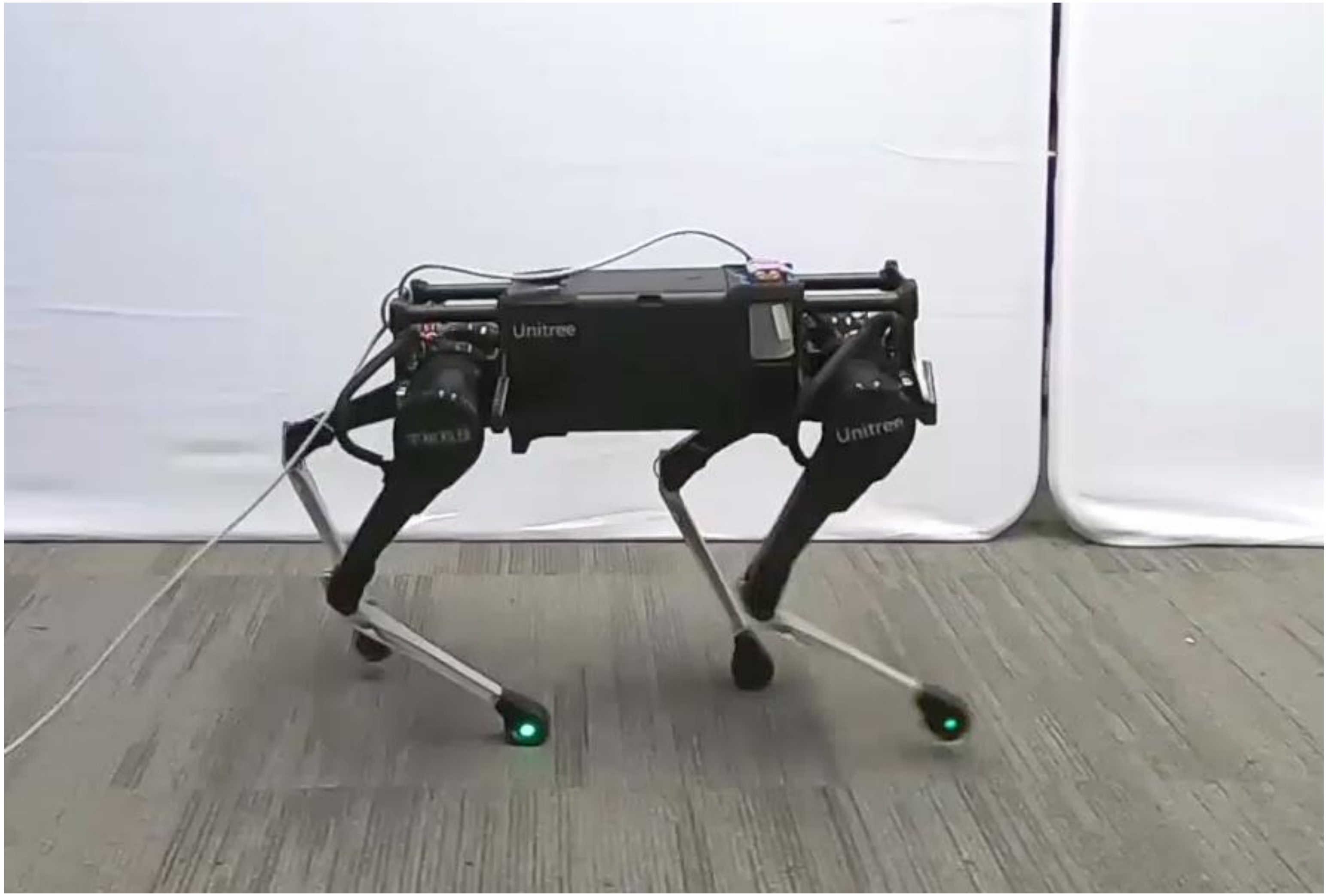
Manual Controller Design

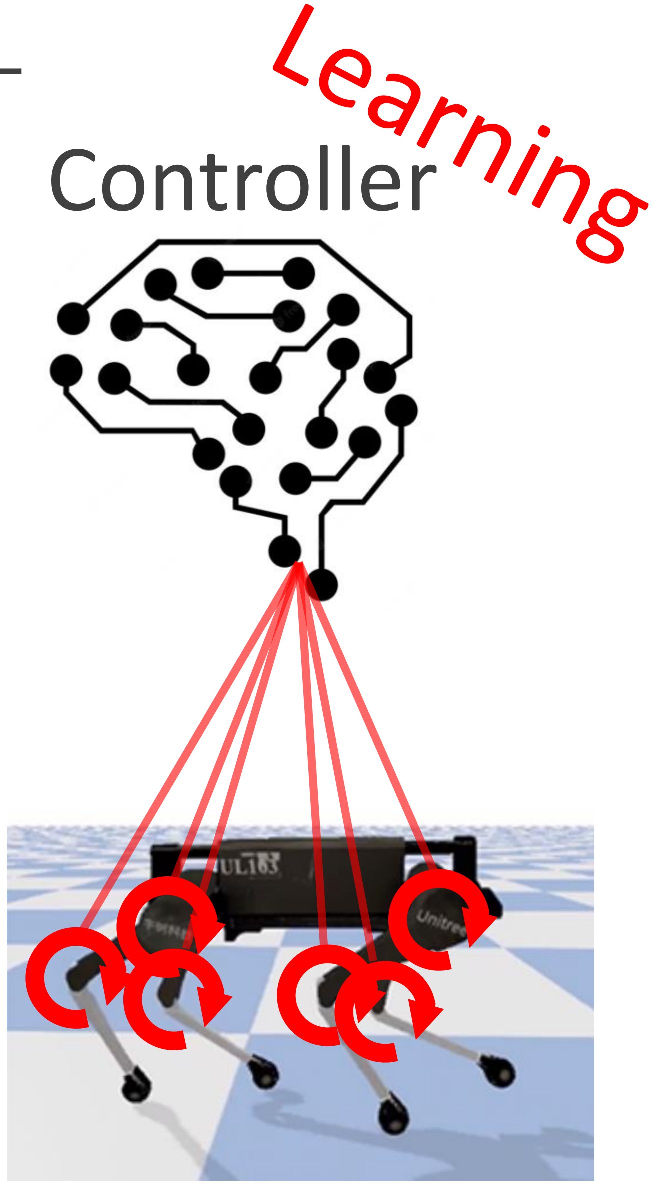




[Coros et al., 2011]

