

From Learning and Control to Deep Reinforcement Learning

Benjamin Recht
University of California, Berkeley







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6.432: Detection and Estimation with Wornell

9.520 Statistical Learning Theory with Poggio

6.24x: Complex systems with Megretski

6.253: Convex optimization with Bertsekas



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All are prerequisites for modern RL, but I never took an RL course...





trustable, scalable, predictable

Reinforcement Learning is the study of how to use past data to enhance the future manipulation of a dynamical system

Control Theory 

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What is ML?

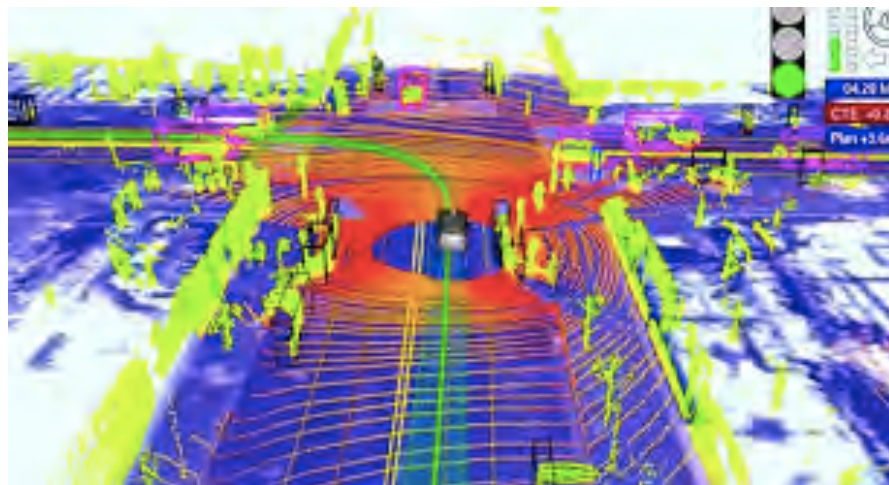
What is ML?

using past **data** to **learn** about and/or **act** upon
the world

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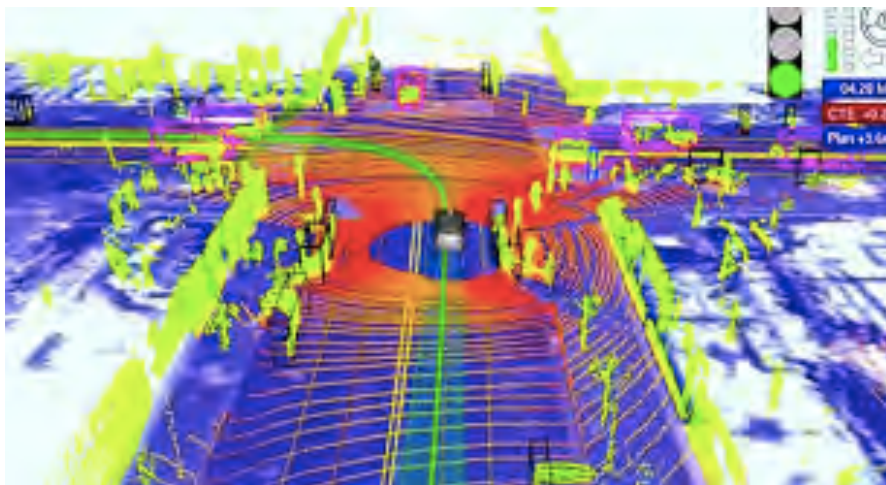
Environments
too complex



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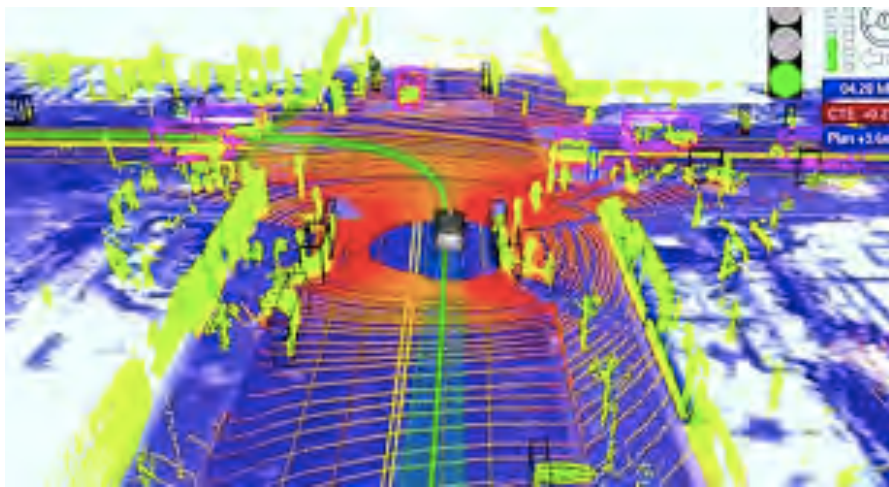
Sensing
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Models
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What is Control?

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using **feedback** to **mitigate** the effects of
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Environments
are uncertain



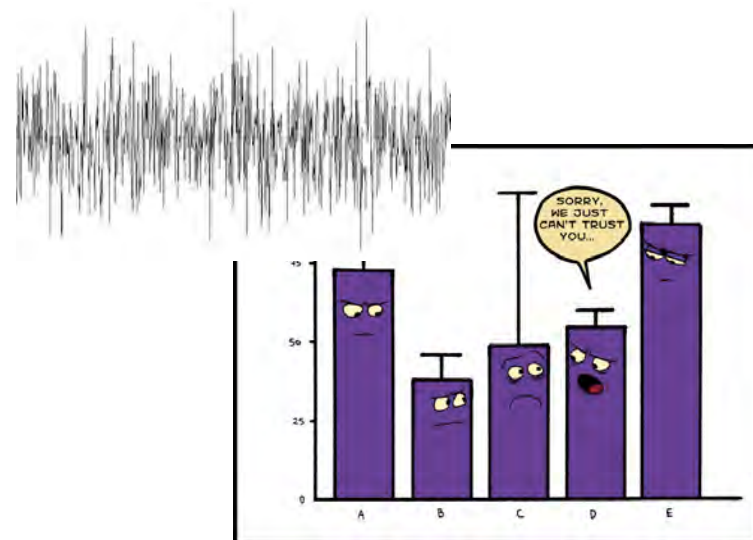
What is Control?

