



Lecture 1: Introduction

Reinforcement Learning with TensorFlow&OpenAI Gym

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What is Positive Reinforcement Dog Training?

- Teaching dogs desirable behaviors using SCIENCE-based & REWARD-based methods.
- Helping dogs learn and succeed step by step.
- Motivating dogs with fun exercises and games. No force! No pain!
- Encouraging dogs to think more for themselves.
- Valuing dogs' voluntary behaviors.
- Understanding dogs' feelings from their body language.
- Understanding how dogs learn, their needs and wants.
- Using methods that work humanely with ANY dog. Big dogs, small dogs, puppies, senior dogs, disabled dogs, fearful dogs, reactive dogs... can all learn and have fun!



1. develop
dog's self-control

2. develop
a trust relationship

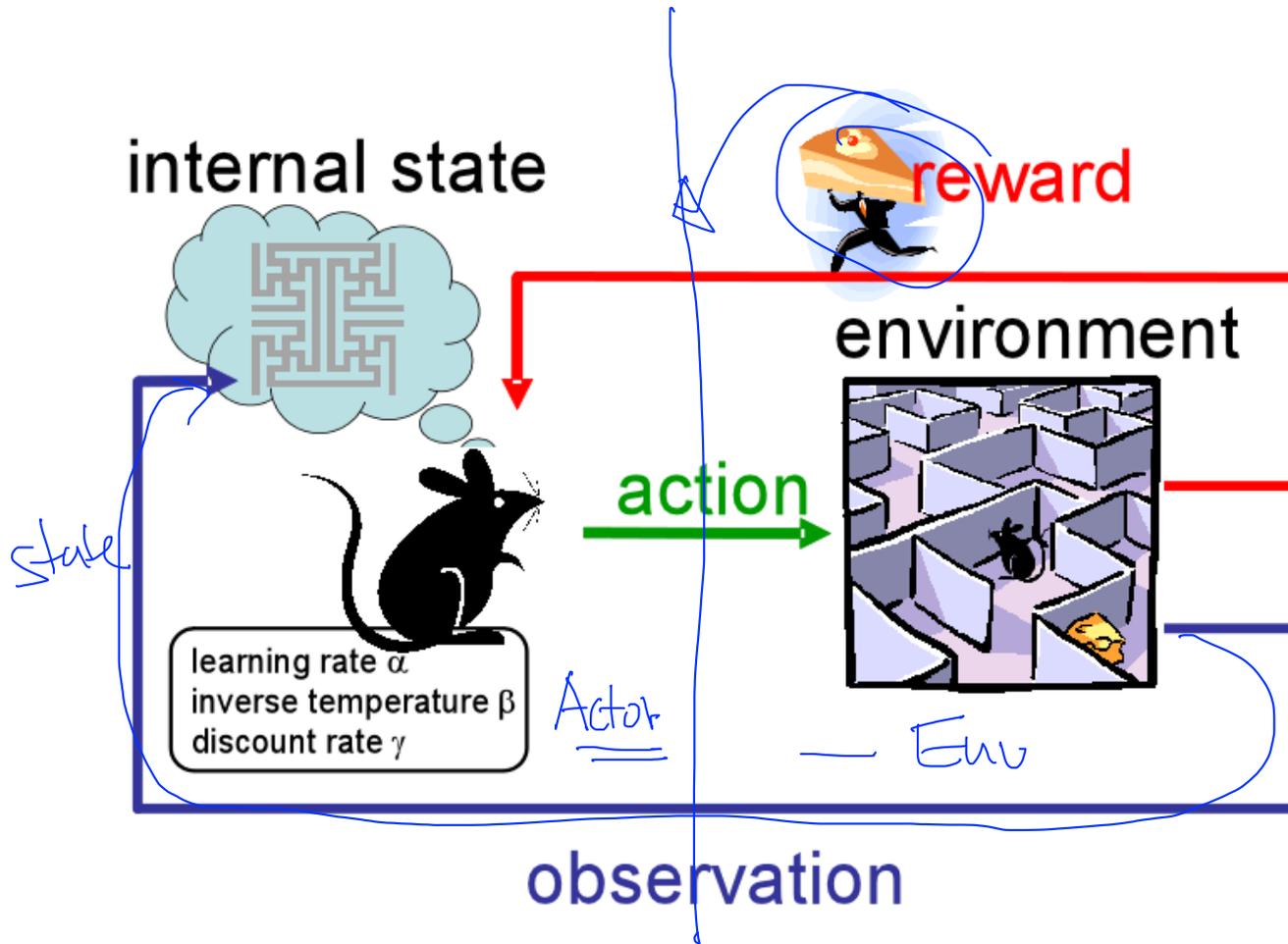
3. develop
dog's self-confidence

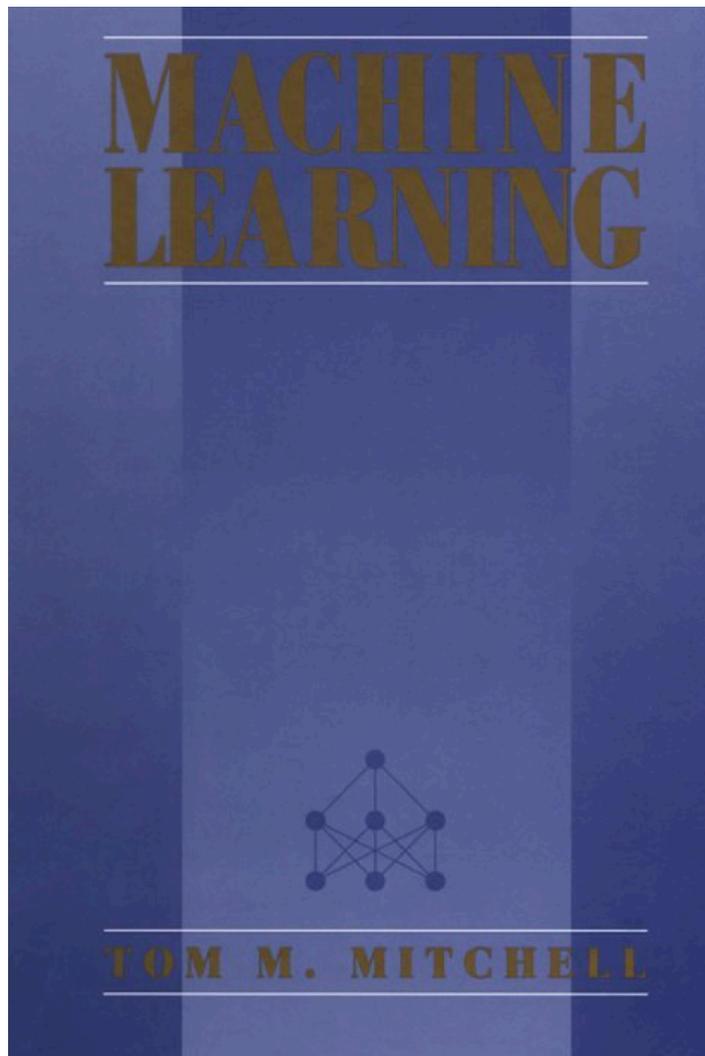
Nature of Learning

- We learn from past experiences.
 - When an infant plays, waves its arms, or looks about, it has no explicit teacher
 - But it does have direct interaction to its environment.
- Years of positive compliments as well as negative criticism have all helped shape who we are today.
- Reinforcement learning: computational approach to learning from interaction.

