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# Deep Reinforcement Learning Deep Learning — Unit 10

Dr. Jon Krohn
jon@untapt.com

Slides available at jonkrohn.com/talks

August 18th, 2018



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# Categories of A.I.

- 1 ANI: Narrow
- 2 AGI: General
- 3 ASI: Super



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## **Deep Learning Categories**

- supervised learning
- 2 unsupervised learning
- g reinforcement learning



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# **Deep Learning Categories**

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- 1 supervised learning
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## Supervised Learning

- have x and y
- goal is to approximate function that predicts y with x
- e.g.: classification (MNIST digits, IMDB sentiment), regression (sales of a product, future value of an asset)



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### **Unsupervised Learning**

- have x without y labels
- goal is to learn data's underlying hidden structure
- e.g.: word vectors, GANs



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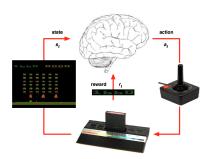
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# Reinforcement Learning



- · an agent takes action in an environment
- environment returns state, i.e., reward at t, state at t + 1
- repeat



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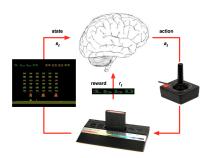
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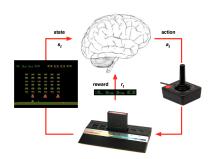
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- "Playing Atari with Deep RL"
- NIPS and arXiv paper
- played seven Atari 2600 games
- beat previous ML approaches on six
- beat human expert on three



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> > Asterix

Private Eye -2% Montezuma's Revenge | 0%

0% 100% 200% 300% 400% 500% 600% 1000%

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## **Deep Q-Learning**

Mnih et al. (2015)



at human-level or above

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4500%

below human-level

Atari Games]



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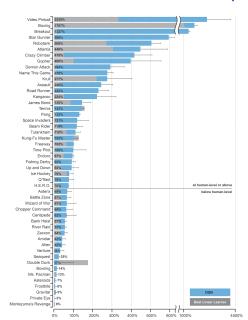
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### Deep Q-Learning

Mnih et al. (2015)

[Atari Games]





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Mnih et al. (2015)

[Atari Games]



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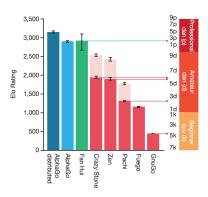
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#### AlphaGo Silver et al. (2016)





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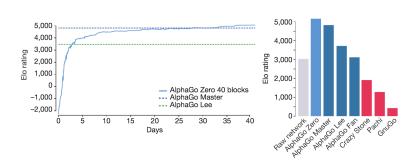
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#### AlphaGo Zero Silver et al. (2017a)





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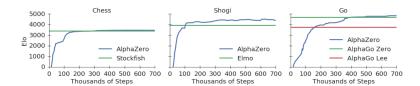
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#### AlphaZero Silver et al. (2017b)





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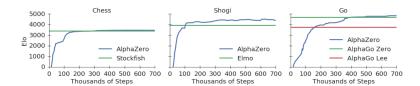
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#### **Environments**

- 1 OpenAl Gym
- 2 DeepMind Lab
- Unity



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#### **Environments**

- 1 OpenAl Gym
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#### **Environments**

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- 2 DeepMind Lab
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Essential Deep Q-Learning Theory

[ whiteboarding ]



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- cart position
- 2 cart velocity
- g pole angle
- 4 pole angular velocity



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- 1 https://github.com/openai/gym
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Unit 10 ---Deep RL

DON In **Practice** 

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[ cartpole notebook ]



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### **Genetic Algorithms**

[Mar/I/O]



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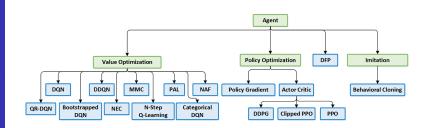
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#### Ready-Made Agents



[Coach]



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### **Automated Experimentation**

[ OpenAl Lab ]



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### **Human Imitation Learning**

Warneken & Tomasello (2006)

[videos]



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## Machine Imitation Learning

Finn, Levine & Abbeel

[videos]



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### Software 2.0 Pros

Karpathy (2017)

- Computational Homogeneity
- 2 Constant Running Time
- 3 Constant Memory Use
- 4 Portable Across Devices
- 6 Easy
- Superior