Decision Making Problems

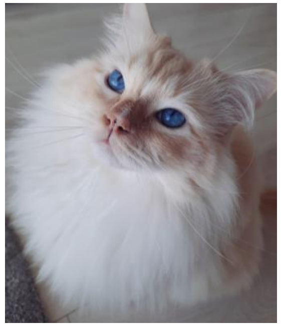




ML Paradigms

Supervised Learning

$$\{(\mathbf{x}_i, y_i)\}$$



Cat

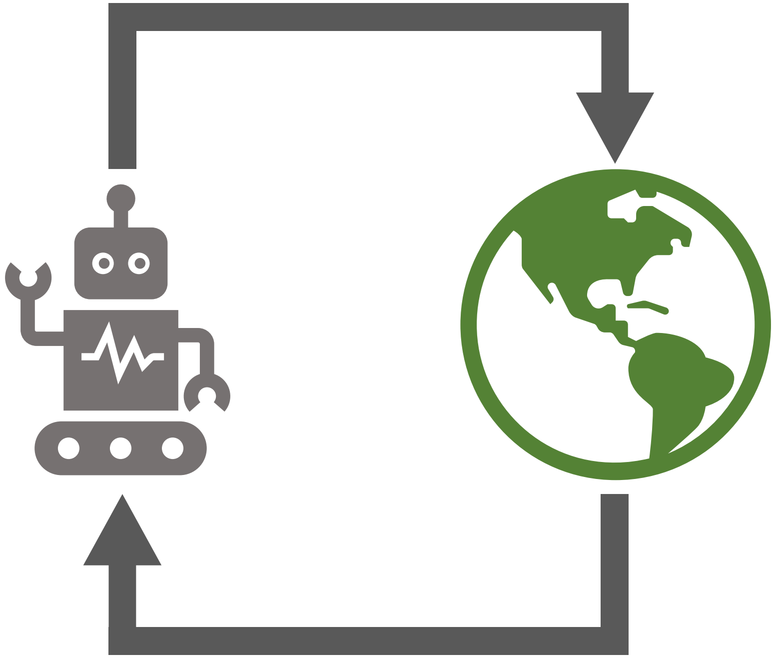
Cat

Dog

Dog

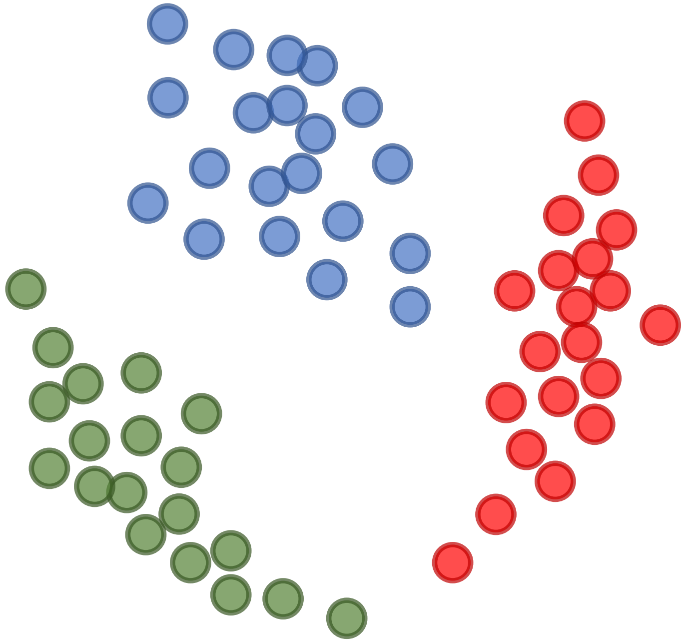
Reinforcement Learning

$$\{(\mathbf{x}_i, y_i, r_i)\}$$



Unsupervised Learning

$$\{\mathbf{x}_i\}$$



ML Paradigms

Supervised Learning

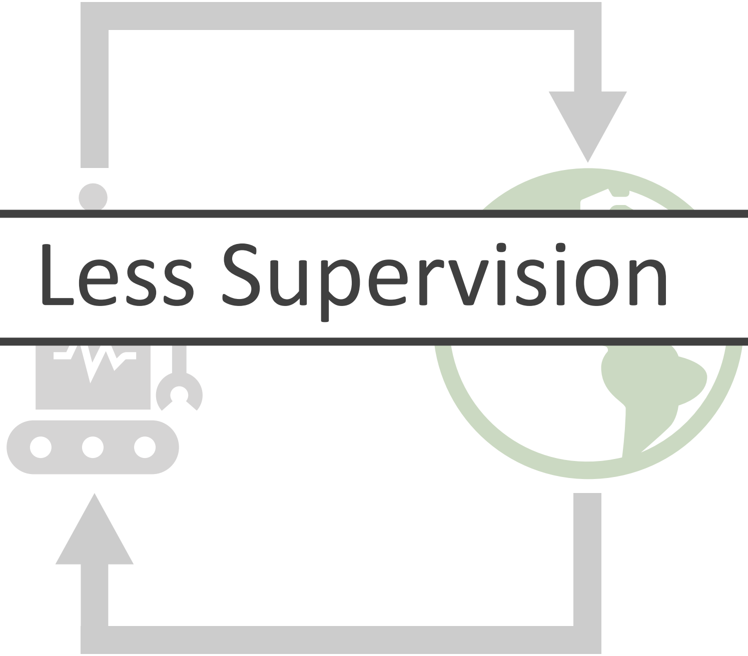
$$\{(\mathbf{x}_i, y_i)\}$$

Cat

Dog Dog

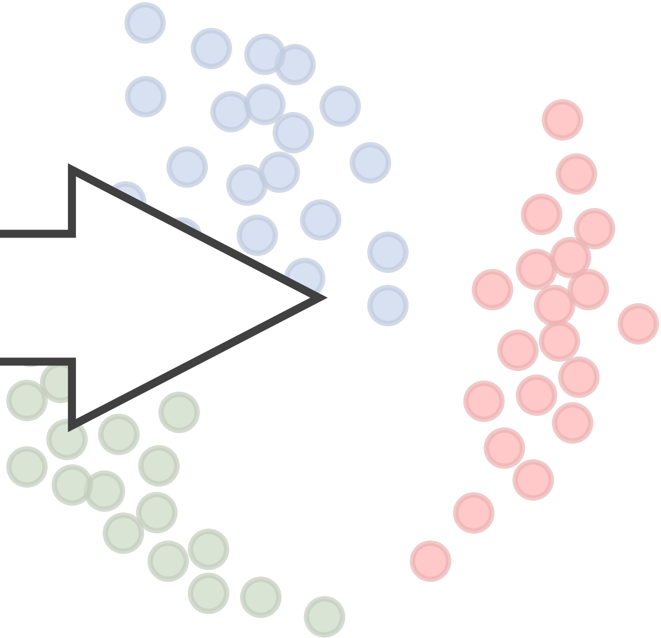
Reinforcement Learning

$$\{(\mathbf{x}_i, y_i, r_i)\}$$



Unsupervised Learning

$$\{\mathbf{x}_i\}$$

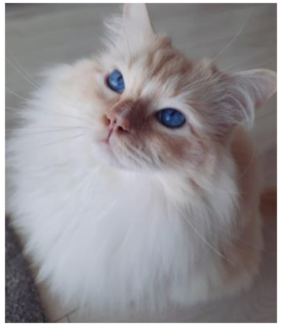


Less Supervision

ML Paradigms

Supervised Learning

$$\{(\mathbf{x}_i, y_i)\}$$



Cat

Cat

Dog

Dog

Reinforcement Learning

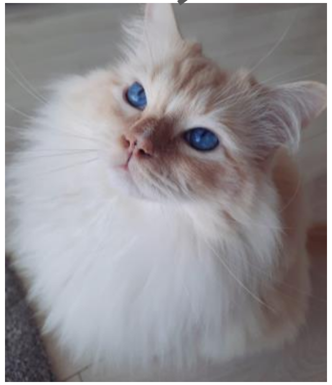
$$\{(\mathbf{x}_i, y_i, r_i)\}$$

Unsupervised Learning

$$\{\mathbf{x}_i\}$$

Supervised Learning

$$\{(\mathbf{x}_i, y_i)\}$$



"Cat"

Supervised Learning

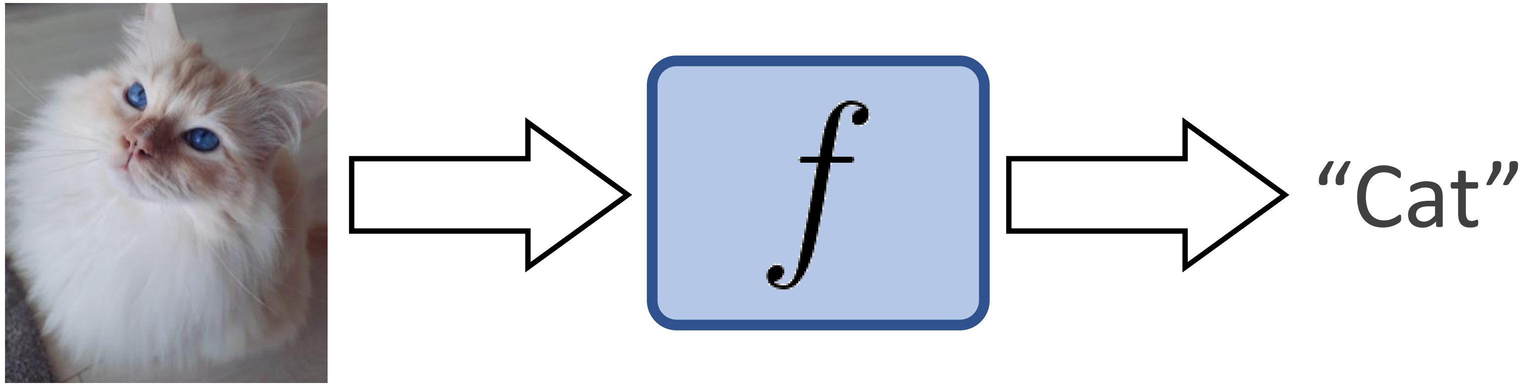
$$\{(\mathbf{x}_i, y_i)\}$$

"Dog"