Richard Sutton and Andrew Barto, Reinforcement Learning: An Introduction
Nishant Shukla , Machine Learning with TensorFlow

Reinforcement Learning





	CONTENTS	xiii
12.5	Using Prior Knowledge to Augment Search	
	Operators	357
	12.5.1 The FOCL Algorithm	357
	12.5.2 Remarks	360
12.6	State of the Art	361
12.7	Summary and Further Reading	362
	Exercises	363
	References	364
	13 Reinforcement Learning	367
13.1	Introduction	367
13.2	The Learning Task	370
13.3	<i>Q</i> Learning	373
	13.3.1 The <i>Q</i> Function	374
	13.3.2 An Algorithm for Learning <i>Q</i>	374
	13.3.3 An Illustrative Example	376
	13.3.4 Convergence	377
	13.3.5 Experimentation Strategies	379
	13.3.6 Updating Sequence	379
13.4	Nondeterministic Rewards and Actions	381
13.5	Temporal Difference Learning	383
13.6	Generalizing from Examples	384
13.7	Relationship to Dynamic Programming	385
13.8	Summary and Further Reading	386
	Exercises	388
	References	388
Appendix	Notation	391
	Indexes	
	Author Index	394
	Subject Index	400

Machine Learning, Tom Mitchell, 1997

Atari Breakout Game (2013, 2015)

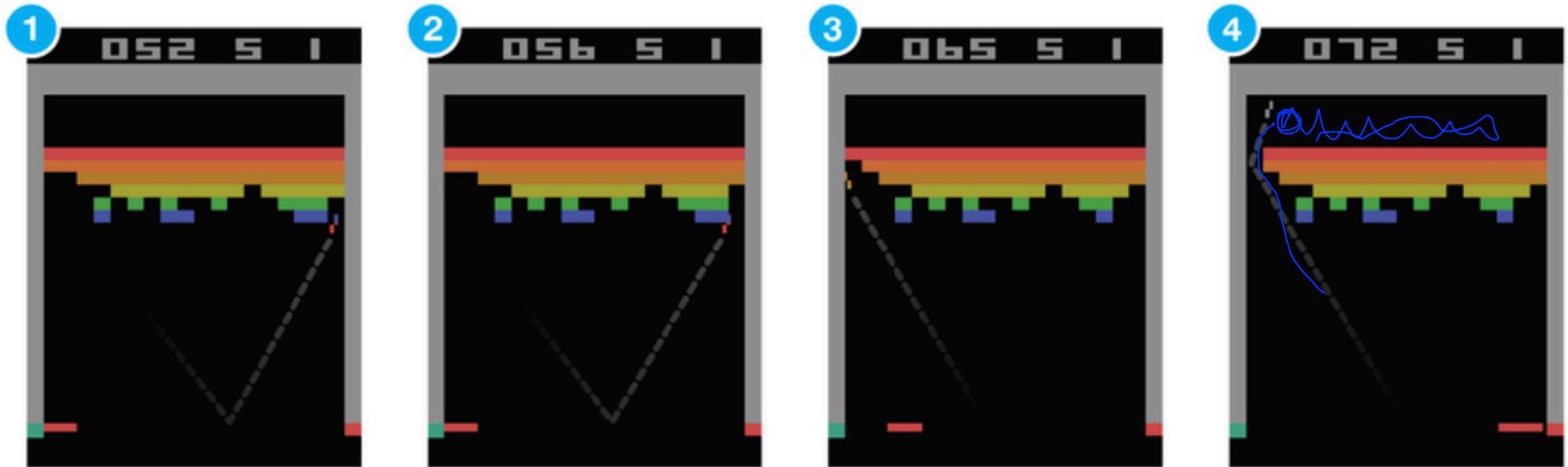
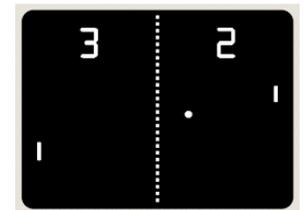


Figure 1: Atari Breakout game. Image credit: DeepMind.

