



Lecture 1: Introduction

Reinforcement Learning with TensorFlow&OpenAI Gym

Sung Kim <hunkim+ml@gmail.com>

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**

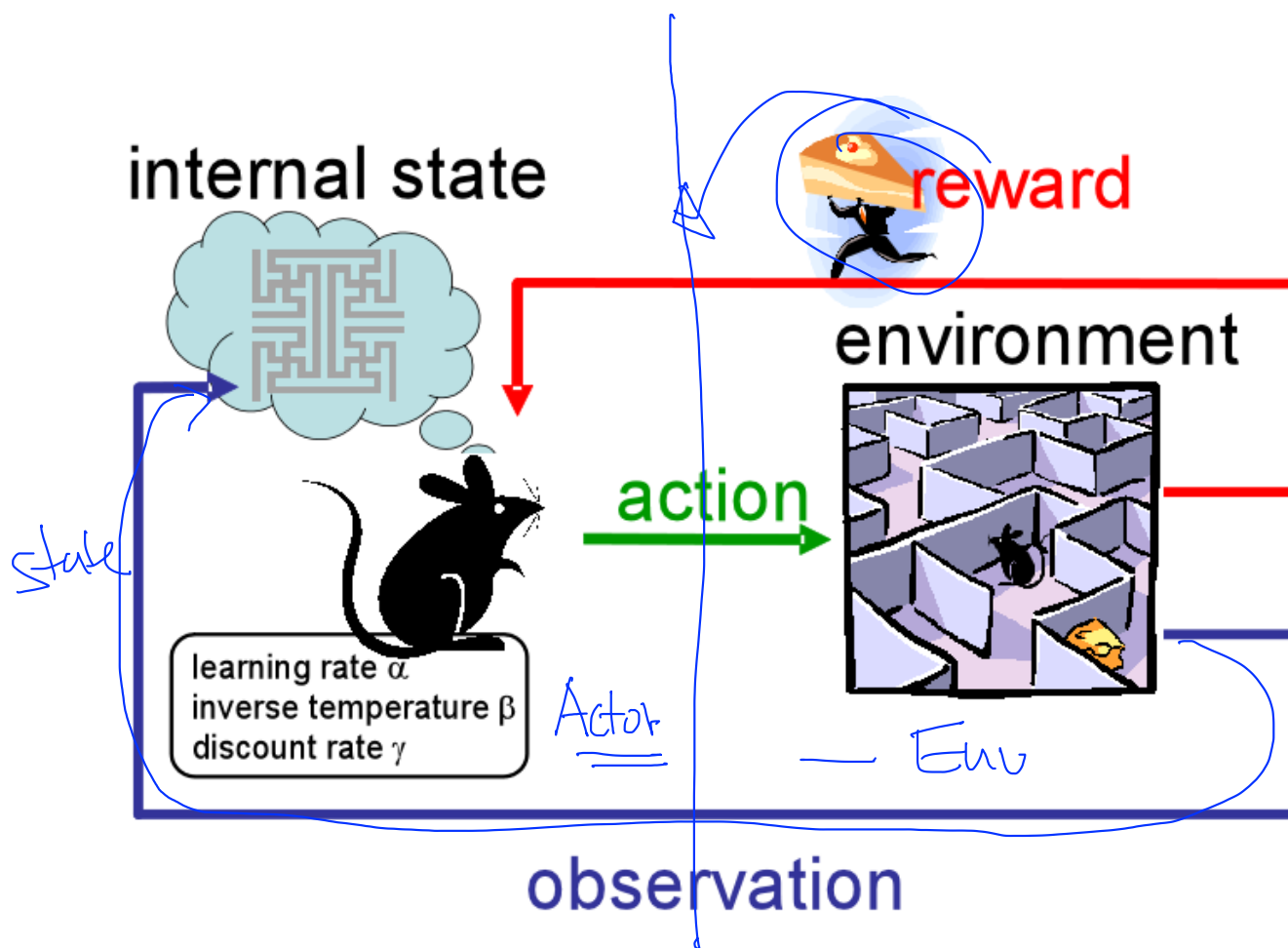
**3. develop
dog's self-confidence**

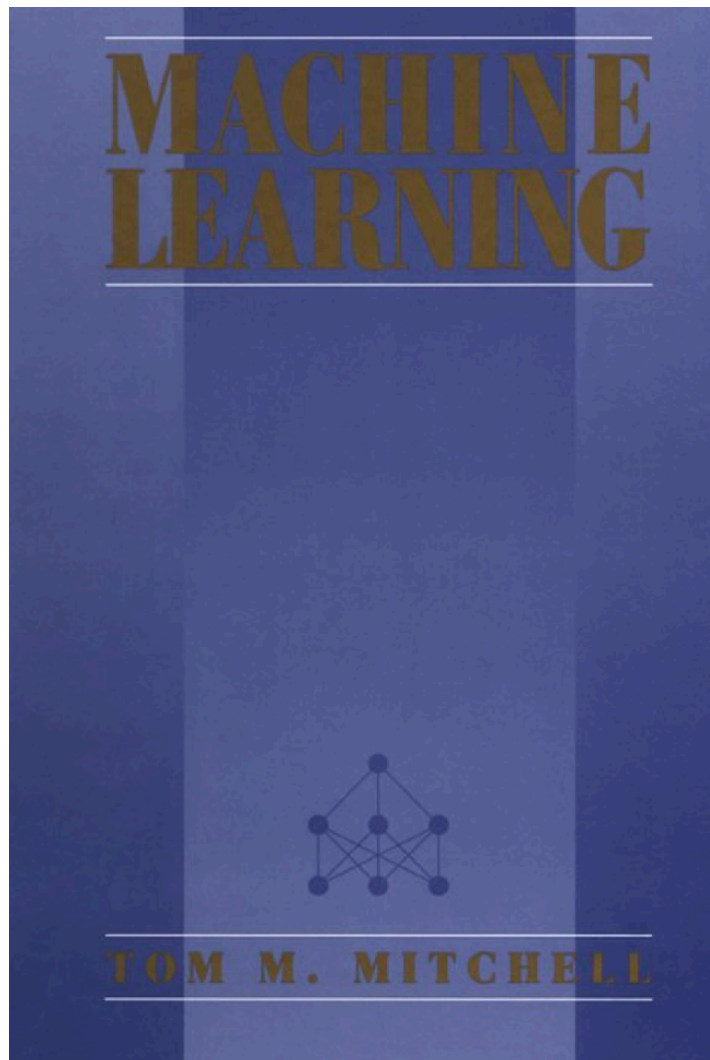
Nature of Learning

- 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





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Machine Learning, Tom Mitchell, 1997

Atari Breakout Game (2013, 2015)