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Sensing/components
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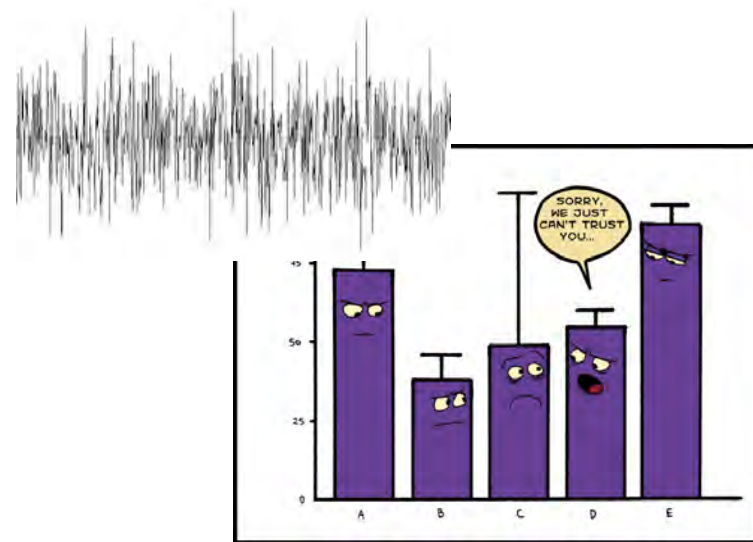
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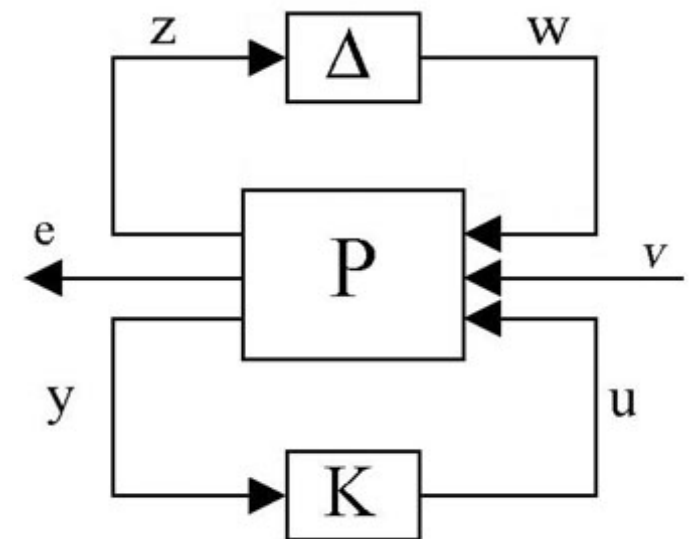
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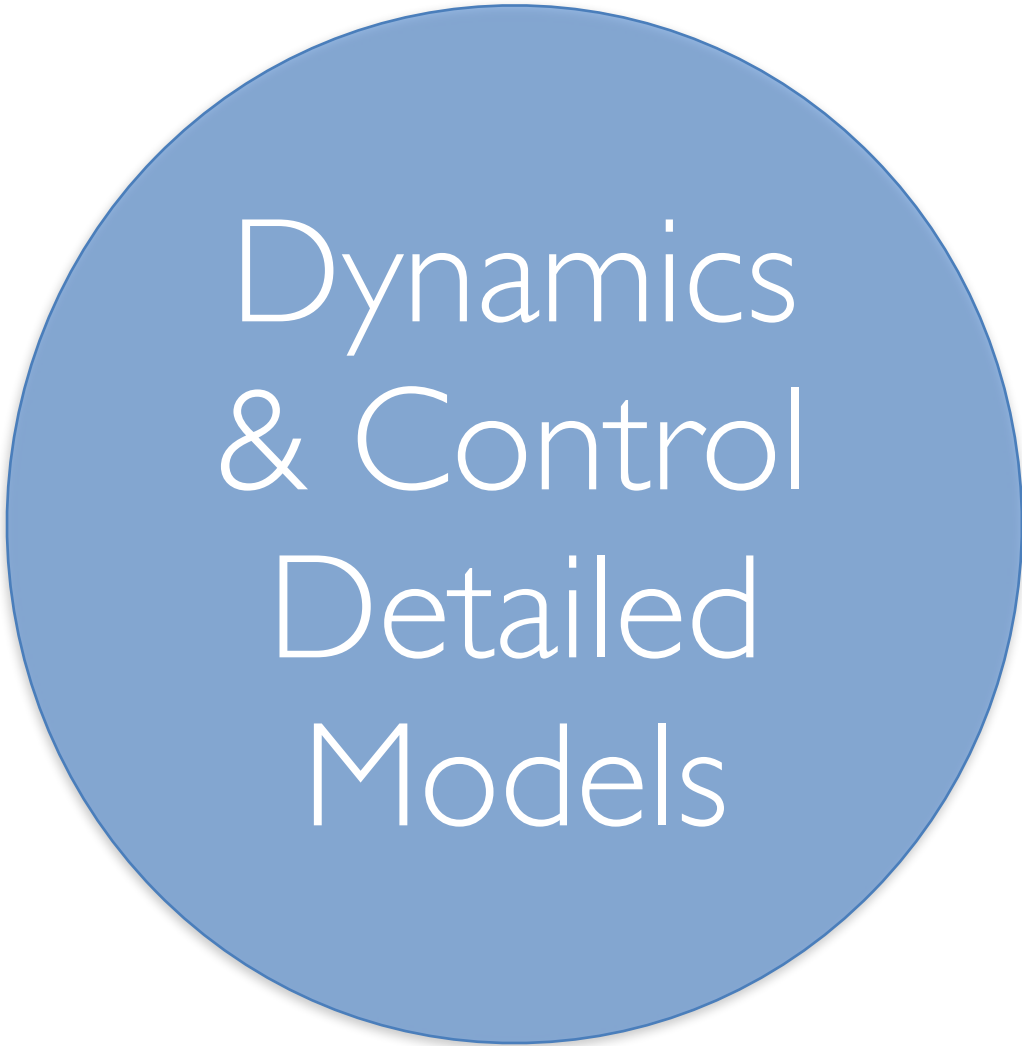