Supervised Learning

$$\{(\mathbf{x}_i, y_i)\}$$

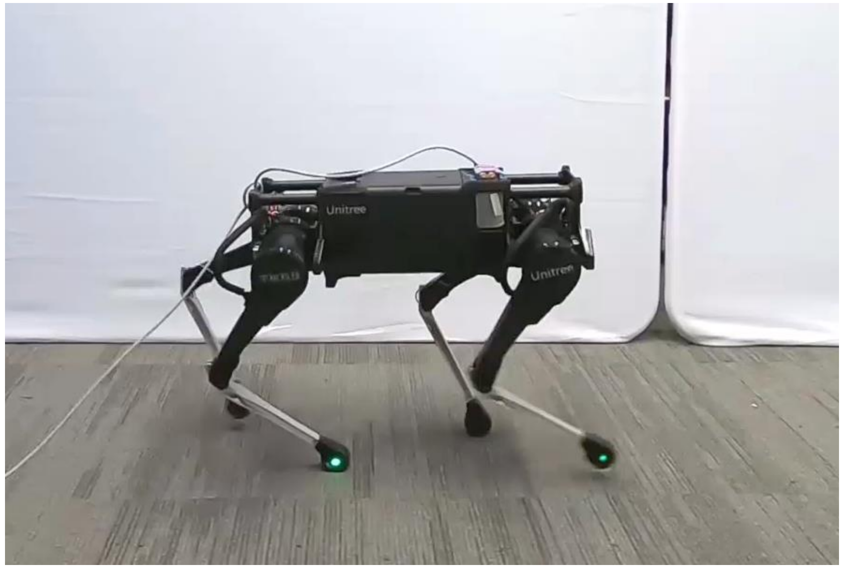
$$f(y_i|\mathbf{x}_i)$$



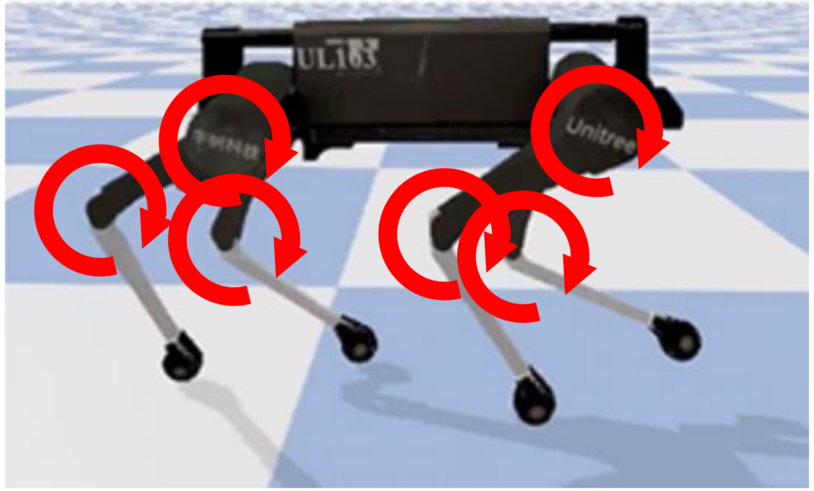
Supervised Learning

$$\{(\underline{\mathbf{x}_i}, \underline{y_i})\}$$

Robot State



Motor Commands



ML Paradigms

Supervised Learning

$$\{(\mathbf{x}_i, y_i)\}$$

Cat

Cat

Dog

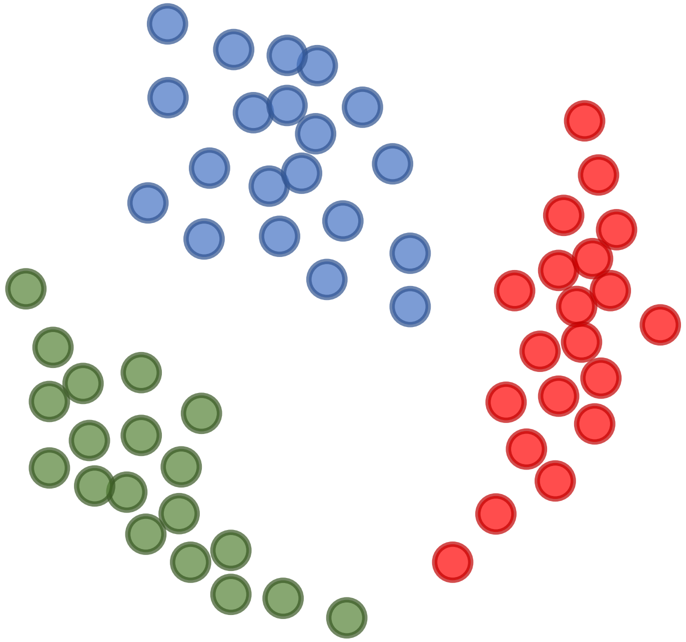
Dog

Reinforcement Learning

$$\{(\mathbf{x}_i, y_i, r_i)\}$$

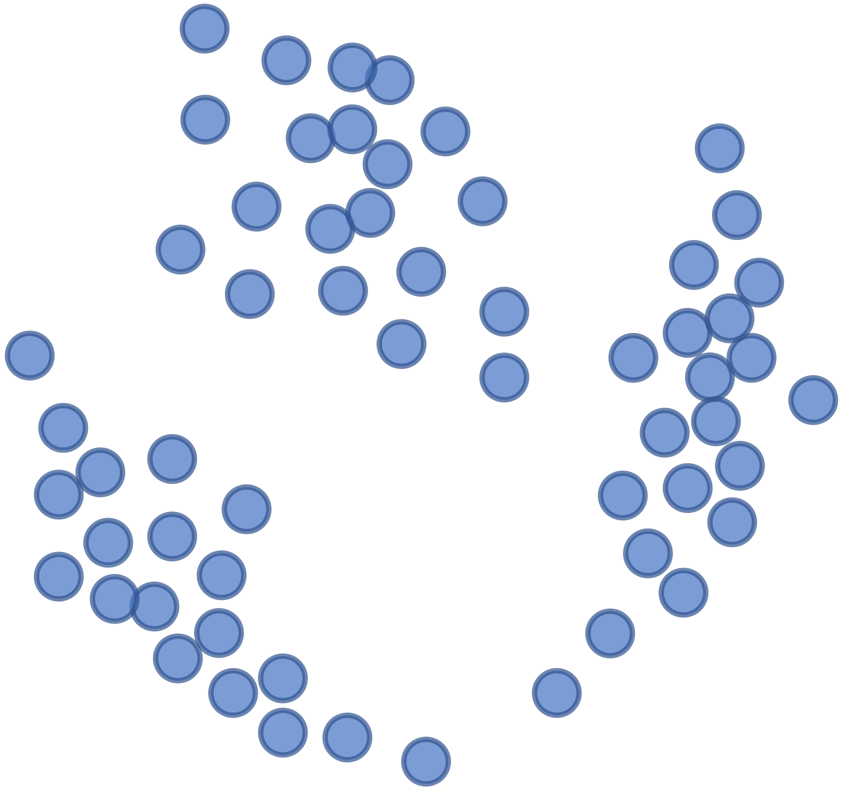
Unsupervised Learning

$$\{\mathbf{x}_i\}$$



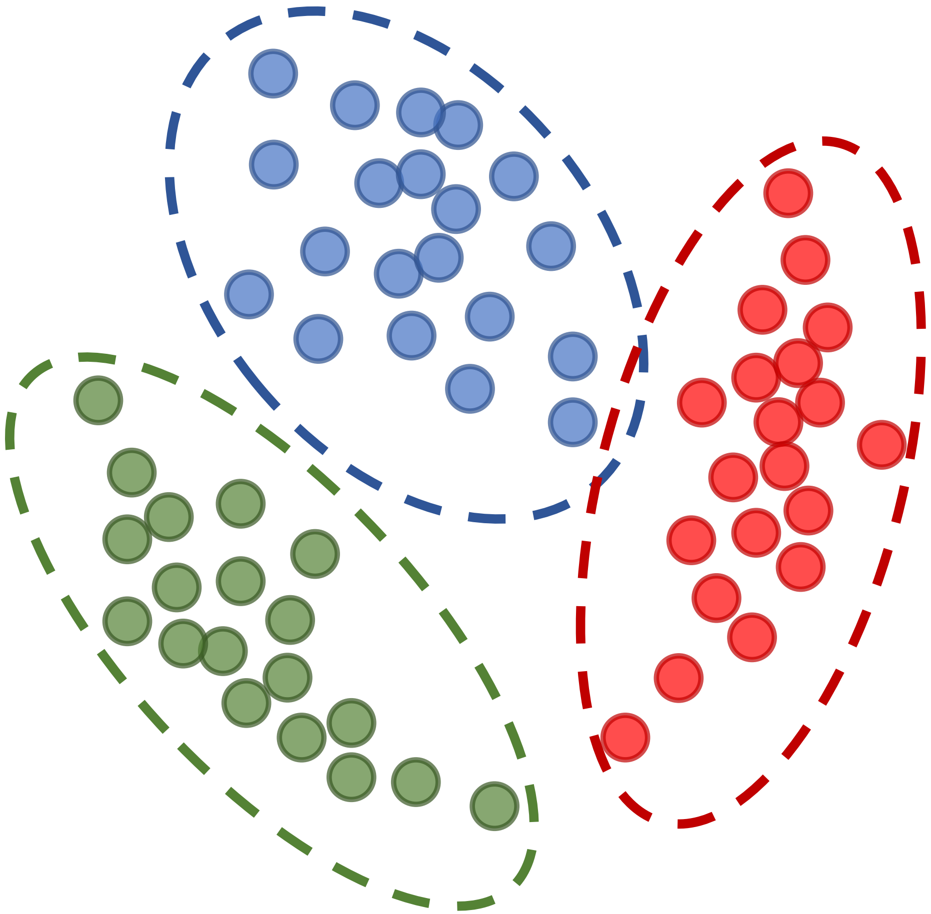
Unsupervised Learning

$$\{\mathbf{x}_i\}$$



Unsupervised Learning

$$\{\mathbf{x}_i\}$$



Unsupervised Learning

$\{\mathbf{x}_i\}$

Unsupervised Learning