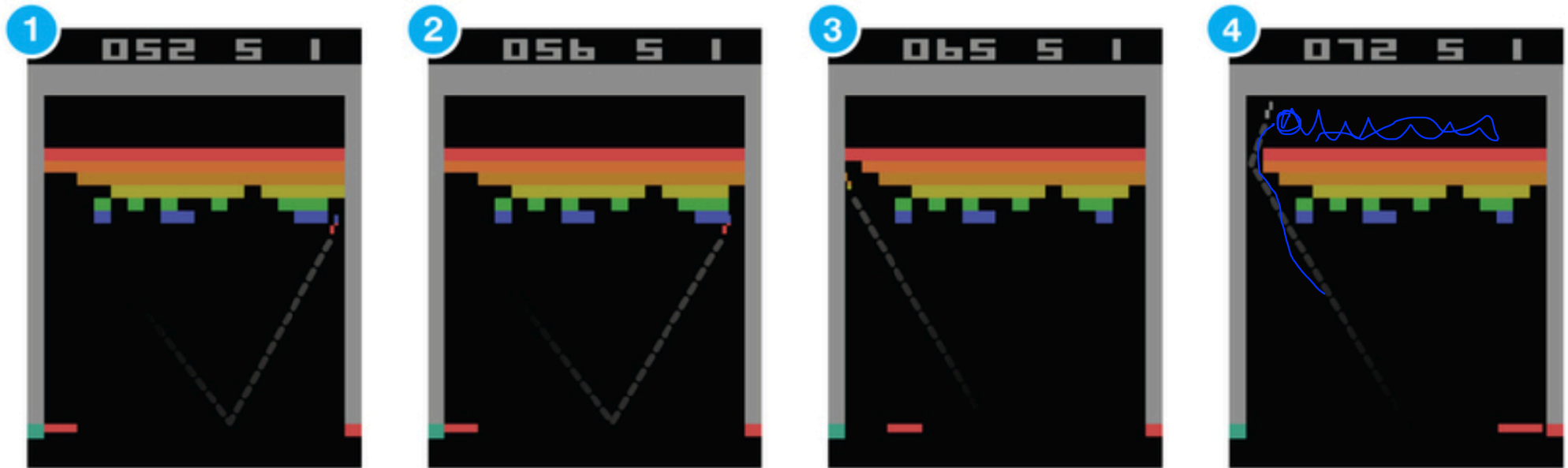
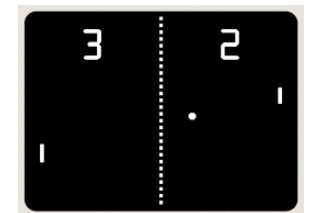
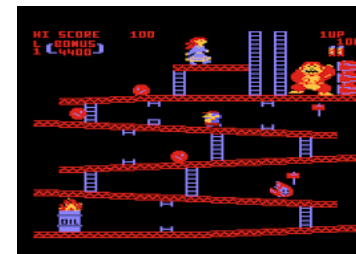