Models
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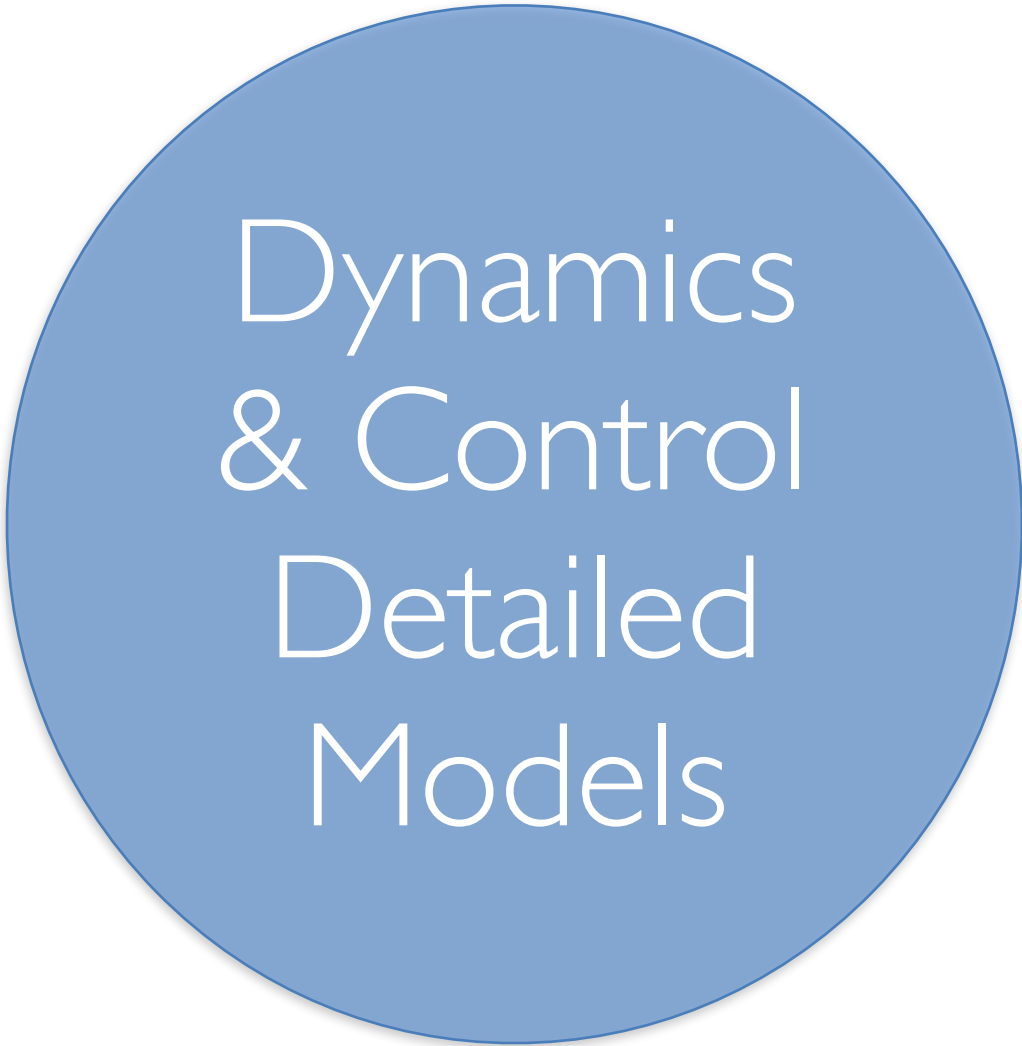
How do we get the best of both?

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Dynamics
& Control
Detailed
Models

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Dynamics
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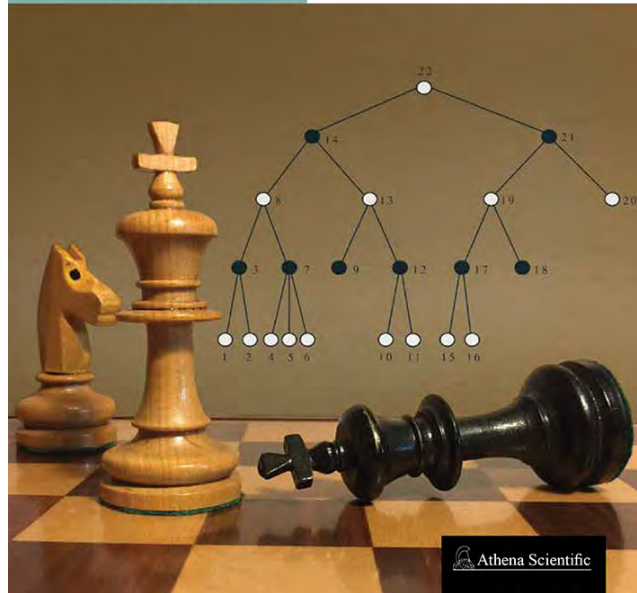


Machine
Learning
& Big Data

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Dynamic Programming and Optimal Control

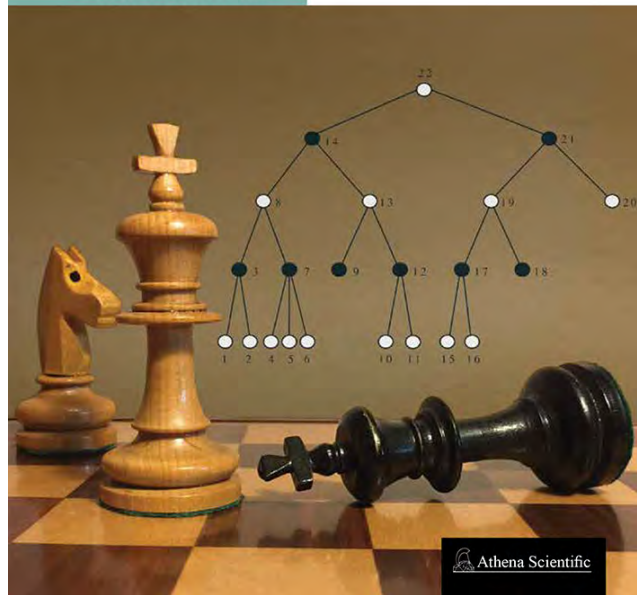
Dimitri P. Bertsekas



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Dynamic Programming and Optimal Control

APPROXIMATE DYNAMIC PROGRAMMING

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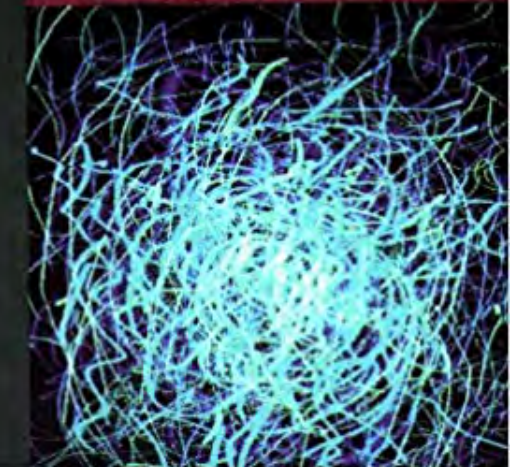
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NEURO-DYNAMIC PROGRAMMING

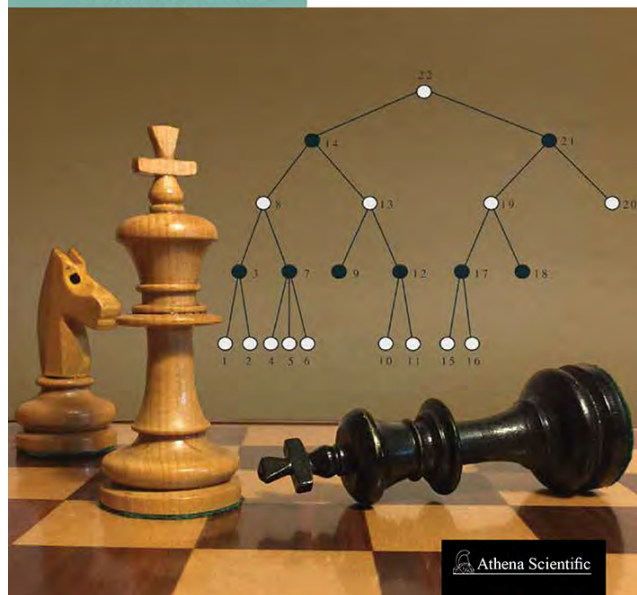
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Dynamic Programming and Optimal Control