$$\{\mathbf{x}_i\}$$

$$f(\mathbf{x}) \approx p(\mathbf{x})$$

$$f$$

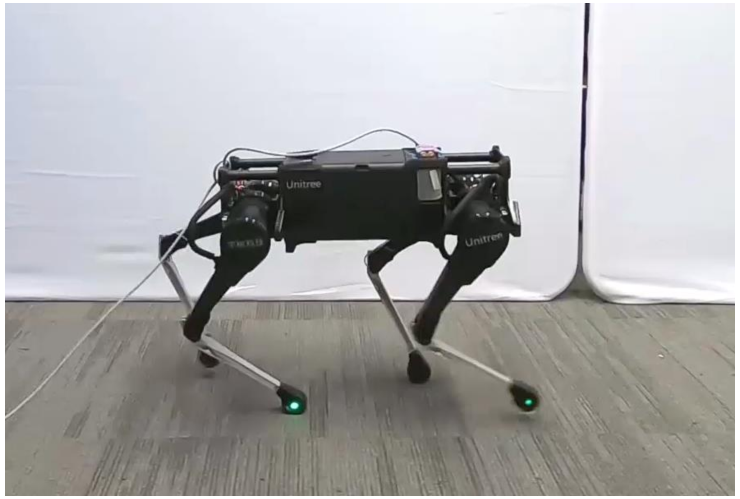
Unsupervised Learning

$$\{\mathbf{x}_i\}$$

$$\Downarrow$$

$$f(\mathbf{x}) \approx p(\mathbf{x})$$

$$\boxed{f} \Rightarrow$$



ML Paradigms

Supervised Learning

$\{(\mathbf{x}_i, y_i)\}$

Cat

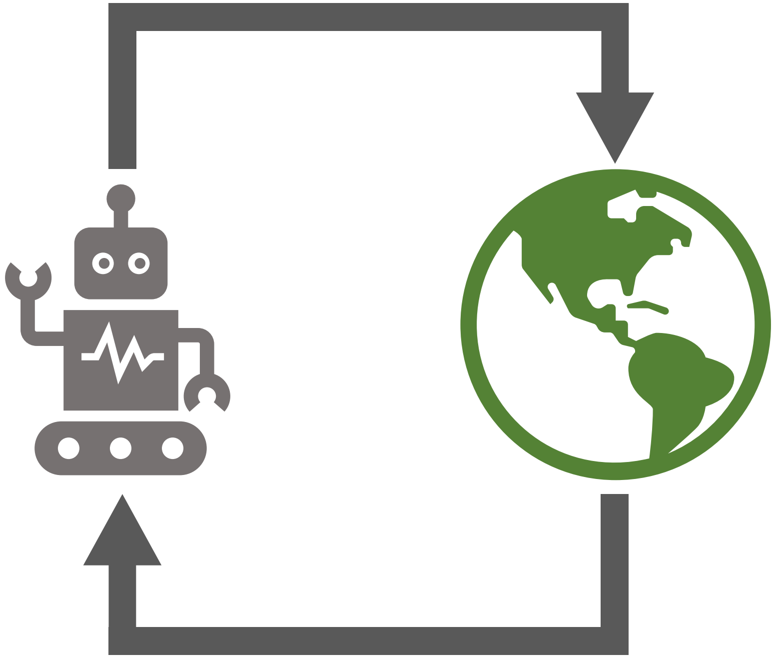
Cat

Dog

Dog

Reinforcement Learning

$\{(\mathbf{x}_i, y_i, r_i)\}$



Unsupervised Learning

$\{\mathbf{x}_i\}$

Reinforcement Learning

$$\{(\mathbf{x}_i, y_i, r_i)\}$$

$$\Downarrow$$

$$f(y_i|\mathbf{x}_i)$$

$$\mathbf{x}_i \Rightarrow \boxed{f} \Rightarrow \boxed{y_i^*}\ ?$$

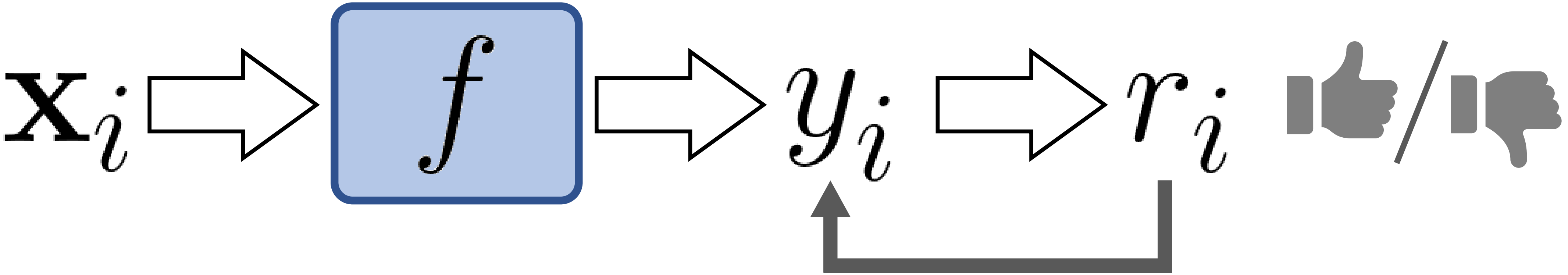
Reinforcement Learning

$$\{(\mathbf{x}_i, y_i, \underline{r_i})\}$$

