

Teaching Reinforcement Learning

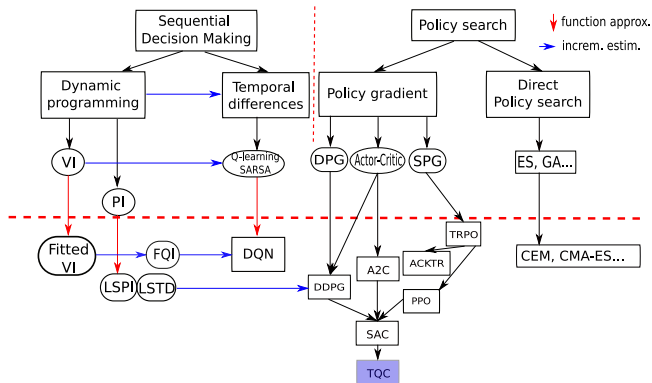
The 4 routes to deep RL

Olivier Sigaud

Sorbonne Université
<http://people.isir.upmc.fr/sigaud>

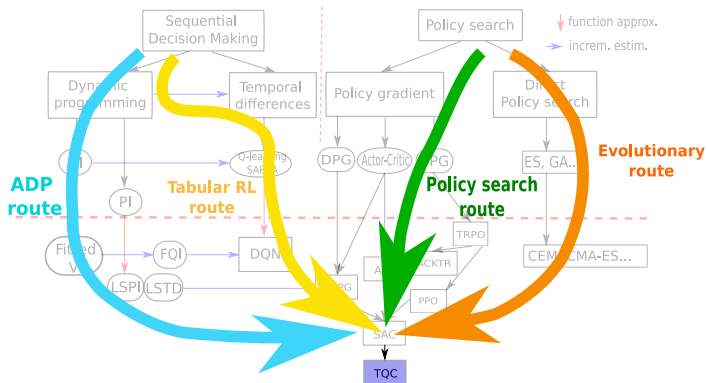


The Big Picture



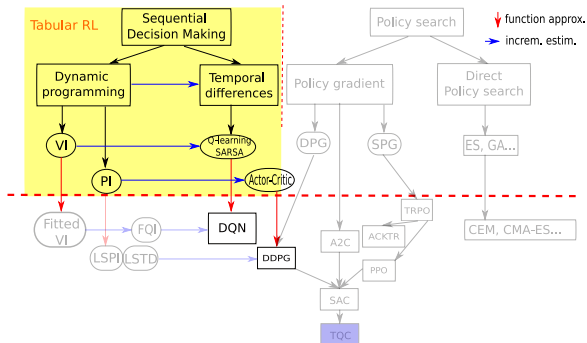
- A very partial view of the whole RL literature

The four routes to deep RL



- Four different ways to come to Deep RL

The Tabular RL route

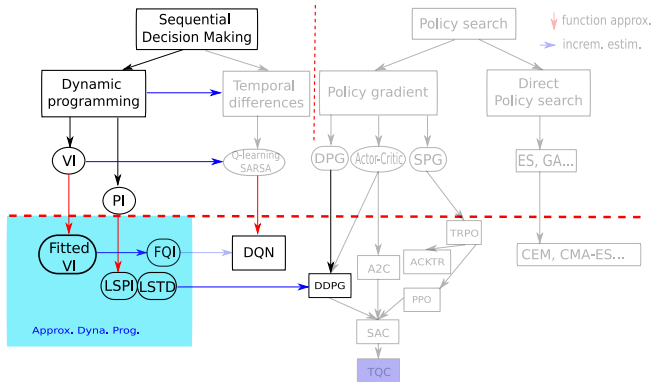


- ▶ The favorite route of beginners
- ▶ Start from Sutton&Barto, present Q-learning, SARSA and Actor-Critic
- ▶ Add function approximation with NNs, go to DQN, then DDPG
- ▶ The route of the first two days



Sutton, R. S. & Barto, A. G. (1998) *Reinforcement Learning: An Introduction*. MIT Press.

The Approximate Dynamic Programming route

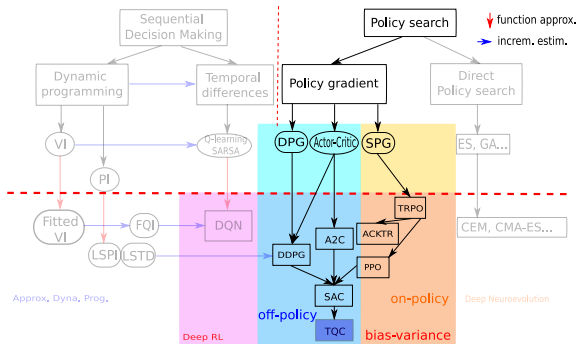


- ▶ The favorite route of mathematicians
- ▶ I never travelled this route



Warren B. Powell. *Approximate Dynamic Programming: Solving the curses of dimensionality*, volume 703. John Wiley & Sons, 2007

The Policy Search route

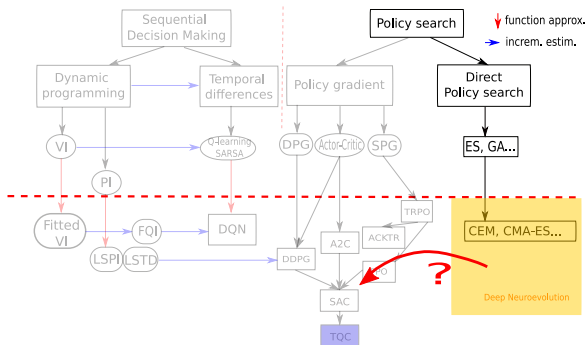


- ▶ The favorite route of roboticists
- ▶ The route of the third day



Marc P. Deisenroth, Gerhard Neumann, Jan Peters, et al. A survey on policy search for robotics. *Foundations and Trends® in Robotics*, 2(1-2):1-142, 2013

The Evolutionary route



- ▶ The favorite route of black-box optimisation people
- ▶ Much more efficient than RL people think
- ▶ Proposed for the last day



Tim Salimans, Jonathan Ho, Xi Chen, and Ilya Sutskever. Evolution strategies as a scalable alternative to reinforcement learning. *arXiv preprint arXiv:1703.03864*, 2017.

Organization

- ▶ Morning: classes about algorithms and concepts
- ▶ After lesson: rehearsal questions about the concepts
- ▶ Afternoon: coding, practicing, tuning hyper-parameters
- ▶ Practicing based on the BBRL library
- ▶ Some mini-projects to train on your own
- ▶ Lessons are available in video
- ▶ Everything available in advance, supplementary material...
- ▶ Look at the Moodle page for more details

Evaluation

- ▶ Answer to lessons related questions: 1 point (0 - 0.5 - 1)
- ▶ 8 mini-projects: 16 points (2 per project, 0 - 0.5 - 1 - 1.5 - 2)
- ▶ Submit your best policies on LunarLander-v2 and LunarLanderContinuous-v2: 3 points per policy (based on ranking)
- ▶ Bonus: submit an always landing policy on RocketLander-v0: 3 points
- ▶ All mini-projects and policies are to be given by december 15, midnight
- ▶ Delay is penalized (1 point per day)
- ▶ Technical details on the Moodle page
- ▶ Advices
 - ▶ Listen to lessons in advance
 - ▶ Do mini-projects in advance or each week

Any question?



Send mail to: Olivier.Sigaud@upmc.fr