# Theoretical Background

1. Artificial Neural Network and Long Short-term Memory Recurrent Neural Networks
2. Reinforcement Learning – Policy Gradient Theorem
3. Framework(?)

3.1 Tensorflow/Keras

3.2 Ray/ RLLib

# Research Methods and Findings

1. Building a Text Generation model using LSTM
2. Model
3. Datasets
4. Preprocessing data
5. Function to generate texts
6. Comparison: Different sequence length && Different LSTM layers
7. Ray Framework build Reinforcement Learning
8. Policy Gradient Theorem
9. Environment custom: Word validation function && Action + Observation space
10. Configurations

## Results and Discussion

1. Output (text generation function)
2. Comparison: Framework vs. More Data
3. Limitations: Framework not recognized…

## **3 BACKGROUND**

This chapter explains key concepts of the research: deep learning as well as reinforcement learning concepts. In terms of deep learning, the structure of the Recurrent Neural Network (RNN), particularly Long Short-term Memory RNN, will be elaborated. Deep learning frameworks used in the research will also be mentioned and explained briefly. As regards reinforcement learning, key definitions such as policy, environment and reinforcement learning algorithms are prerequisites to understanding: i) how reinforcement learning works and ii) the mechanics of the solution model presented in later chapters.

## **Deep learning**

Deep learning is precisely a subset of machine learning and one of its algorithms. It replicates the human brain to perform tasks such as data processing, pattern recognition and information interpretation. The most fundamental level of deep learning models are neural networks with multiple layers [1]. However, the number of layers in a traditional network is around 2-3 layers while that of deep learning models can be up to 150 layers. Applications of deep learning include machine translation, self-driving cars, digital marketing, and so on. However, the purpose of this research is towards the natural language processing application of deep learning, specifically generating text from an existing database and thus improving the model.

Implementation of deep learning models can be done using various frameworks and libraries such as Tensorflow, Keras API, Pytorch, and so on. The libraries which are used in this research are Tensorflow and Keras. Tensorflow is an open-source end-to-end framework which supports building machine learning or state of the art machine learning models [3]. On the other hand, Keras is a high-level API for building neural networks, which runs on top of Tensorflow [4].

## **Recurrent neural network and Long short-term**

## **memory RNN**

A recurrent neural network (RNN) is a type of artificial neural networks that has a more complex structure. It is often used for natural language processing problems such as speech recognition, text classification, and so on. In an RNN architecture, neurons that are connected to each other form a loop, which means that the RNN utilizes both feedforward and feedback structure of a neural network. Hence, unlike traditional feed-forward neural networks, recurrent neural networks store their states after processing a sequence of input and thus use their internal states to process future inputs [5].

Understanding how RNNs work is the prerequisite to understanding the structure of Long short-term memory RNNs (LSTM).

A picture containing text

Description automatically generated

**Figure 3.2.2** Recurrent neural network example

A drawing of a cartoon character

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**Figure 3.2.2** Long short-term memory RNN example

## **Reinforcement Learning**

Reinforcement learning is a subset of machine learning, one of three machine learning problems, including supervised and unsupervised learning. The objective of reinforcement learning is to utilize an agent in a specific environment and use it to optimize a certain cumulative reward by learning a good strategy to perform actions.

Understanding key concepts of reinforcement learning is the prerequisite to understanding how the research model can be improved using virtual feedback. In a reinforcement learning problem, there is an environment, which can be defined by an arbitrary model. An agent which acts on an environment has information about its state, an array of action it can take, then receives a scalar reward from the environment known as feedback. However, the agent may fully understand the environment, or does not have any information about the environment model at all. Hence, it is essential that the agent balances between exploration and exploitation.

Policies can be developed with respect to an agent and the environment it acts on. A policy π(s) can be defined as a set of actions for an agent to take in order to maximize the feedback reward [6]. Mathematically, a deterministic policy can be expressed as a function of state s which outputs action a:

In the case of stochastic policy:

A close up of a logo

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**Figure 3.3.1** Machine Learning Paradigms

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**Figure 3.3.2** Key concepts of Reinforcement Learning

## **Important frameworks**

The programming language used in the research is Python. Besides essential libraries for data processing and helper functions, there are two frameworks that are considered vital for creating a text generation model: Tensorflow/Keras and Ray, specifically RLLib. Tensorflow is a framework providing tools for machine learning applications, while Keras is a high-level API for building neural networks. Keras will be used for the creation of the LSTM model for generating text. Additionally, keras also provides helper built-in functions for data preprocessing such as to\_categorical function to one-hot encode the data labels, or functions to configure the text generation model.

On the other hand, on building a reinforcement learning model for improving output text, Ray will be used, including the RLLib library. Ray is a framework that provides a system for handling AI applications, which includes an interface and other schedulers [7]. RLLib, on the other hand, is a package which comes along with the Ray framework, providing scalable algorithms to support the creation of reinforcement learning models. This includes custom environments, policies and other reinforcement learning algorithms such as Deep Q-learning (DQN) or Policy Gradient Algorithm (PPO).

## **4 IMPLEMENTATION**

This chapter will explain the procedure of building a text generation model from a database and apply reinforcement learning algorithms onto it. Generally, the process can be outlined as the following: i) Finding a text database, ii) Building a deep learning model to study the database, iii) Applying reinforcement learning algorithms using RLLib.

## **4.1 Text generation model**

Before constructing a LSTM model using Keras, a text database must be prepared and processed. For this research, novels’ text from Project Gutenberg will be used. The text can be found on the respective website, collected into a text file for Python to easily read and process.

In terms of data preprocessing, after being read by Python, the text string will be filtered by omitting all punctuations and symbols so that only alphanumerical values are chosen.