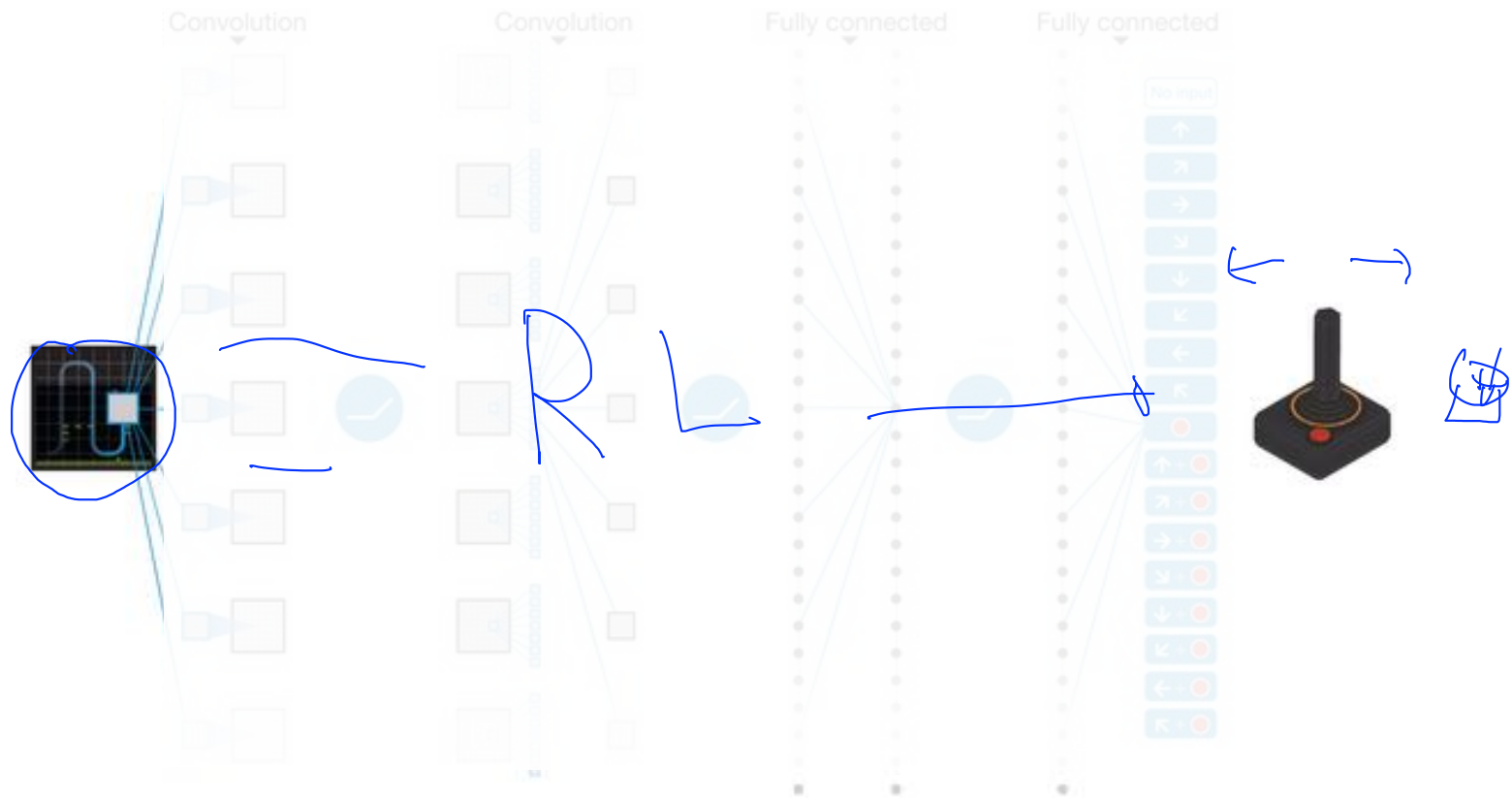


Figure 1: Atari Breakout game. Image credit: DeepMind.