Score/Reward

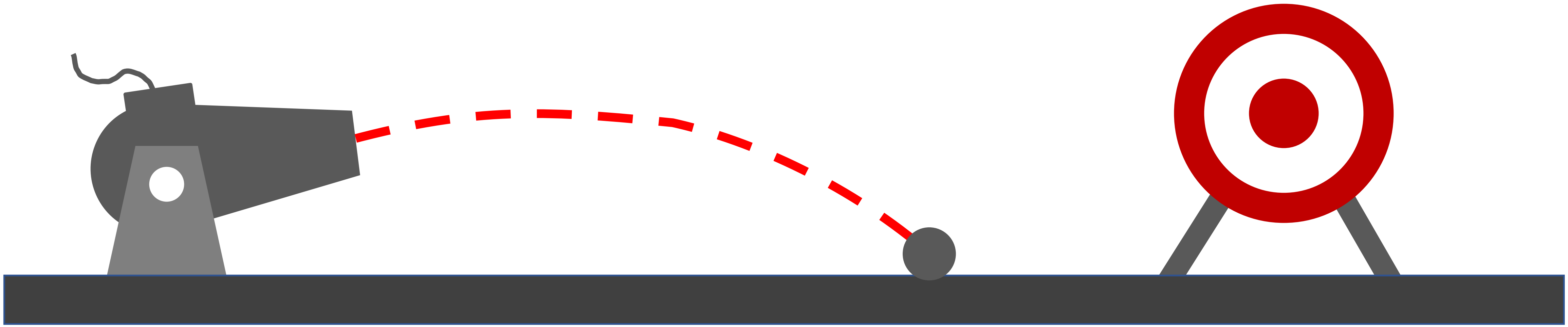
$$\Downarrow$$

$$f(y_i|\mathbf{x}_i)$$



Reinforcement Learning

- Learning through trial-and-error



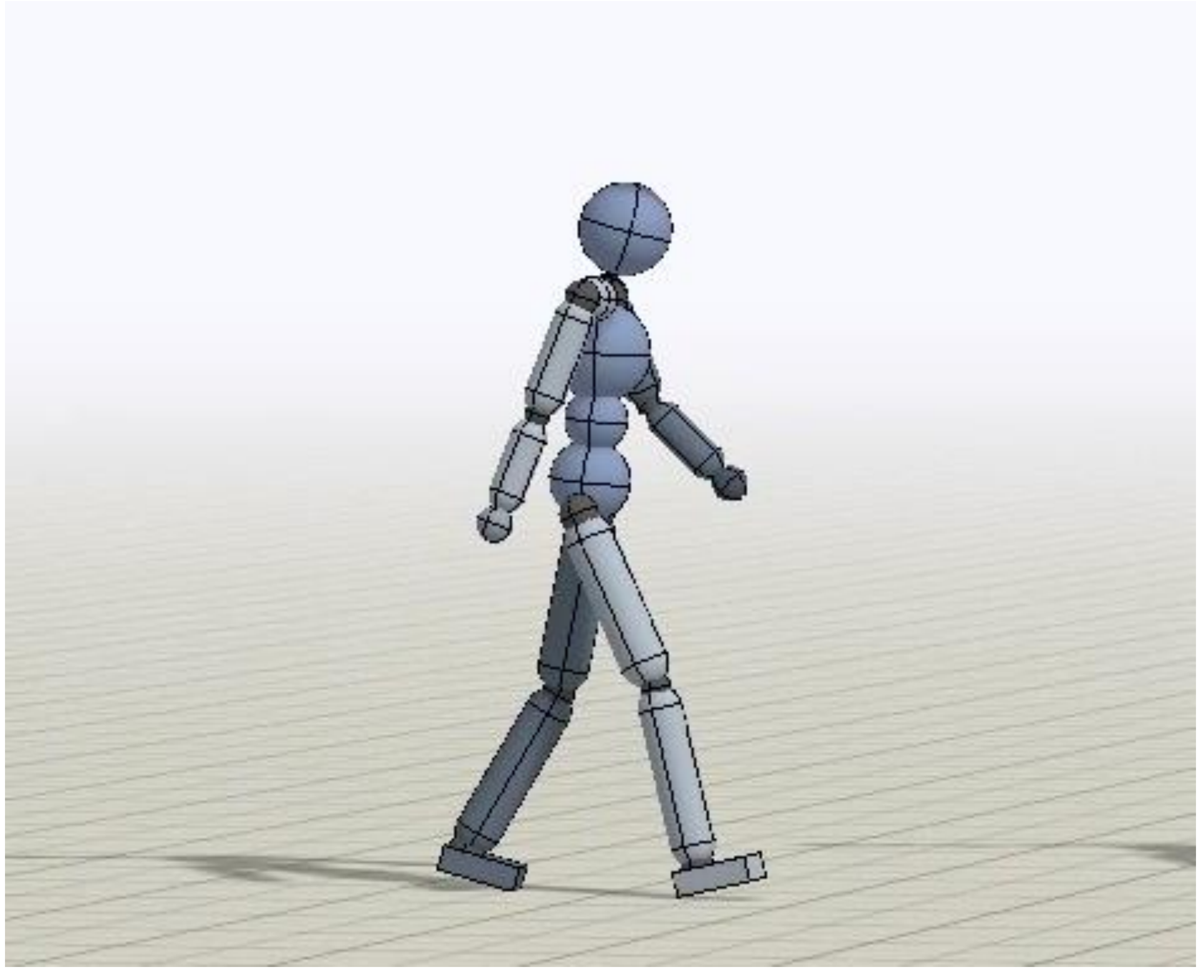
Reinforcement Learning

- Learning through trial-and-error

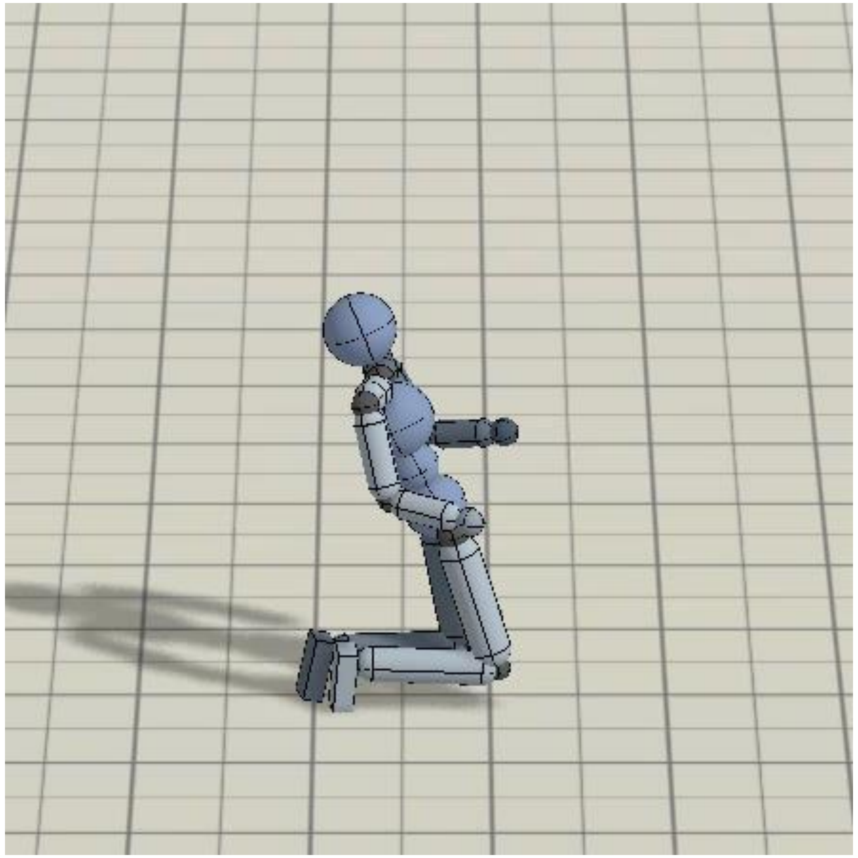
Reinforcement Learning

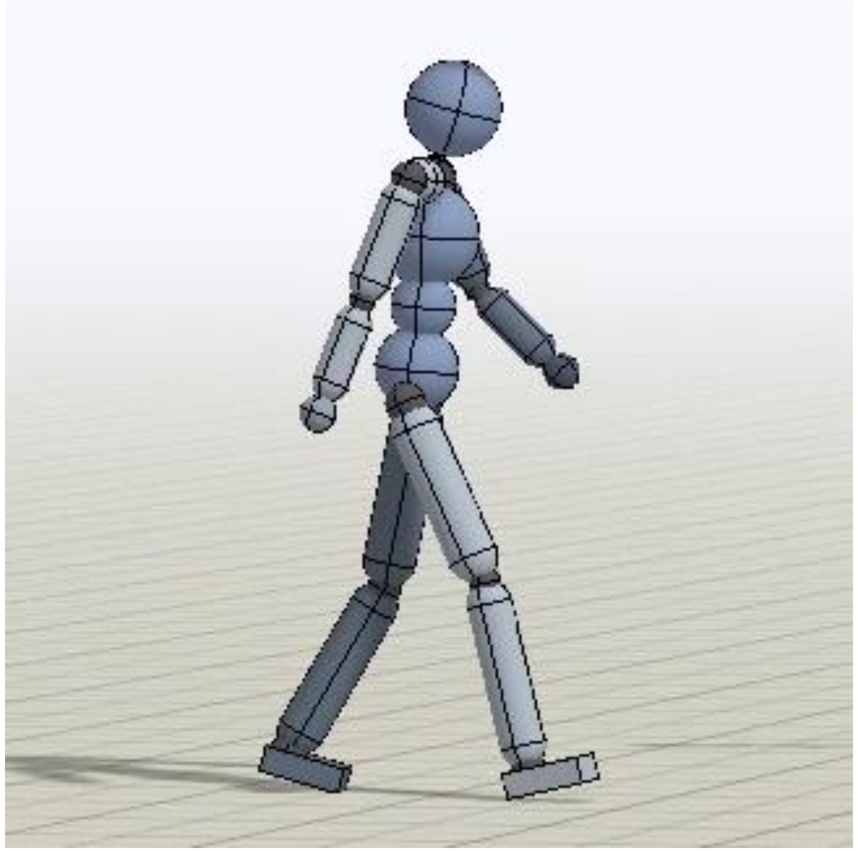
- Learning through trial-and-error

Reinforcement Learning

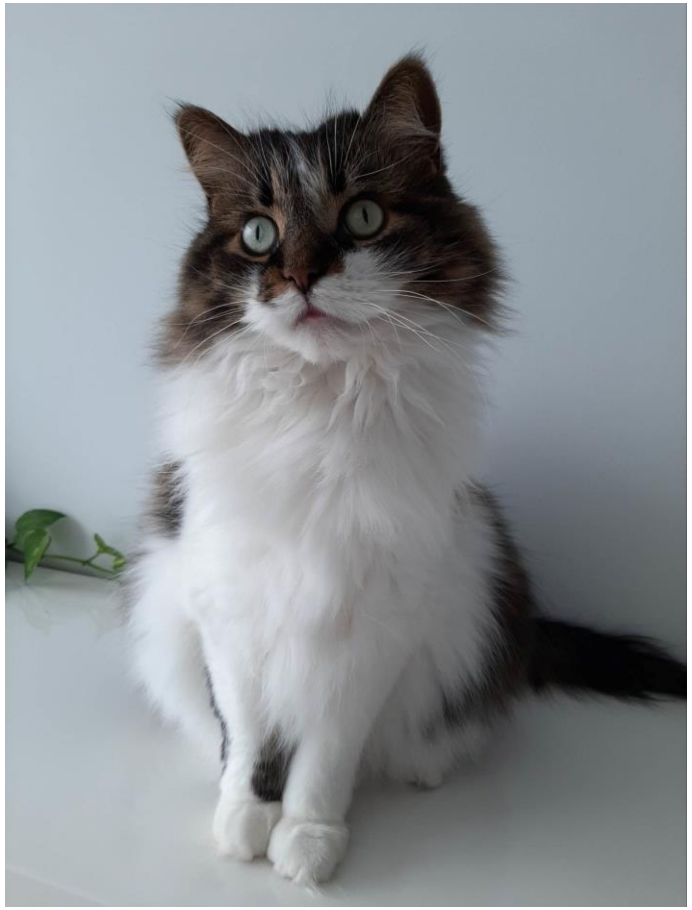


Reinforcement Learning

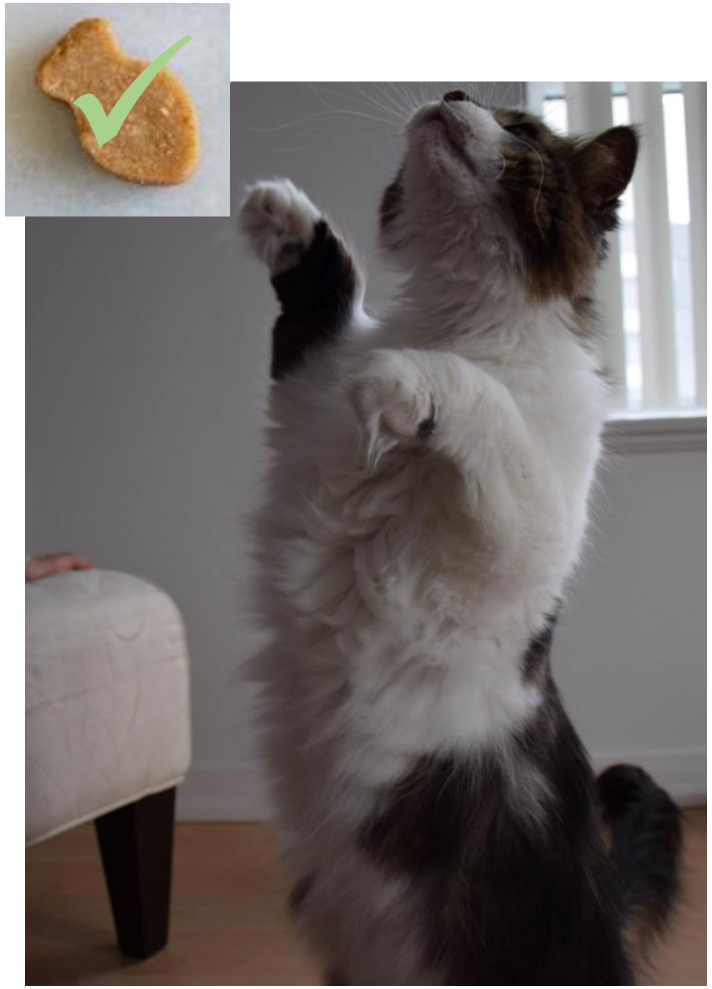




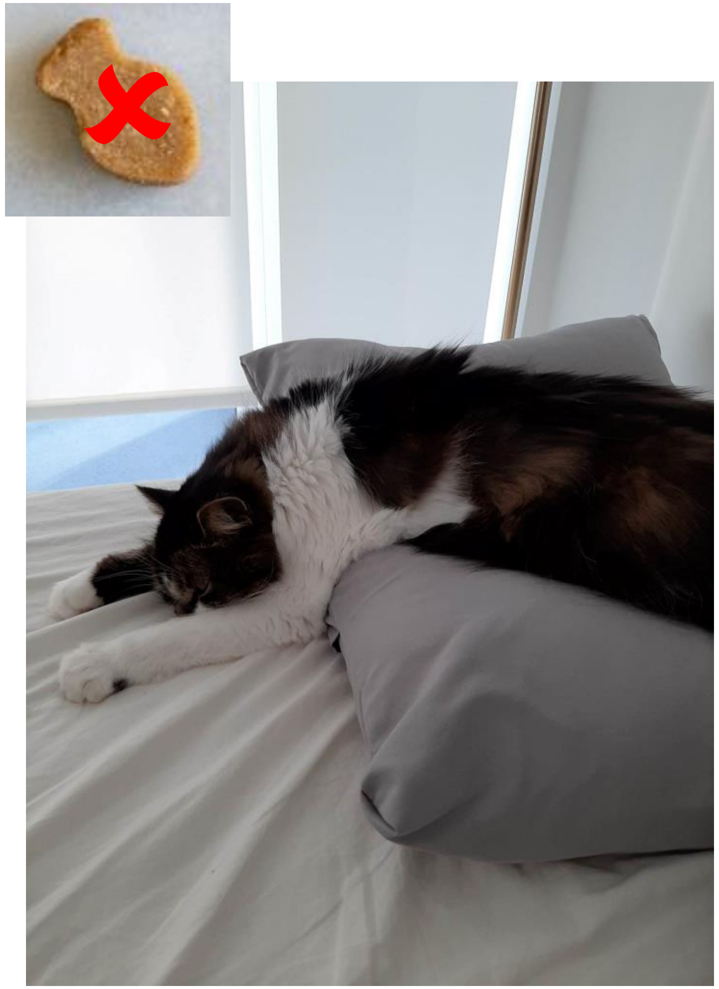
Reinforcement Learning



Mellow

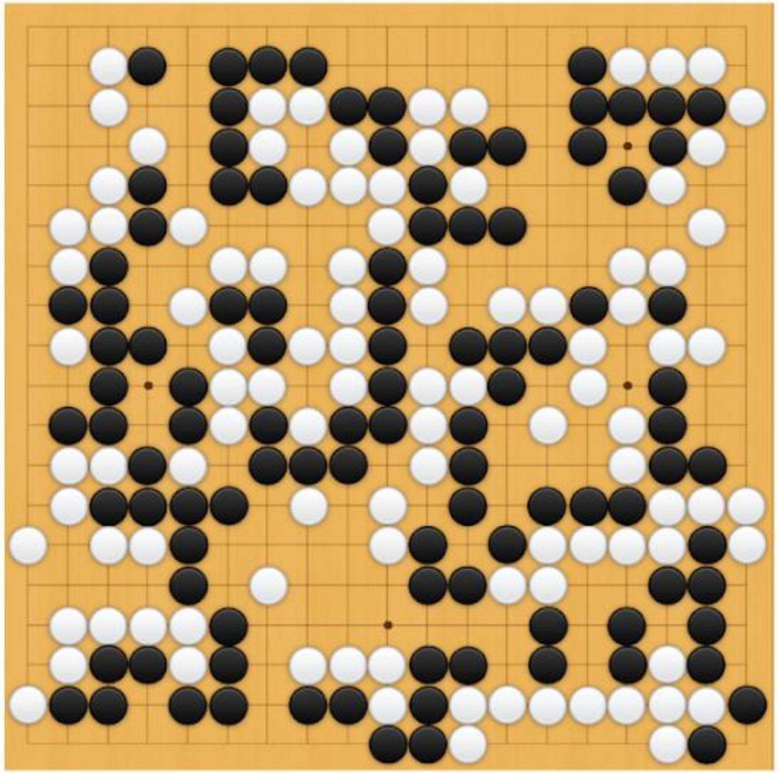


Reward



Punishment

Reinforcement Learning



[AlphaGo 2016]

