CS395T Reinforcement Learning: Theory and Practice Fall 2004

Peter Stone

Department or Computer Sciences The University of Texas at Austin

BE a reinforcement learner



• You, as a class, act as a learning agent



- You, as a class, act as a learning agent
- Actions: Wave, Stand, Clap



- You, as a class, act as a learning agent
- Actions: Wave, Stand, Clap
- Observations: colors, reward



- You, as a class, act as a learning agent
- Actions: Wave, Stand, Clap
- Observations: colors, reward
- Goal: Find an optimal *policy*



- You, as a class, act as a learning agent
- Actions: Wave, Stand, Clap
- Observations: colors, reward
- Goal: Find an optimal *policy*
 - Way of selecting actions that gets you the most reward



How did you do it?



- What is your policy?
- What does the world look like?



Knowns:



Knowns:

- $\mathcal{O} = \{\text{Blue}, \text{Red}, \text{Green}, \text{Black}, \ldots\}$
- Rewards in ${\sf I\!R}$
- $\mathcal{A} = \{Wave, Clap, Stand\}$

 $o_0, a_0, r_0, o_1, a_1, r_1, o_2, \ldots$



Knowns:

- $\mathcal{O} = \{\text{Blue}, \text{Red}, \text{Green}, \text{Black}, \ldots\}$
- Rewards in \mathbb{R}
- $\mathcal{A} = \{Wave, Clap, Stand\}$

 $o_0, a_0, r_0, o_1, a_1, r_1, o_2, \ldots$

Unknowns:



Knowns:

- $\mathcal{O} = \{\text{Blue}, \text{Red}, \text{Green}, \text{Black}, \ldots\}$
- Rewards in \mathbb{R}
- $\mathcal{A} = \{Wave, Clap, Stand\}$

 $o_0, a_0, r_0, o_1, a_1, r_1, o_2, \ldots$

Unknowns:

- S = 4x3 grid
- $\mathcal{R}: \mathcal{S} \times \mathcal{A} \mapsto \mathbb{R}$
- $\mathcal{P} = \mathcal{S} \mapsto \mathcal{O}$
- $\mathcal{T}: \mathcal{S} \times \mathcal{A} \mapsto \mathcal{S}$



Knowns:

- $\mathcal{O} = \{\text{Blue}, \text{Red}, \text{Green}, \text{Black}, \ldots\}$
- Rewards in \mathbb{R}
- $\mathcal{A} = \{Wave, Clap, Stand\}$

 $o_0, a_0, r_0, o_1, a_1, r_1, o_2, \ldots$

Unknowns:

- S = 4x3 grid
- $\mathcal{R}: \mathcal{S} \times \mathcal{A} \mapsto \mathbb{R}$
- $\mathcal{P} = \mathcal{S} \mapsto \mathcal{O}$
- $\mathcal{T}: \mathcal{S} \times \mathcal{A} \mapsto \mathcal{S}$

$o_i = \mathcal{P}(s_i)$



Knowns:

- $\mathcal{O} = \{\text{Blue}, \text{Red}, \text{Green}, \text{Black}, \ldots\}$
- Rewards in \mathbb{R}
- $\mathcal{A} = \{Wave, Clap, Stand\}$

 $o_0, a_0, r_0, o_1, a_1, r_1, o_2, \ldots$

Unknowns:

- S = 4x3 grid
- $\mathcal{R}: \mathcal{S} \times \mathcal{A} \mapsto \mathbb{R}$
- $\mathcal{P} = \mathcal{S} \mapsto \mathcal{O}$
- $\mathcal{T}: \mathcal{S} \times \mathcal{A} \mapsto \mathcal{S}$

$$o_i = \mathcal{P}(s_i)$$
 $r_i = \mathcal{R}(s_i, a_i)$



Knowns:

- $\mathcal{O} = \{\text{Blue}, \text{Red}, \text{Green}, \text{Black}, \ldots\}$
- Rewards in ${\sf I\!R}$
- $\mathcal{A} = \{Wave, Clap, Stand\}$

 $o_0, a_0, r_0, o_1, a_1, r_1, o_2, \ldots$

Unknowns:

- S = 4x3 grid
- $\mathcal{R}: \mathcal{S} \times \mathcal{A} \mapsto \mathbb{R}$
- $\mathcal{P} = \mathcal{S} \mapsto \mathcal{O}$
- $\mathcal{T}: \mathcal{S} \times \mathcal{A} \mapsto \mathcal{S}$

 $o_i = \mathcal{P}(s_i)$ $r_i = \mathcal{R}(s_i, a_i)$ $s_{i+1} = \mathcal{T}(s_i, a_i)$



• Reinforcement Learning theory (start)



- Reinforcement Learning theory (start)
- Reinforcement Learning in practice (end)



The Big Picture





The Big Picture

 $\bullet \ AI \longrightarrow ML$



 $\bullet \ AI \longrightarrow ML \longrightarrow RL$



- $\bullet \ AI \longrightarrow ML \longrightarrow RL$
- Types of Machine Learning



- $\bullet \ AI \longrightarrow ML \longrightarrow RL$
- Types of Machine Learning

Supervised learning: learn from labeled examples



- $\bullet \ AI \longrightarrow ML \longrightarrow RL$
- Types of Machine Learning

Supervised learning: learn from labeled examples Unsupervised learning: cluster unlabeled examples



- $\bullet \ AI \longrightarrow ML \longrightarrow RL$
- Types of Machine Learning



- $\bullet \ AI \longrightarrow ML \longrightarrow RL$
- Types of Machine Learning

Defined by the problem



- $\bullet \ AI \longrightarrow ML \longrightarrow RL$
- Types of Machine Learning

- Defined by the problem
- Many approaches possible (including evolutionary)



- $\bullet \ AI \longrightarrow ML \longrightarrow RL$
- Types of Machine Learning

- Defined by the problem
- Many approaches possible (including evolutionary)
- Book focusses on a particular class of approaches





• Available on-line



• Join the mailing list!



- Join the mailing list!
- Read Chapter 1



- Join the mailing list!
- Read Chapter 1
- Send a question or comment by 10pm Monday