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### Jeanne Calment

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# Jeanne Calment (1875-1997 — i.e., 122 years)

21 121



1896 1996



Life in the Year 2140

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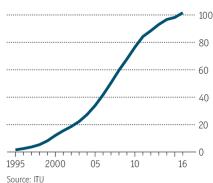
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#### Everybody's choice

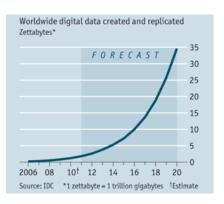
Mobile-phone penetration Per 100 people, worldwide



Source: II U



Jeanne Calment





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# The Al Revolution Hasn't Even Begun



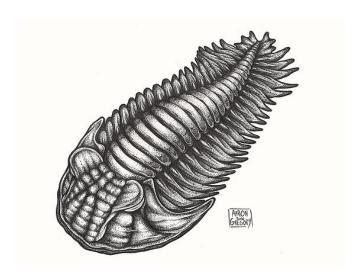
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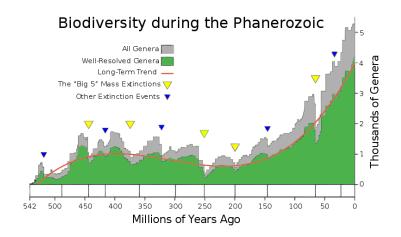
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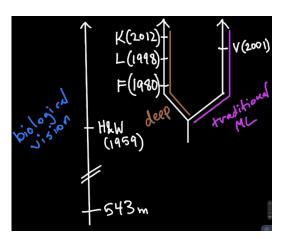
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# Factors Driving A.I.

- 1 Data, incl. Sensors Everywhere
- 2 Computing Power
- 3 Algorithms
- 4 Infrastructure

[ Wait But Why ]



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- 1 Requires Many, Many Samples
- 2 Black Box
- Ooesn't Leverage Knowledge of the World
- 4 Correlation = Causation
- 6 Unintuitive / Embarrassing / Adversarial Failures



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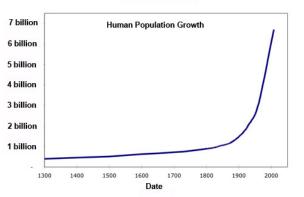
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#### **Culture Dish**





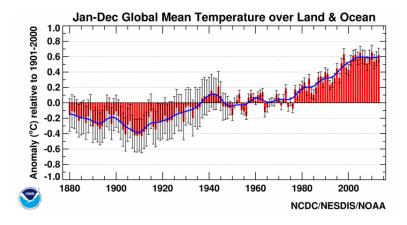
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#### Still lots to go around

Nuclear-warhead stockpile, '000



"Strategic Arms Limitation Treaty Strategic Arms Reduction Treaty Strategic Offensive Reductions Treaty Includes 5,500 retired warheads awaiting dismantling" "Excludes retired warheads" "Strategic Offensive Reduction Treaty Strategic Arms Reduction Treat





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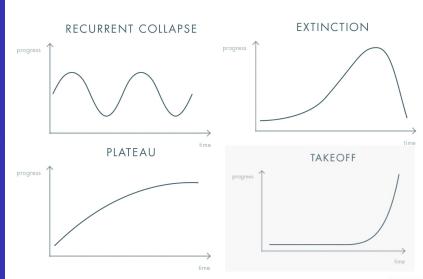
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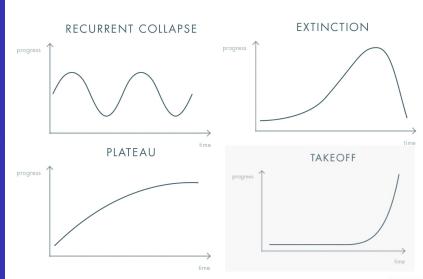
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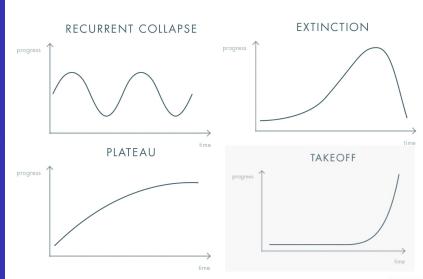
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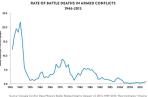
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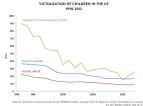
### Pinker & Mack (2014)







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Sources: Physical and sexual abuse, National Child Abuse and Neglect Data System, analyzed by Devid Friedlon. 2014. In "Sends in Child Welline". Presentation at the Caracy Institute Policy Series, March 35, 2014. Victimization at school, Evenue of Autoto Sections Objective, Online for National Control Victimization Servey Victimization Analysis Tool.