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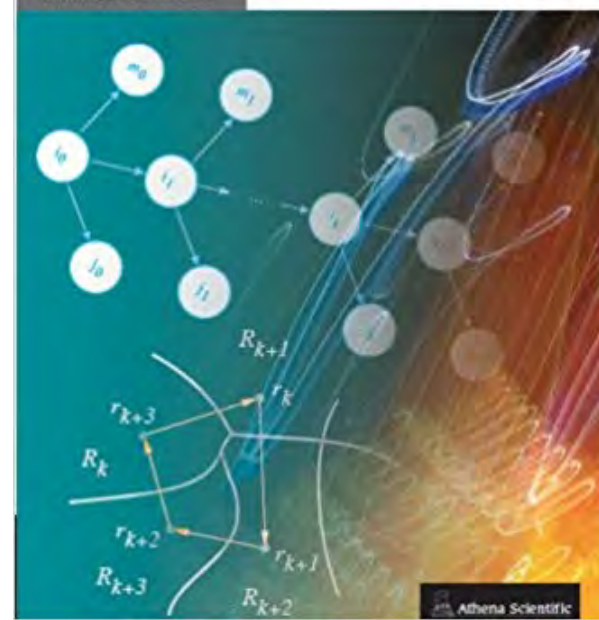


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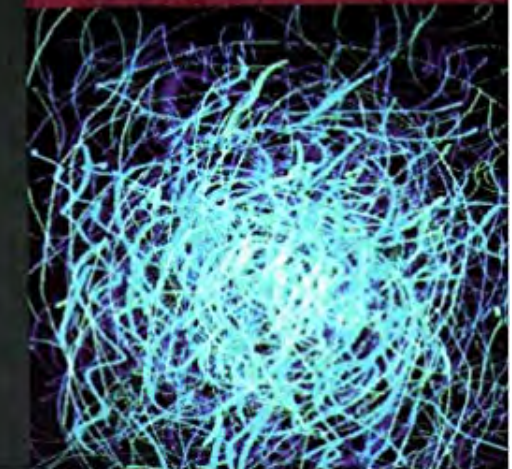
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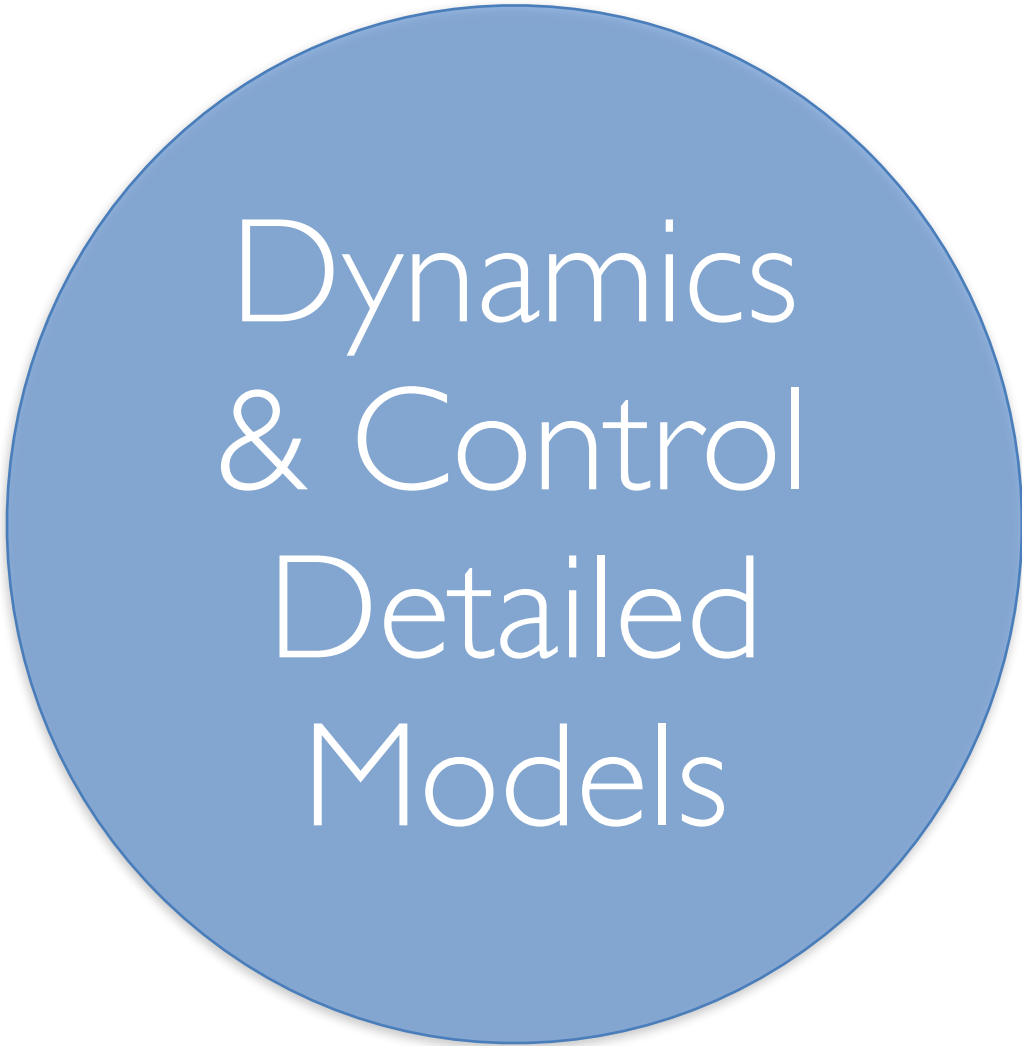