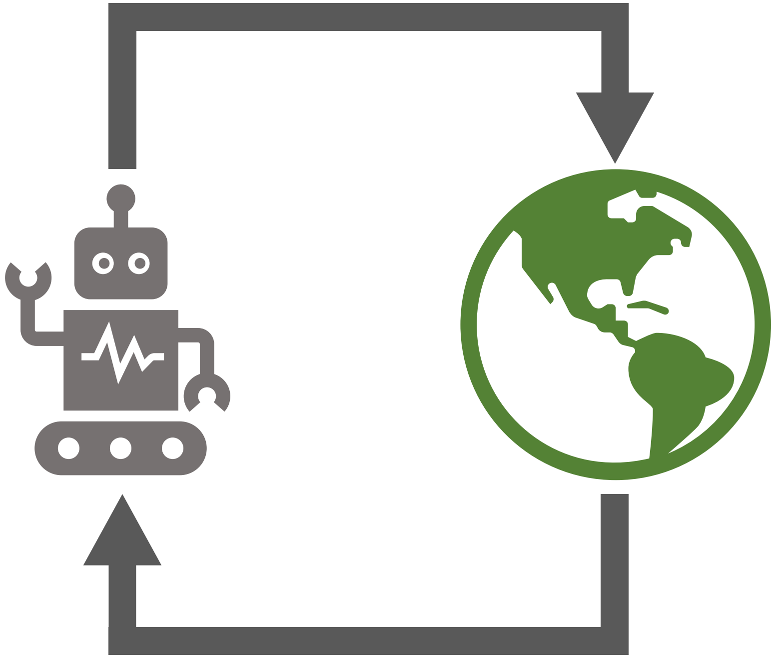
Data Sources

Supervised Learning

$\boxed{\{(\mathbf{x}_i, y_i)\}}$

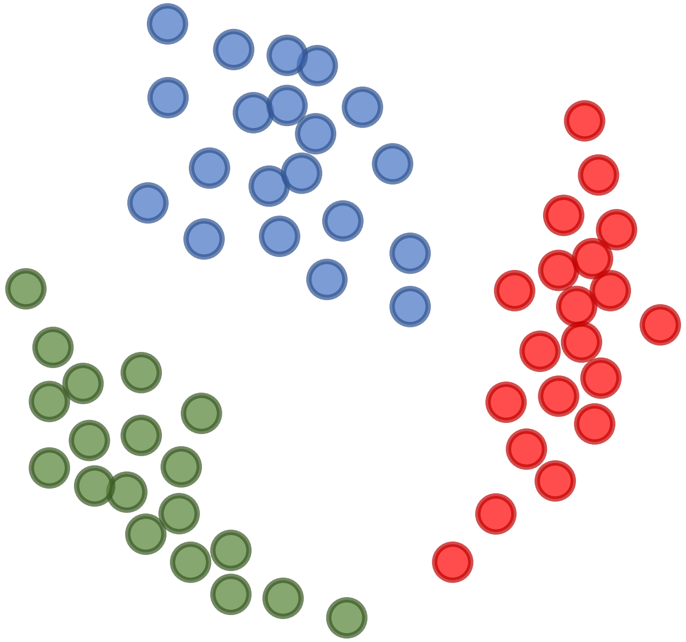
Reinforcement Learning

$\boxed{\{(\mathbf{x}_i, y_i, r_i)\}}$



Unsupervised Learning

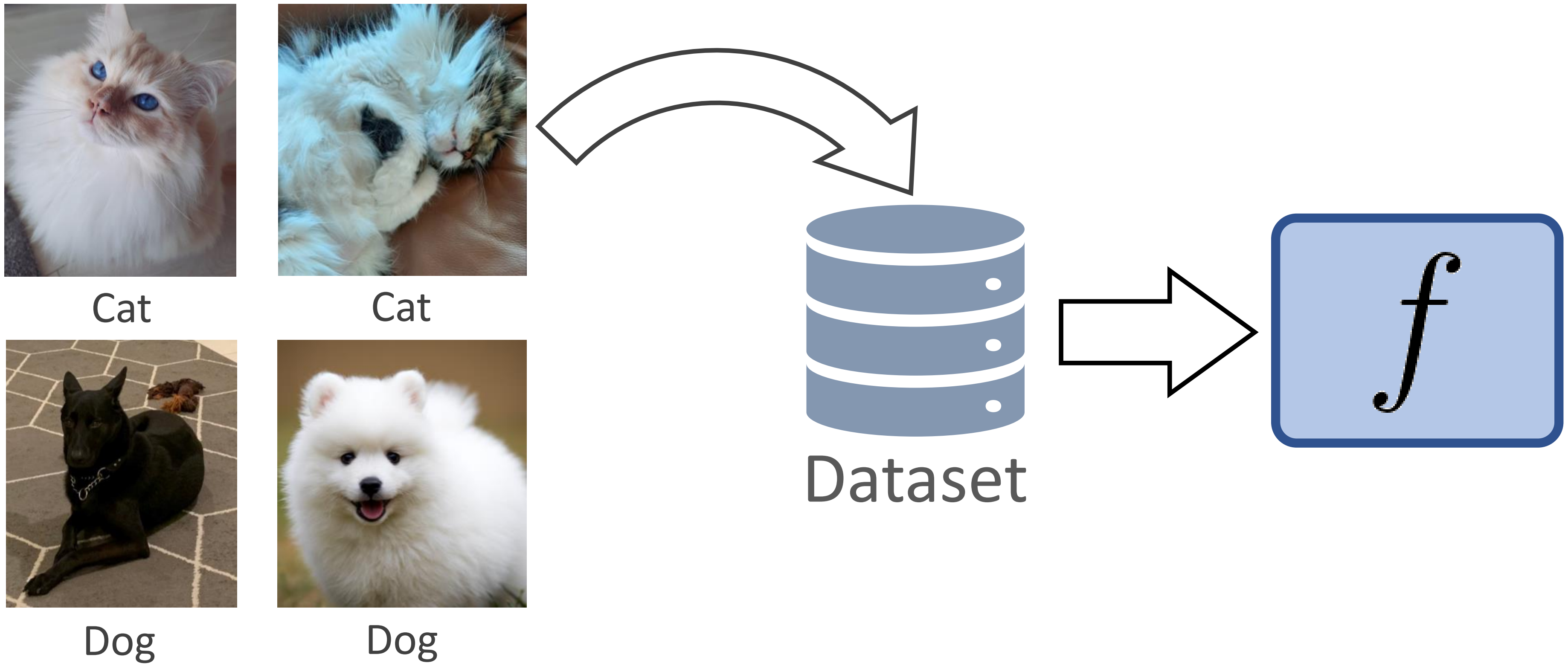
$\boxed{\{\mathbf{x}_i\}}$



Passive Learning

Passive Learning: Agent is given a fixed dataset to learn from

- Agent passively observes the world
- does not affect its environment



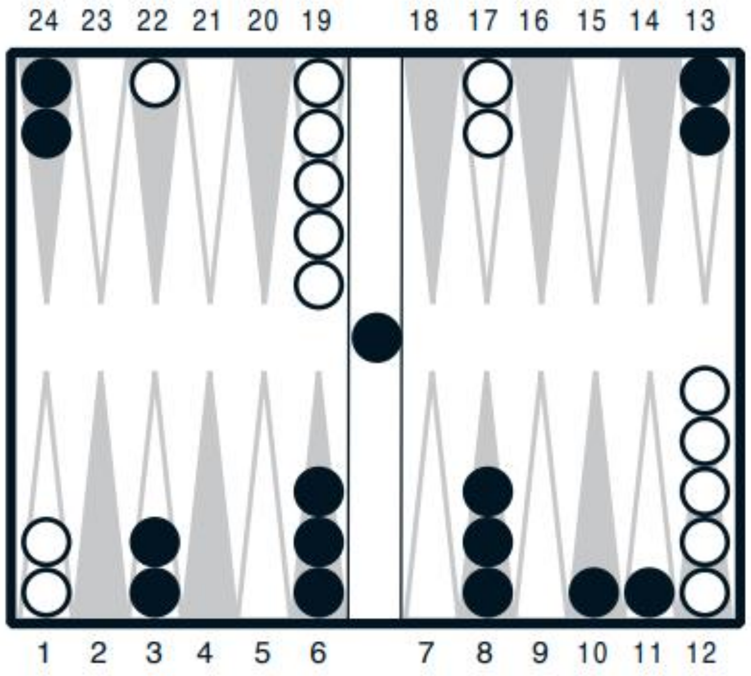
Active Learning

Active Learning: Agent collects its own data

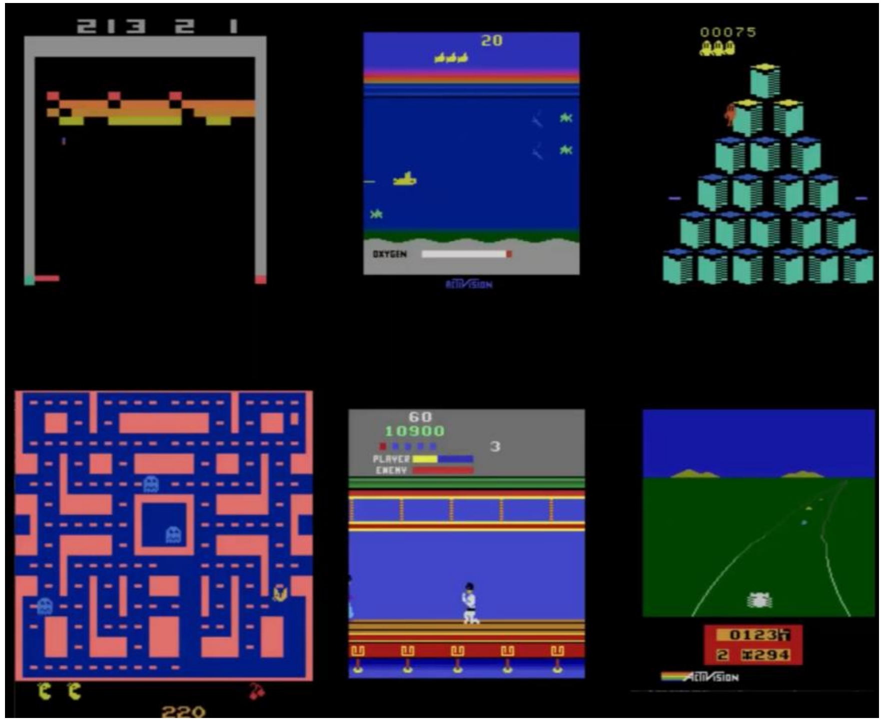
- Agent interact and affects its environment
- Data depends on the agent's behaviors

Applications

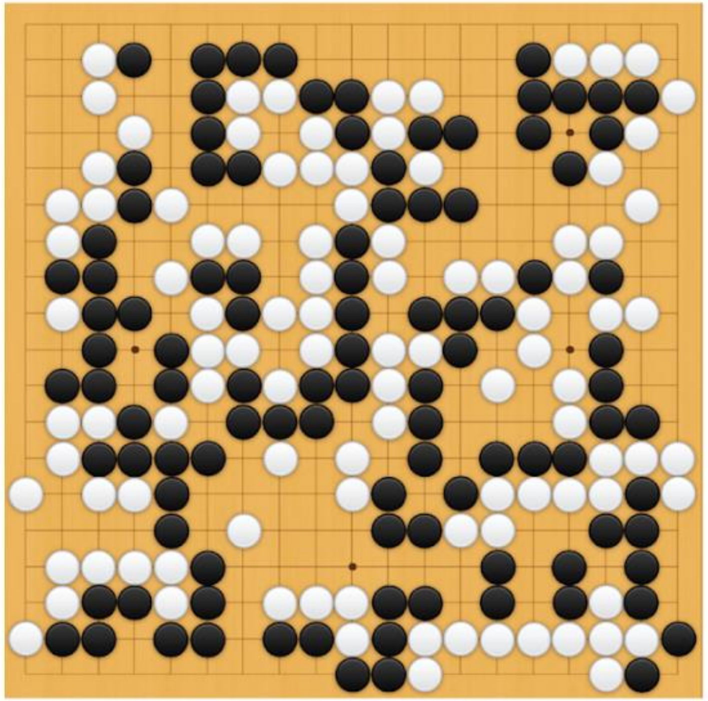
Games



[Tesauro 1995]



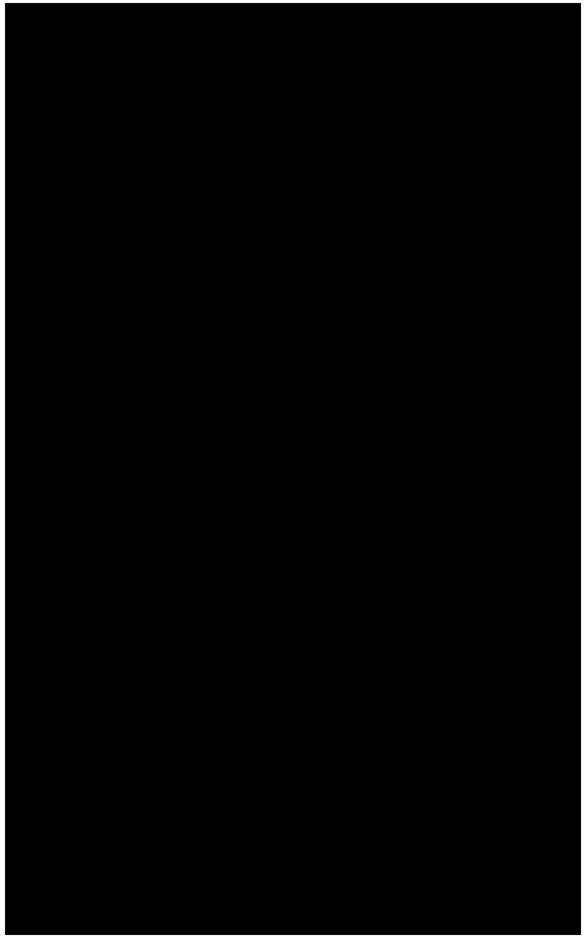
[Mnih et al. 2015]



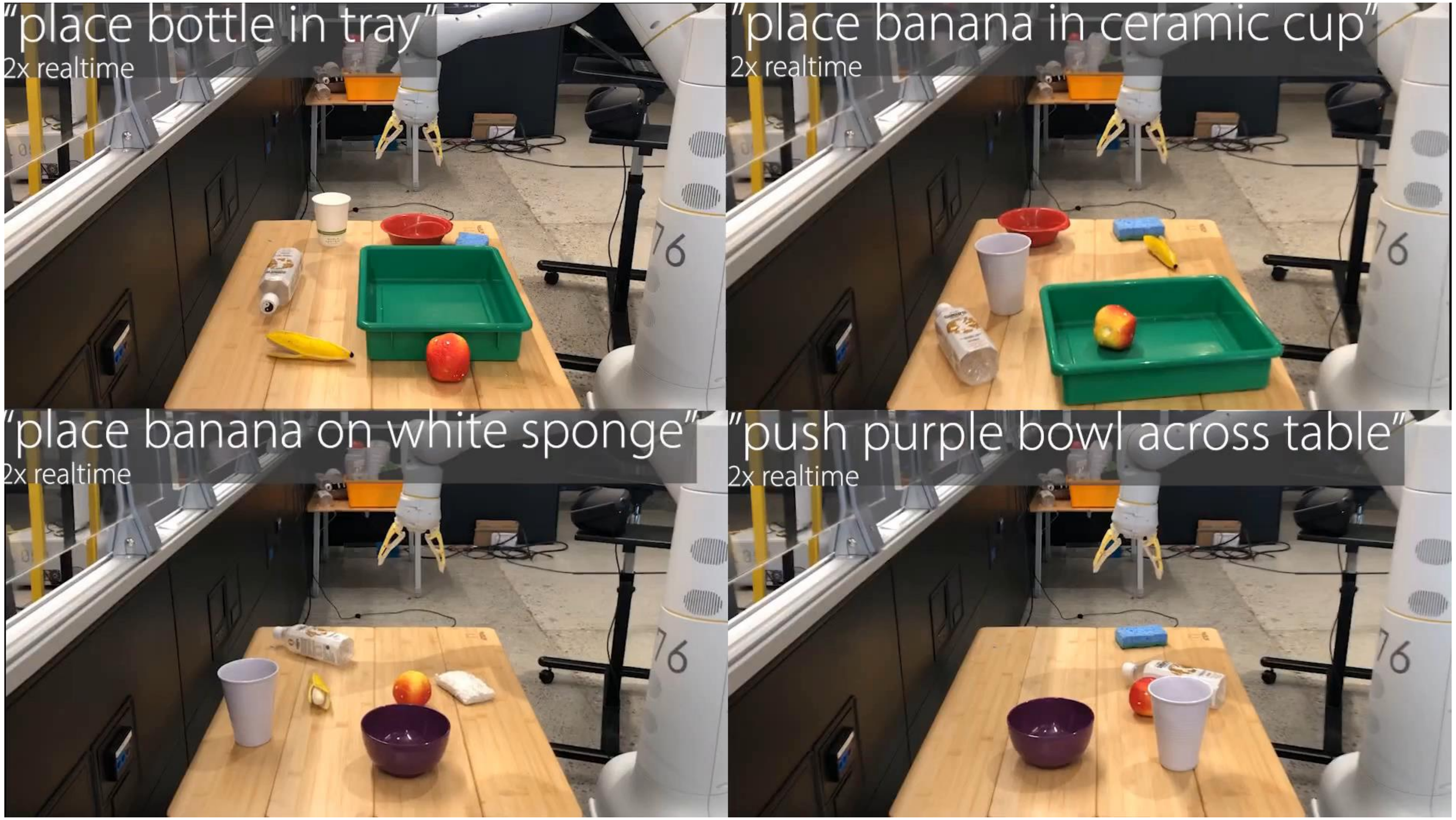
[Silver 2017]