Atari Games

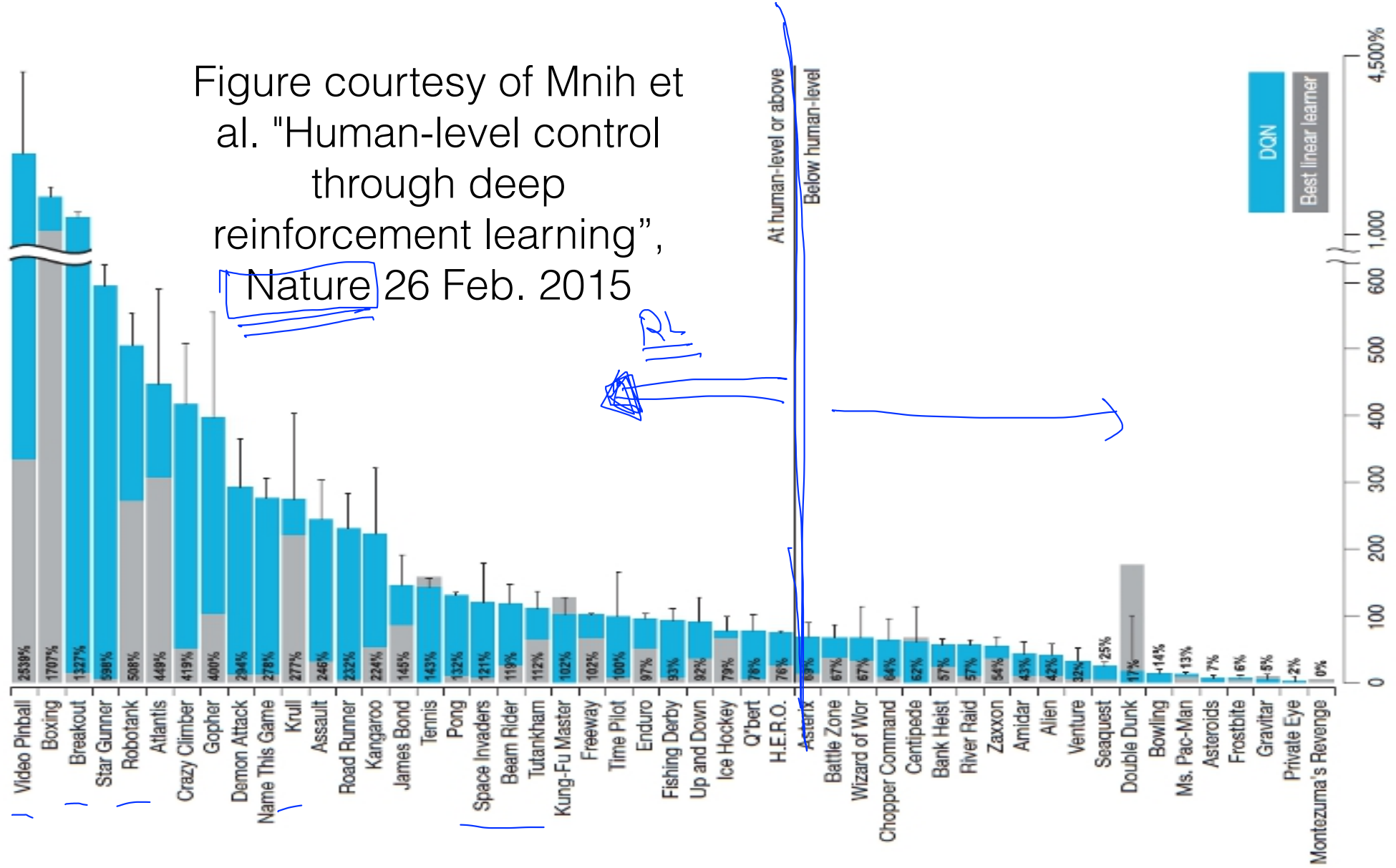


Nature : Human-level control through deep reinforcement learning



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/>



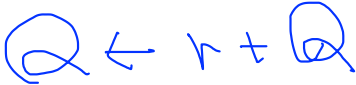
DeepMind AI Reduces Google Data Centre Cooling Bill by 40%

<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
 - $Q = r + Q$ 
- 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/deeprlcourse/>, 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=PtAlh9KSngo&t=2457s> (summary) and https://www.youtube.com/watch?v=aUrX-rP_ss4&list=PLjKEIQUIKCTZYN3CYBlj8r58SbNorobqcp (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.infllearn.com/course/기본적인-머신러닝-딥러닝-강좌/>



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1



Lec 00 - Machine/Deep learning 수업의 개요와 일정
by Sung Kim

10:05

2



ML lec 01 - 기본적인 Machine Learning의 용어와 개념 설명
by Sung Kim

More

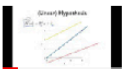
3



ML lab 01 - TensorFlow의 설치 및 기본적인 operations
by Sung Kim

10:48

4



ML lec 02 - Linear Regression의 Hypothesis 와 cost 설명
by Sung Kim

13:30

5



ML lab 02 - Tensorflow로 간단한 linear regression을 구현
by Sung Kim

10:00

6



ML lec 03 - Linear Regression의 cost 최소화 알고리즘의 원리 설명
by Sung Kim

16:12

Next
Playing
OpenAI Gym games