Reinforcement Learning and Optimal Control

Dimitri P. Bertsekas



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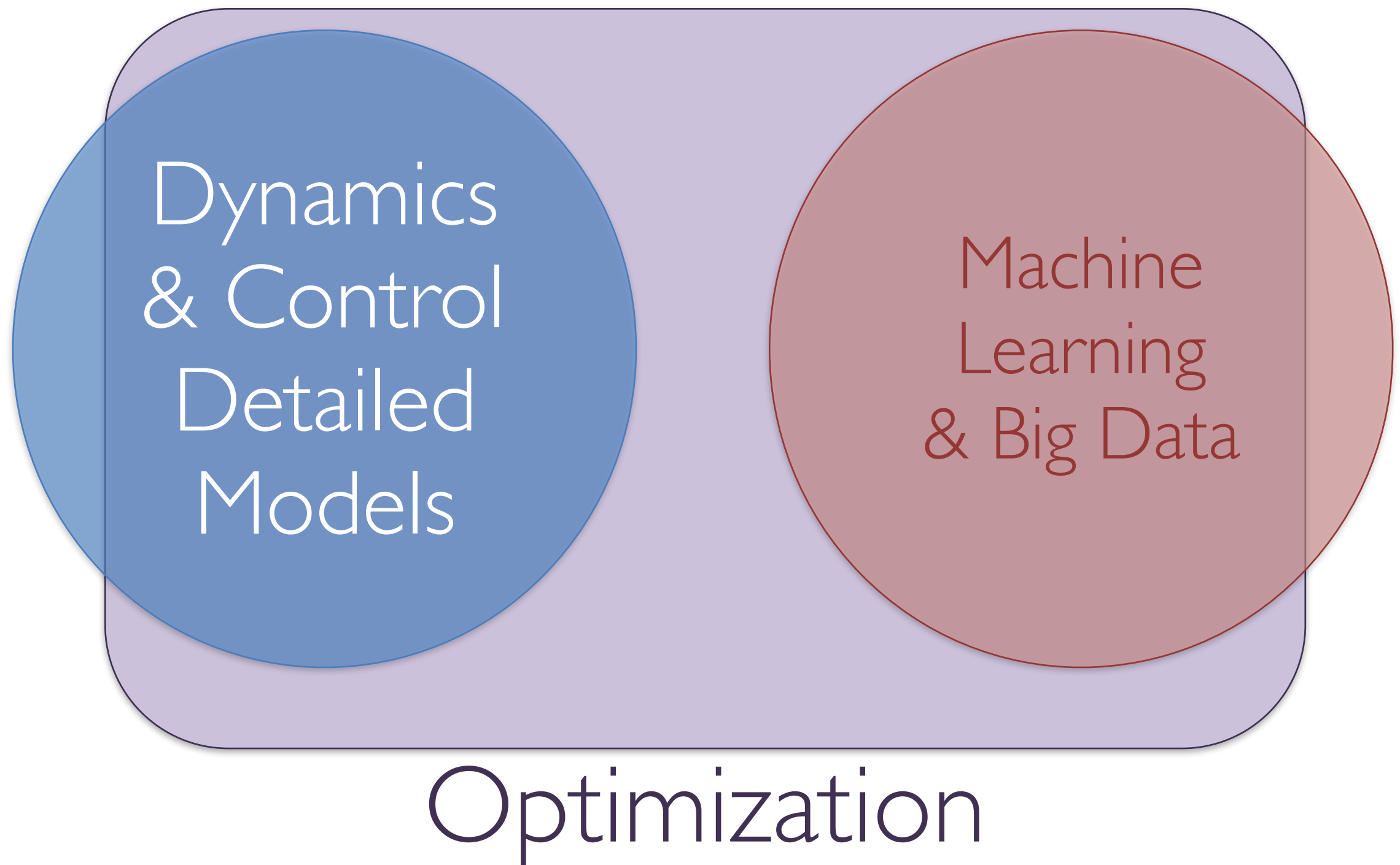


Dynamics
& Control
Detailed
Models

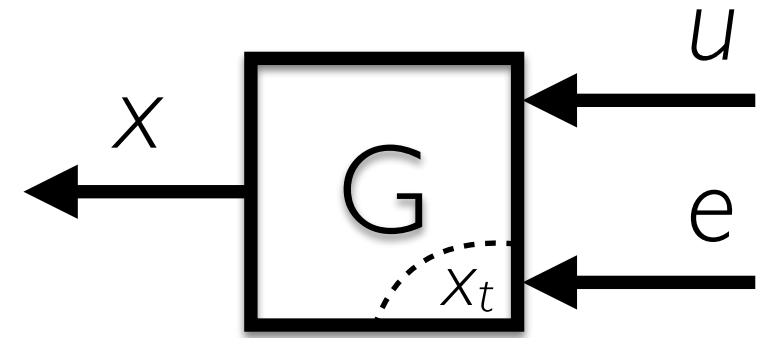


Machine
Learning
& Big Data

How do we get the best of both?



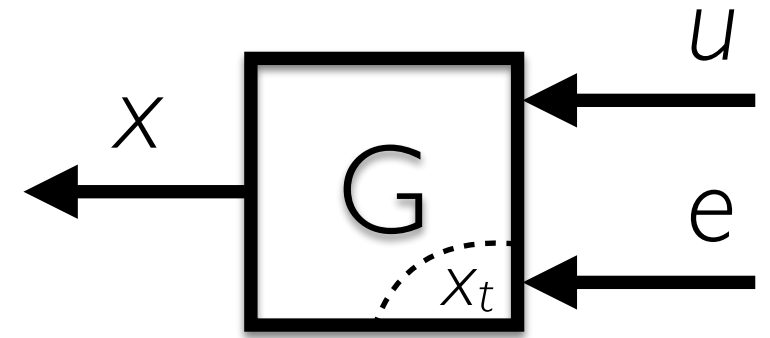
RL Methods



$$\begin{aligned} &\text{minimize} && \mathbb{E}_e \left[\sum_{t=1}^T C_t(x_t, u_t) \right] \\ &\text{s.t.} && x_{t+1} = f_t(x_t, u_t, e_t) \\ &&& u_t = \pi_t(\tau_t) \end{aligned}$$

How to solve optimal control when the model f is unknown?

RL Methods

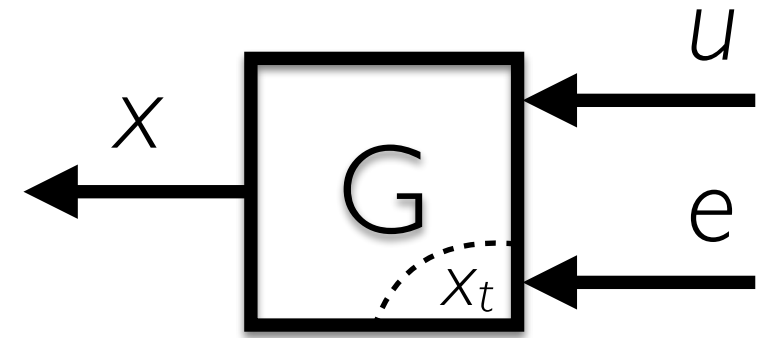


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- **Model-based:** fit model from data (aka, standard engineering practice)

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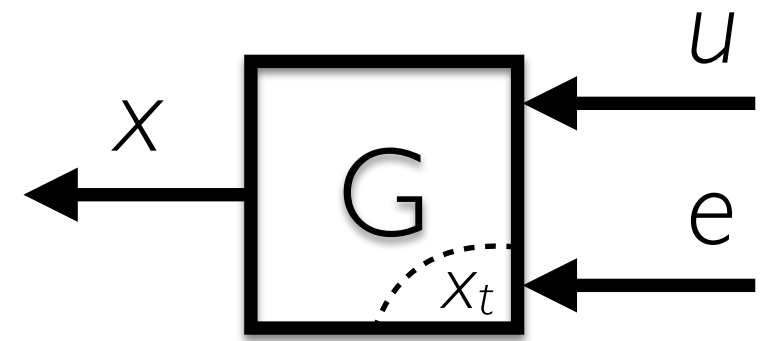


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RL Methods



minimize $\mathbb{E}_e \left[\sum_{t=1}^T C_t(x_t, u_t) \right]$ ← approximate dynamic programming