Grandmaster Level in StarCraft II Using Multi-Agent Reinforcement Learning
[Vinyals 2019]

Robotic Manipulation



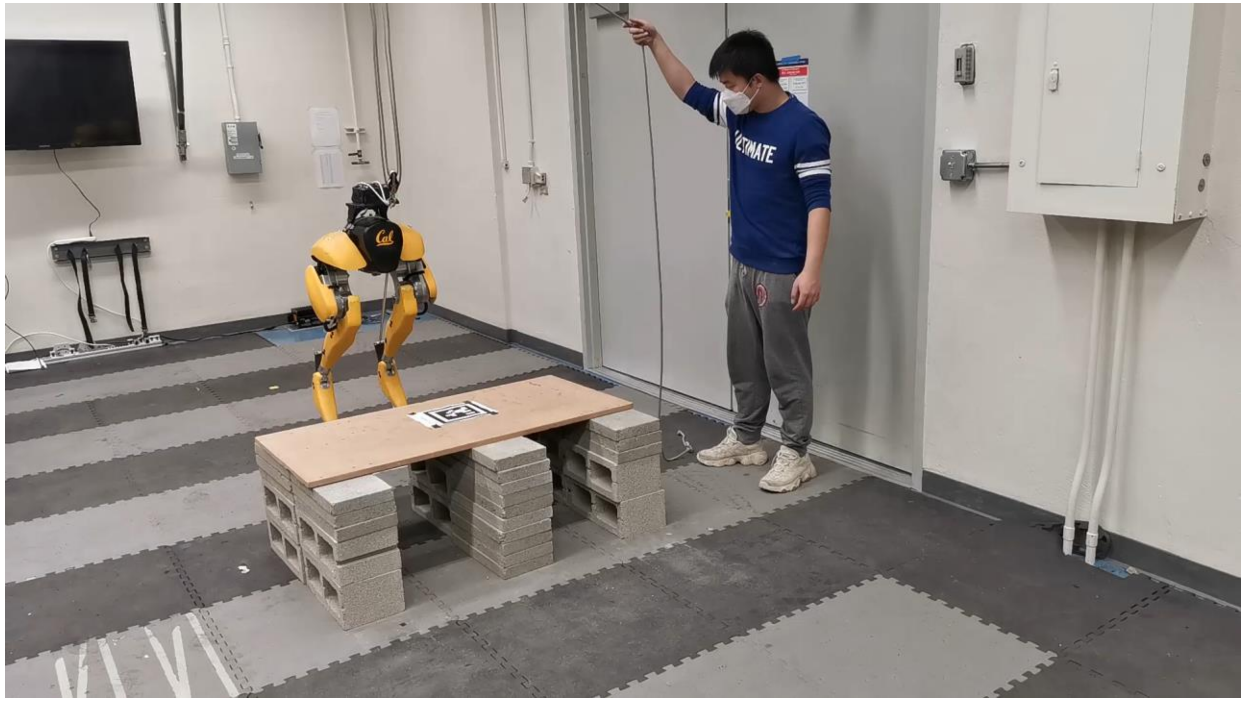
[Nagabandi et al. 2019]



[Jang et al. 2021]

Robotic Locomotion

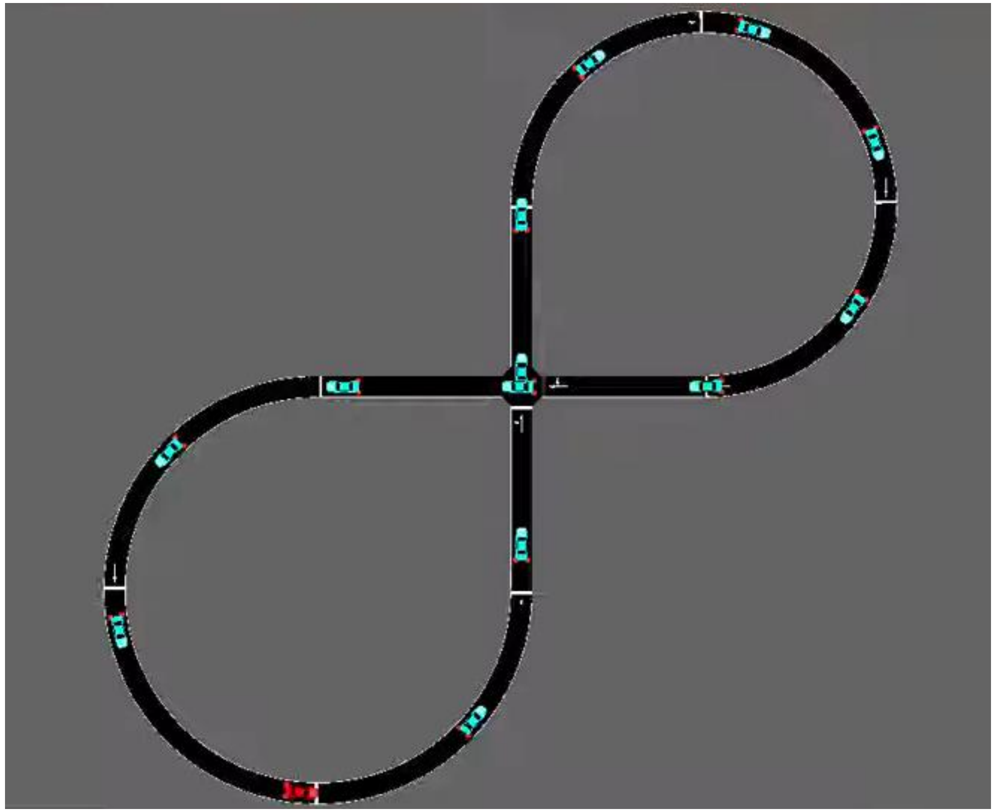
[Miki et al. 2022]



[Li et al. 2023]

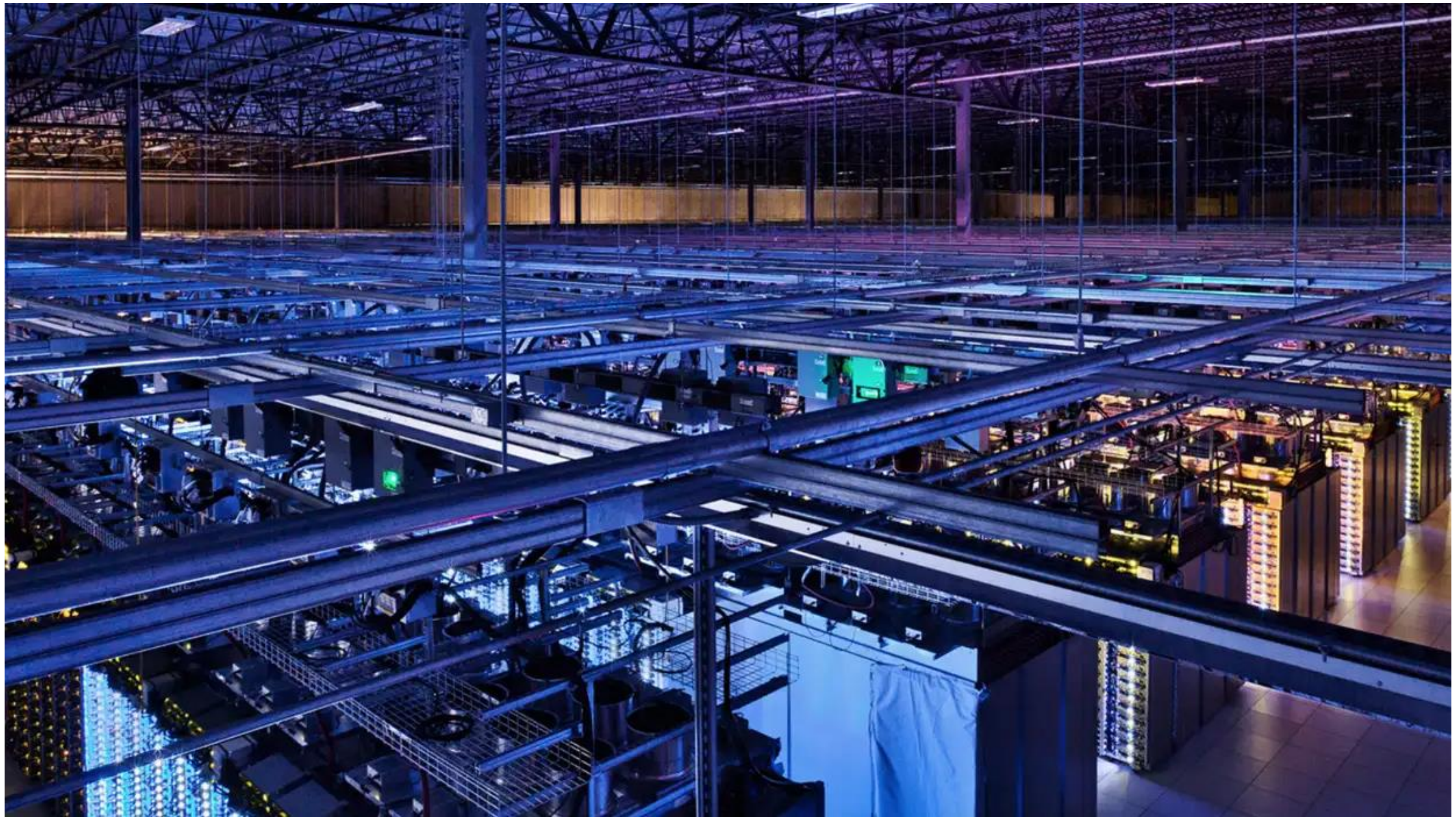
Autonomous Driving

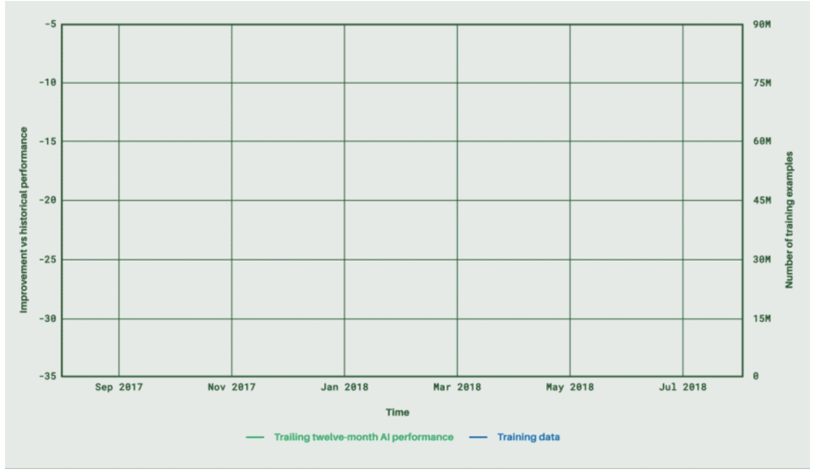
[Bojarski et al. 2016]