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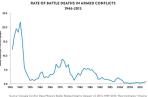
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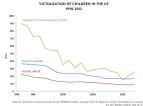
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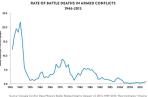
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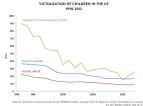
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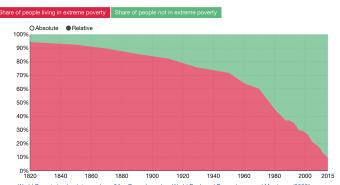
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#### World population living in extreme poverty, 1820 to 2015





Data source: World Poverty in absolute numbers (Max Roser based on World Bank and Bourguignon and Morrisson (2002))



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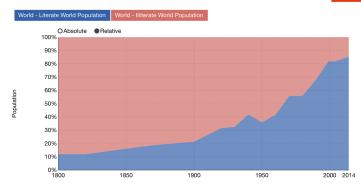
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#### Literate and illiterate world population, 1800 to 2014





Data source: Literate World Population (Our World In Data based on OECD and UNESCO)



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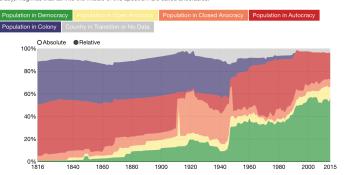
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#### Number of world citizens living under different political regimes

Our World in Data

The Polity IV score captures the type of political regime for each country on a range from -10 (full autocracy) to +10 (full democracy). Regimes that fall into the middle of this spectrum are called anocracies.



Data source: World Population by Political Regime they live in (by Our World In Data)



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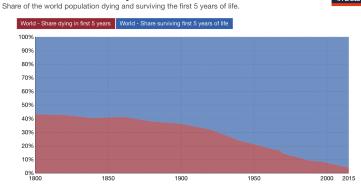
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#### Global child mortality, 1800 to 2015

Δ.





Data source: Global child mortality (since 1800) based on Gapminder and World Bank



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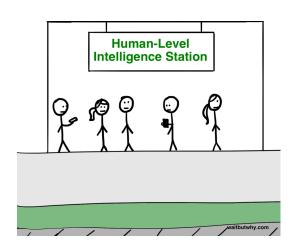
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**Human-Level Intelligence Station** JHey look! AI is arriving. waitbutwhy.com



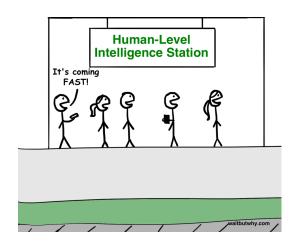
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**Human-Level** Intelligence Station



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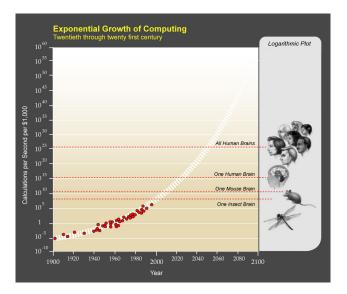
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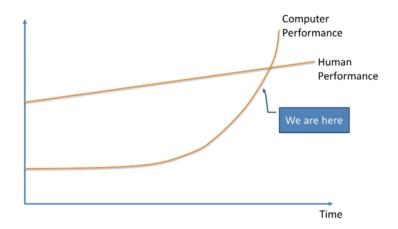
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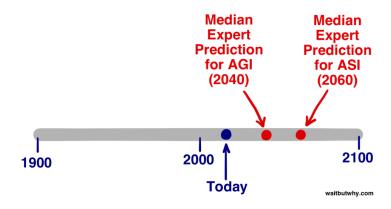
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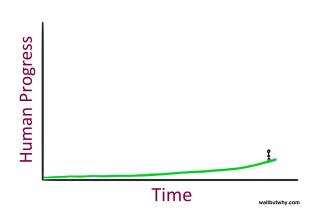
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