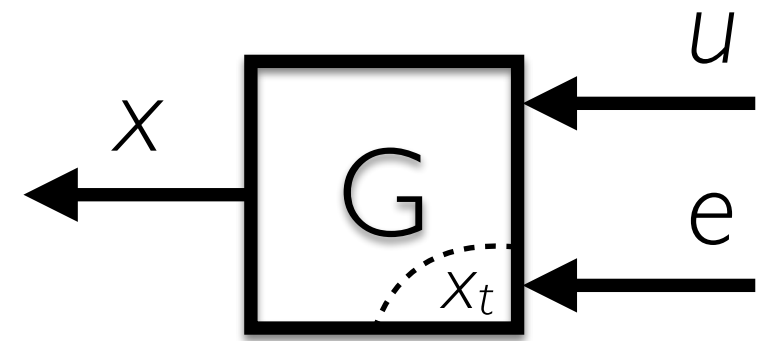
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- **Model-based:** fit model from data (aka, standard engineering practice)
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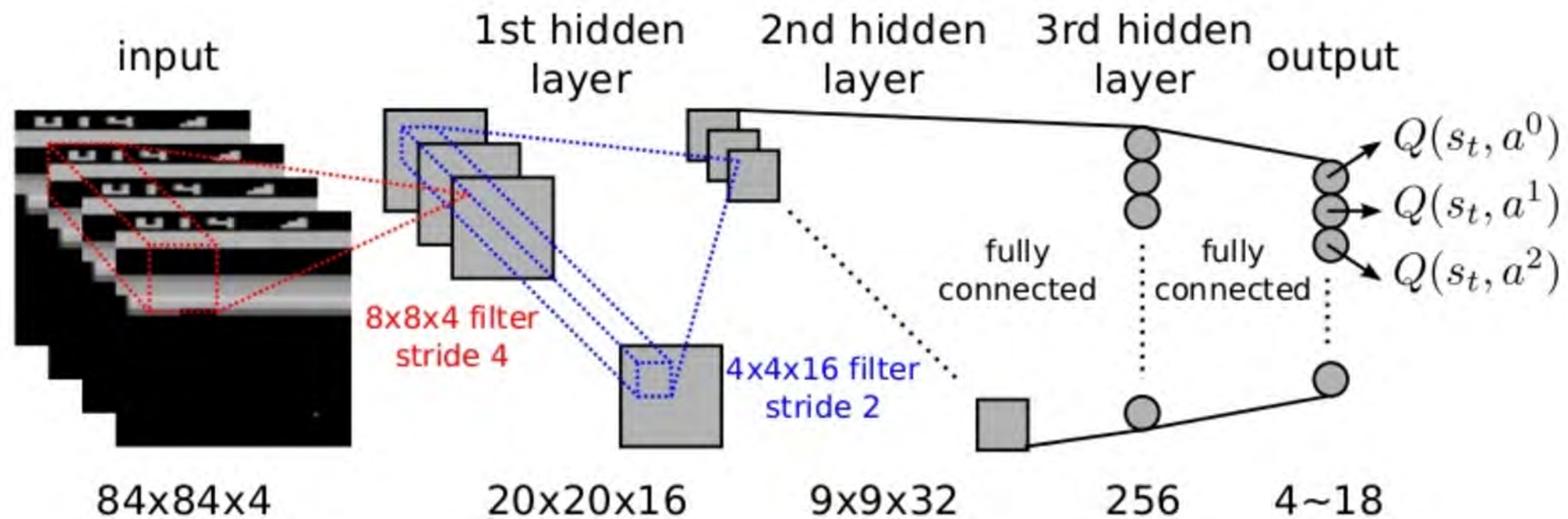
s.t. $x_{t+1} = f_t(x_t, u_t, e_t)$ ← model-based

$u_t = \pi_t(\tau_t)$ ← direct policy search

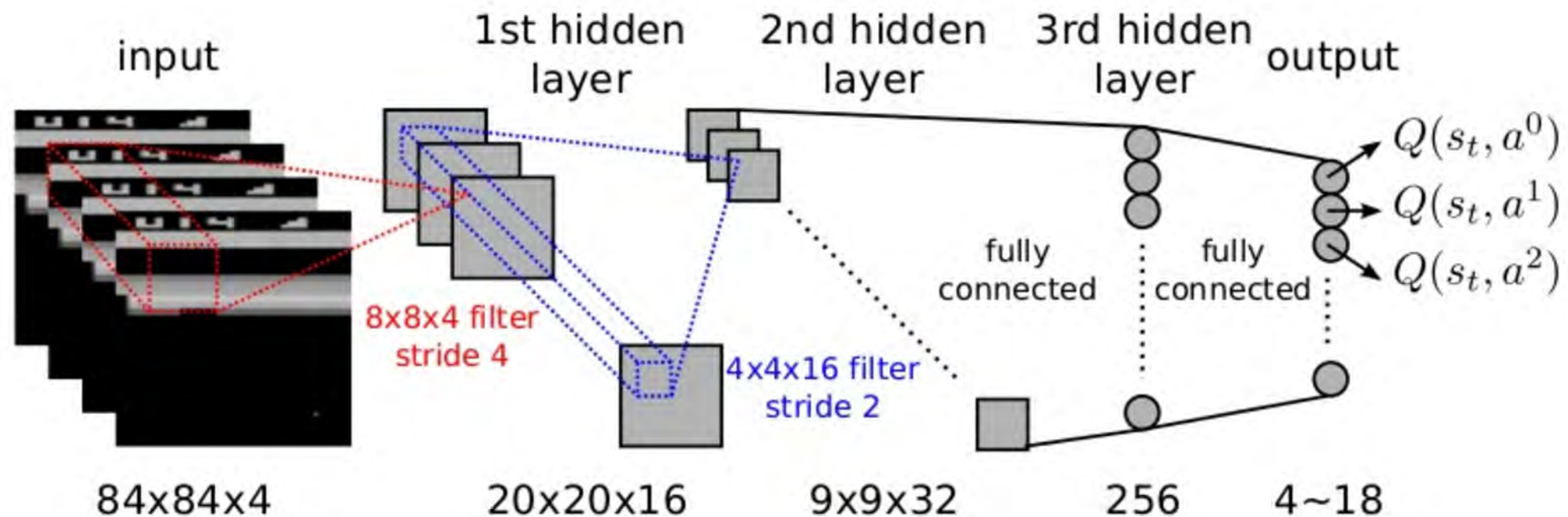
How to solve optimal control when the model f is unknown?