[Wu et al. 2021]

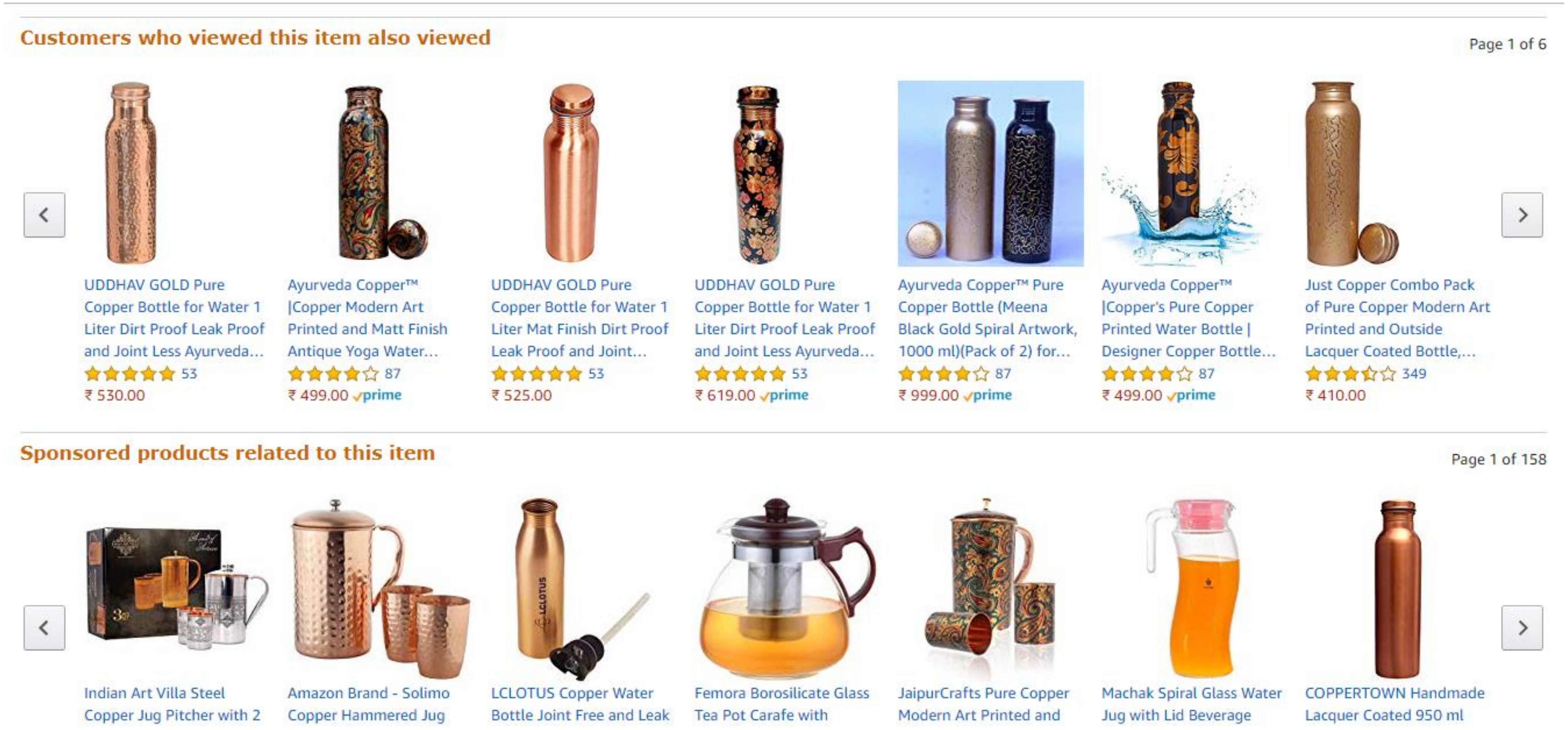
Energy Conservation





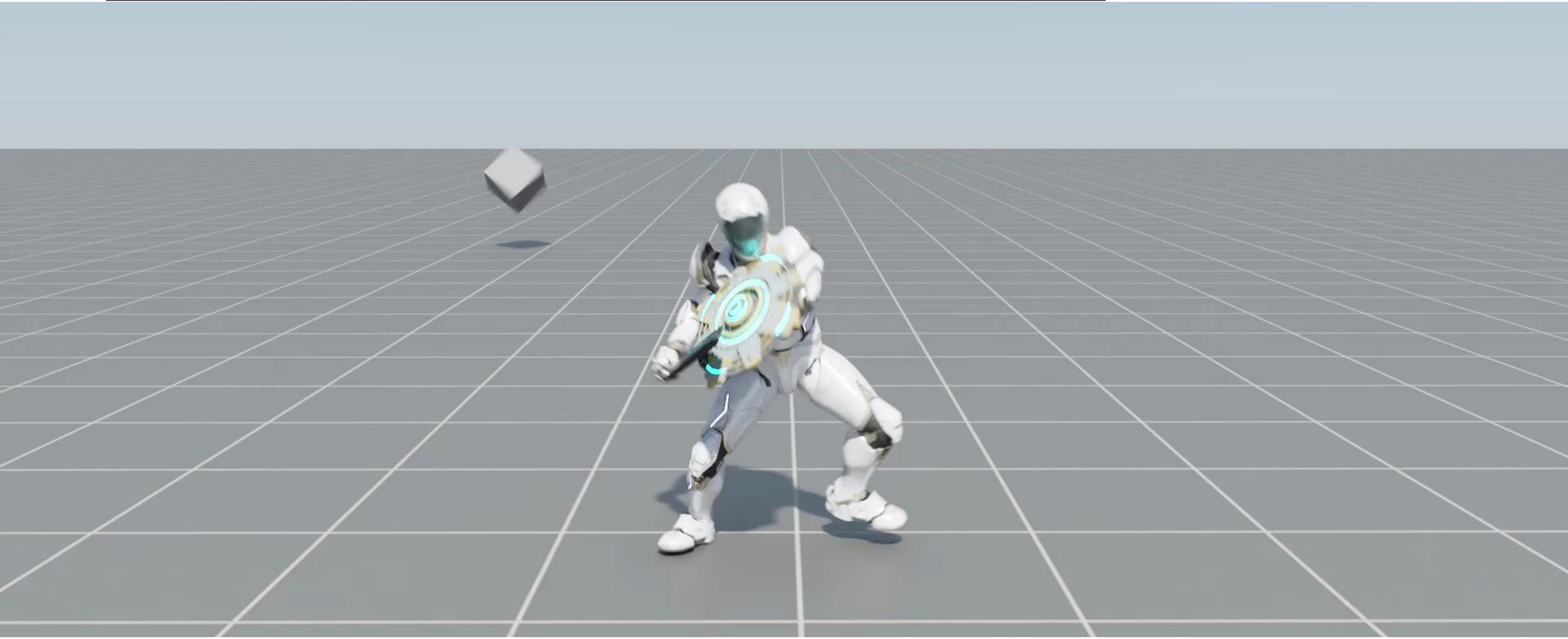
Safety-First AI for Autonomous Data Centre Cooling and Industrial Control [Gamble and Gao 2018]

Recommendation Systems



Reinforcement Learning to Optimize Long-term User Engagement in Recommender Systems [Zou et al. 2019]

Computer Graphics



ASE: Large-Scale Reusable Adversarial Skill Embeddings for Physically Simulated Characters
[Peng et al. 2022]

Logistics

Preliminaries

- There will be **a lot** of math
  - Probability theory
  - Calculus
  - Linear algebra
- Machine learning
  - Neural networks
  - Optimization
  - Supervised learning
  - Unsupervised learning
- Programming
  - Python
  - PyTorch

Lectures

00: Introduction

01: MDP

02: Policy Evaluation

03: Behavioral Cloning

04: Policy Search

05: Policy Gradient

06: Q-Learning

07: Actor-Critic Algorithms

08: Model-Based RL

09: On-Policy vs. Off-Policy Algorithms

10: Advance Policy Gradient

11: Advance Q-learning

12: Exploration

13: Unsupervised RL

14: Imitation Learning

15: Domain Transfer

16: Offline RL

*Tentative

Grading

- 3 programming assignments (10% each)

- Paper presentation (20%)

- Course project (50%)
  - Proposal (10%)
  - Presentation (20%)
  - Report (20%)

- No exams

Paper Presentation

- Present an RL-related paper

- Groups 2-4

Course Project

- Apply reinforcement learning to solve an interesting problem
  - No board games
  - No Atari games
  - No standard benchmark problems (OpenAI gym, DeepMind Control Suite)
- Groups 2-4
- 1-2 page proposal due in mid semester
- Project presentations at the end of the semester
- Project report due at the end of the semester

Course Page

CMPT 729: Reinforcement Learning

Reinforcement learning is the branch of machine learning that studies learning to act. Agents observe, predict, and act to change their environment. Reinforcement learning has notable success in learning to play games and control robots. In this course, we will cover fundamental concepts and algorithms, and introduce techniques that underlie many of the successes from reinforcement learning.

Instructor: Jason Peng (Office Hour: Wed 1:30-2:00pm TASC 9007)

TA: Anandharaju Raju (Office Hour: Thu 4-5pm Zoom)

Lectures:
Monday 12:30pm-2:20pm (WMC 2202)
Wednesday 12:30pm-1:20pm (WMC 3210)

Grading

3 programming assignments (30%)

- A1 (10%) - Due Oct 5
- A2 (10%) - Due Oct 26
- A3 (10%) - Due Nov 23

[xbpeng.github.io/teaching/cmpt_729/]

Discussion Forum

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[Discussion forum identities]

[Activity digest]

Unanswered Questions

None

A question is considered "answered" if (1) an instructor/TA has replied, (2) an instructor/TA has reacted positively (👍, ❤️, 👏) to a student reply, or (3) the question-asker has marked it answered or reacted positively to a reply.

Unread Activity

None

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Office Hours

Jason: Wednesday 1:30-2:00pm in TASC 9007

Anand: Thursday 4-5pm in Zoom

Summary

- What is reinforcement learning?
- Applications
- Logistics