Atari Games

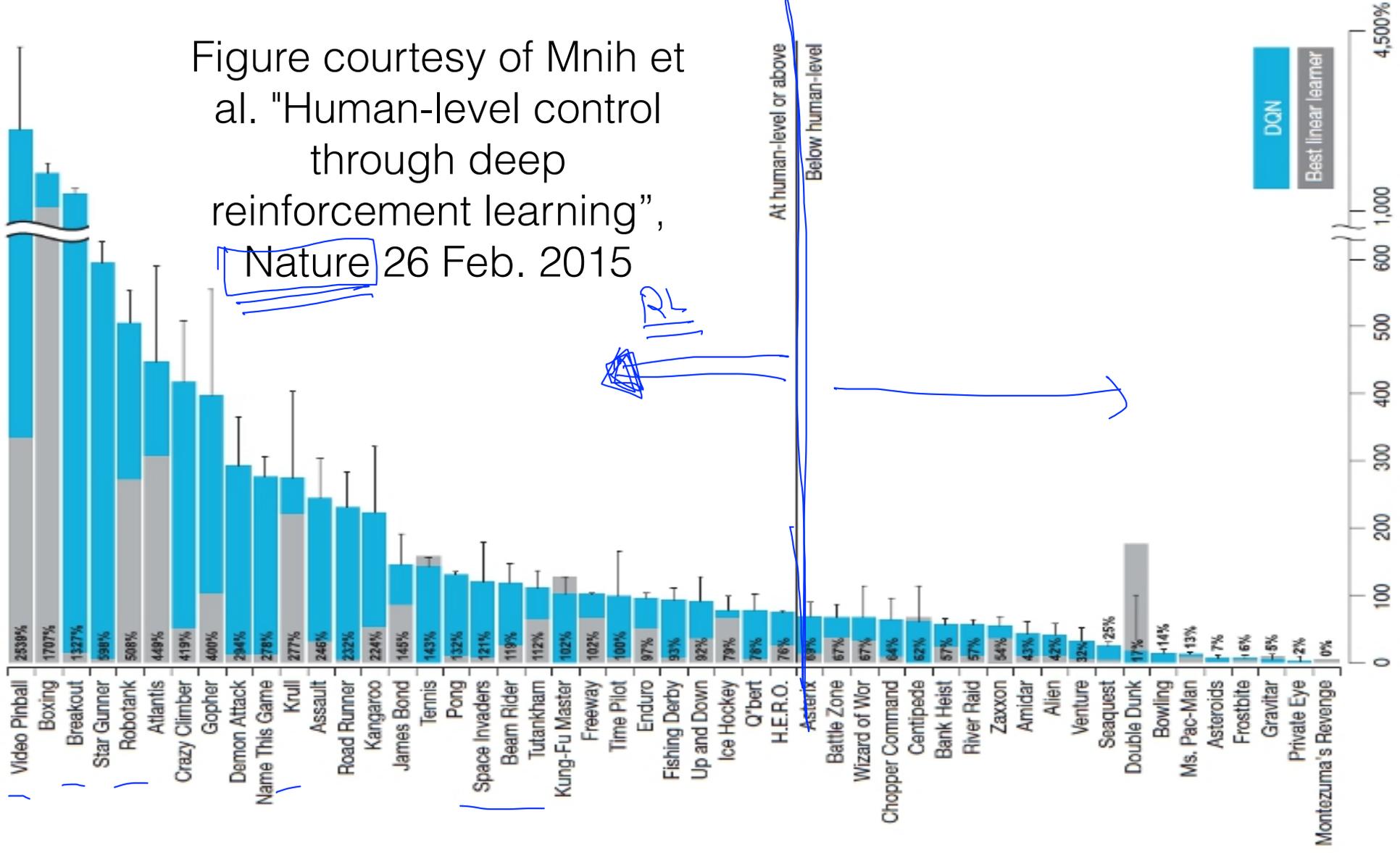


Nature : Human-level control through deep reinforcement learning



Human-level control through deep reinforcement learning, Nature
<http://www.nature.com/nature/journal/v518/n7540/full/nature14236.html>

Figure courtesy of Mnih et al. "Human-level control through deep reinforcement learning", Nature 26 Feb. 2015