- **Model-based:** fit model from data (aka, standard engineering practice)
- **Model-free**
 - **Approximate dynamic programming:** estimate cost from data
 - **Direct policy search:** search for actions from data

Deep Reinforcement Learning

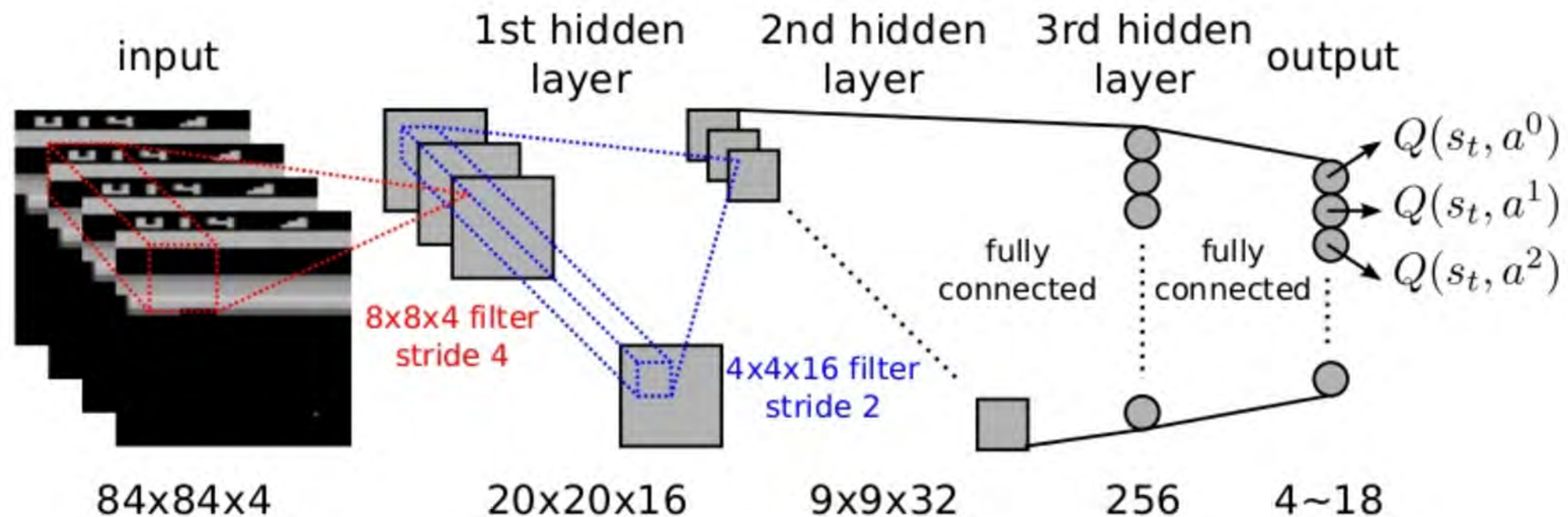


Deep Reinforcement Learning



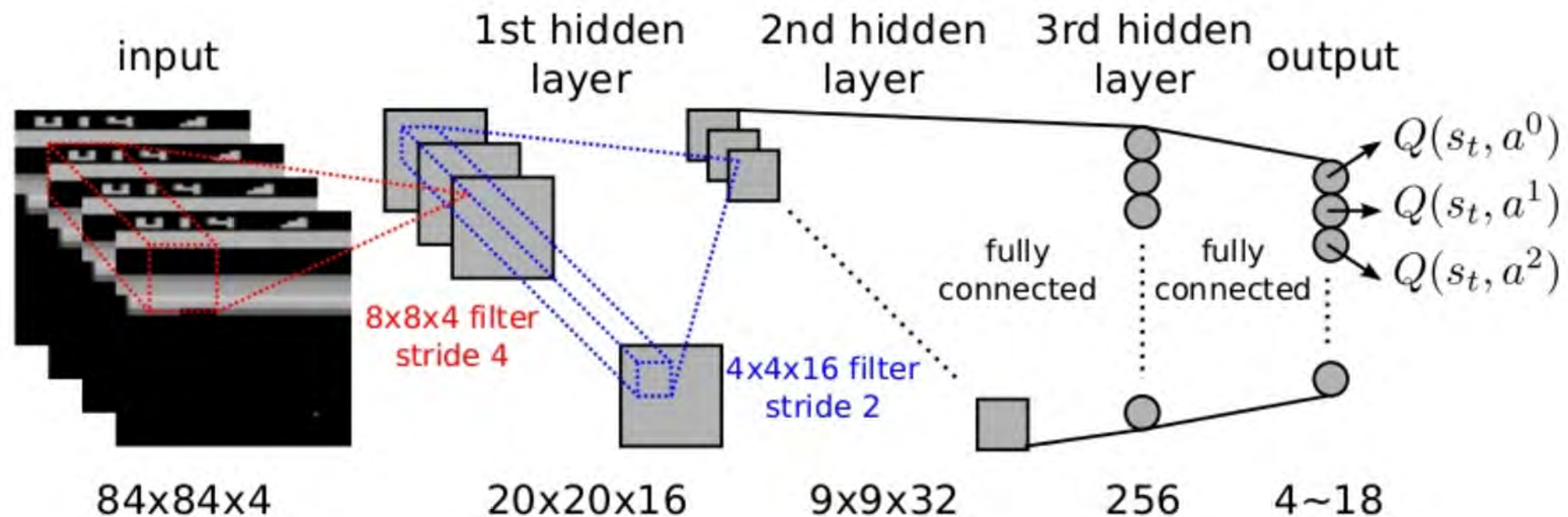
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Deep Reinforcement Learning



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- All of the ideas have been here since NDP!

Deep Reinforcement Learning



- Simply parameterize value function or policy as a deep net
- All of the ideas have been here since NDP!
- Most of these algorithms don't really "work."

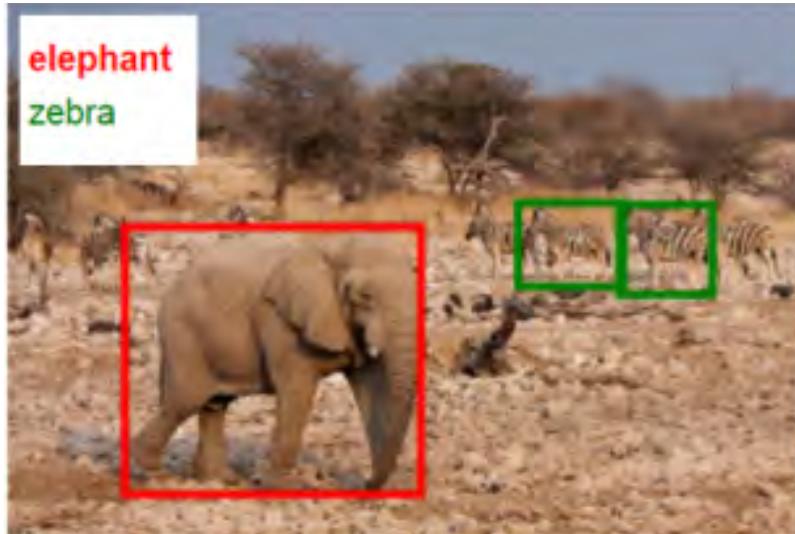
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- Fundamentally, almost all machine learning successes are in *nonparametric prediction* (mostly classification).