Google DeepMind Challenge Match

8 - 15 March 2016



AlphaGo

RL



<https://deepmind.com/blog/deep-reinforcement-learning/>

AlphaGo Lee Sedol
Google DeepMind
Challenge Match



DeepMind AI Reduces Google Data Centre Cooling Bill by 40%

<https://deepmind.com/applied/deepmind-for-google/>

Reinforcement Learning Applications

- Robotics: torque at joints
- Business operations
 - Inventory management: how much to purchase of inventory, spare parts
 - Resource allocation: e.g. in call center, who to service first
- Finance: Investment decisions, portfolio design
- E-commerce/media
 - What content to present to users (using click-through / visit time as reward)
 - What ads to present to users (avoiding ad fatigue)

Audience

- Want to understand basic reinforcement learning (RL)
- No/weak math/computer science background
 - $Q = r + Q$ $Q \leftarrow r + Q$
- Want to use RL as black-box with basic understanding
- Want to use TensorFlow and Python (optional labs)

Schedule

1. Introduction ✓
2. Playing Games, OpenAI Gym Introduction & Lab
3. Q-learning with Tables & Lab
4. Q learning on nondeterministic Rewards and Actions & Lab
5. Q-learning with Networks (DQN) & Lab
6. Policy Gradients & Lab
7. Further Topics ✓

References

- Awesome Reinforcement Learning <http://aikorea.org/awesome-rl/>
- Simple Reinforcement Learning with TensorFlow, <https://medium.com/emergent-future/>
- <http://kvfrans.com/simple-algoritms-for-solving-cartpole/> (written by a high school student)
- Deep Reinforcement Learning: Pong from Pixels - Andrej Karpathy blog <http://karpathy.github.io/2016/05/31/rl/>
- Machine Learning, Tom Mitchell, 1997
- CS 294: Deep Reinforcement Learning, Spring 2017, <http://rll.berkeley.edu/>
- Fundamental of Reinforcement Learning, <https://www.gitbook.com/book/dniddnjs/rl/details> (Korean Book)

Online video lectures

- A Tutorial on Reinforcement Learning, <https://simons.berkeley.edu/talks/tutorial-reinforcement-learning> 2017
- Berkeley CS 294: Deep Reinforcement Learning, Spring 2017 <http://rll.berkeley.edu/deeprcourse/>, 2017
- MIT 6.S094: Deep Learning for Self-Driving Cars (Lecture 2) <http://selfdrivingcars.mit.edu/>, 2017
- Deep Reinforcement Learning (John Schulman, OpenAI) <https://www.youtube.com/watch?v=PtAlh9KSnjo&t=2457s> (summary) and https://www.youtube.com/watch?v=aUrX-rP_ss4&list=PLjKEIQIKCTZYN3CYBlj8r58SbNorobqcp (4 lectures)
- UCL, David Silver, Reinforcement Learning <http://www0.cs.ucl.ac.uk/staff/d.silver/web/Teaching.html>, 2015
- Stanford Andrew Ng CS229 Lecture 16 <https://www.youtube.com/watch?v=Rtxl449ZjSc>, 2008

Prerequisite: <http://hunkim.github.io/ml/> or <https://www.inflern.com/course/기본적인-머신러닝-딥러닝-강좌/>



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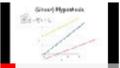
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-  **Lec 00 - Machine/Deep learning 수업의 개요와 일정**
by Sung Kim 10:05
-  **ML lec 01 - 기본적인 Machine Learning의 용어와 개념 설명**
by Sung Kim 14:29
-  **ML lab 01 - TensorFlow의 설치 및 기본적인 operations**
by Sung Kim 10:48
-  **ML lec 02 - Linear Regression의 Hypothesis 와 cost 설명**
by Sung Kim 13:30
-  **ML lab 02 - Tensorflow로 간단한 linear regression을 구현**
by Sung Kim 10:00
-  **ML lec 03 - Linear Regression의 cost 최소화 알고리즘의 원리 설명**
by Sung Kim 16:12

Next
Playing
OpenAI Gym games