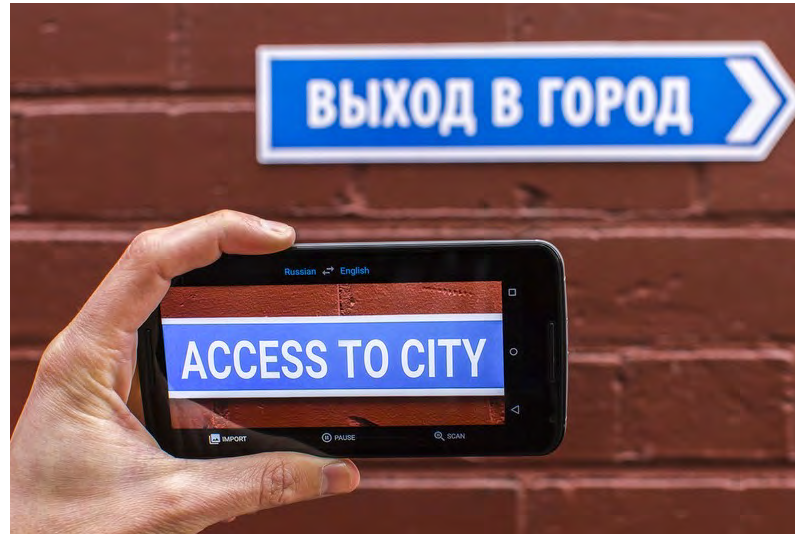
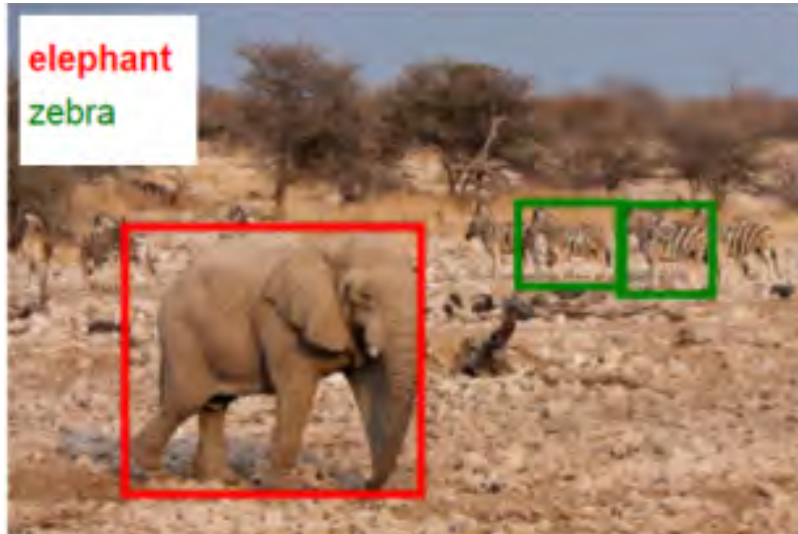
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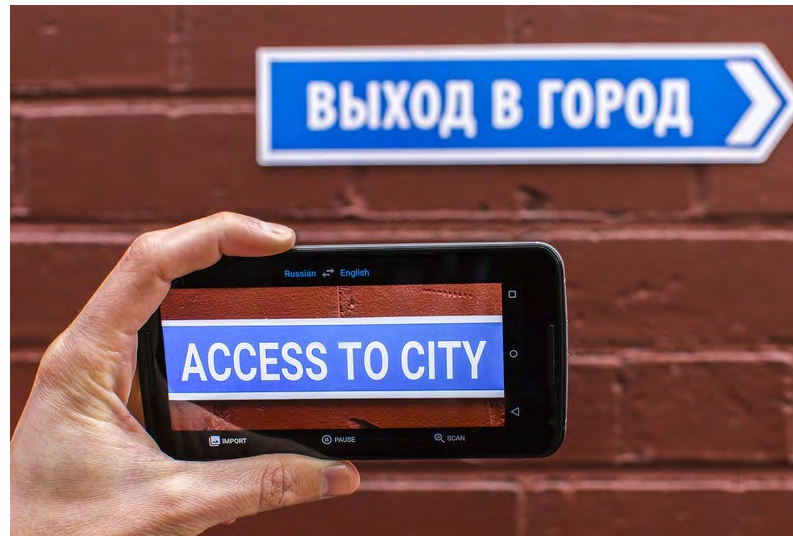
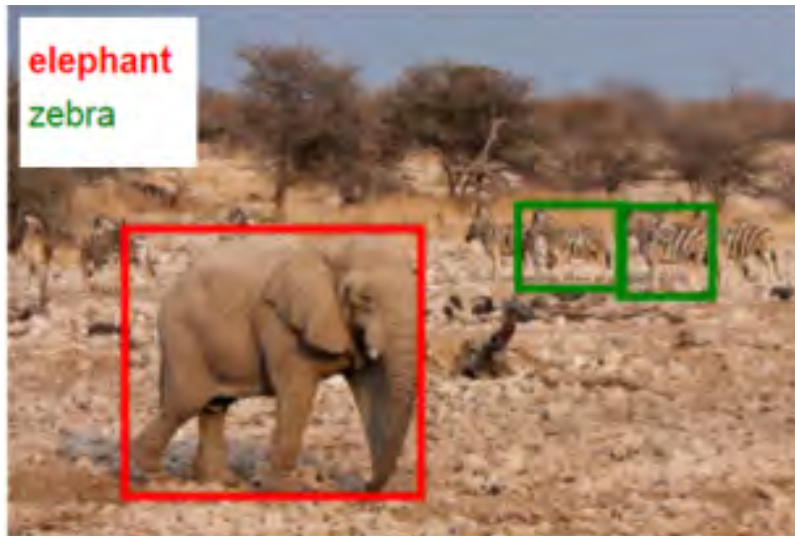
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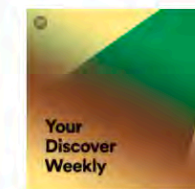


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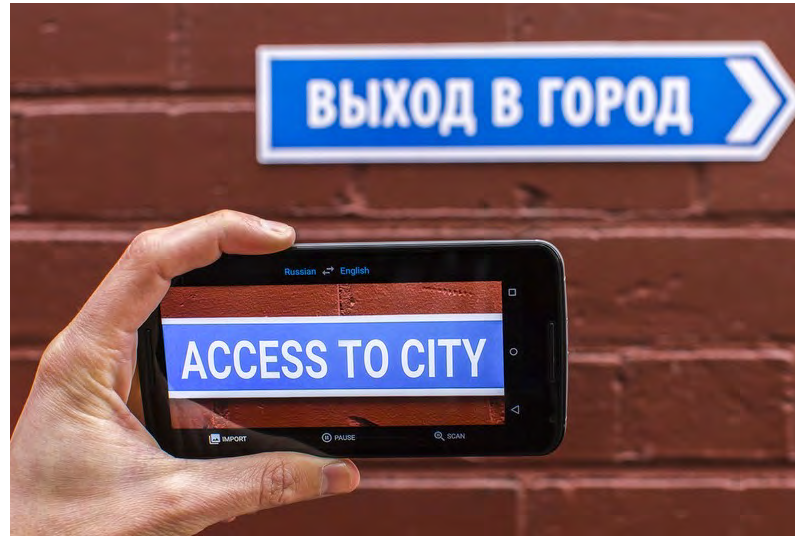
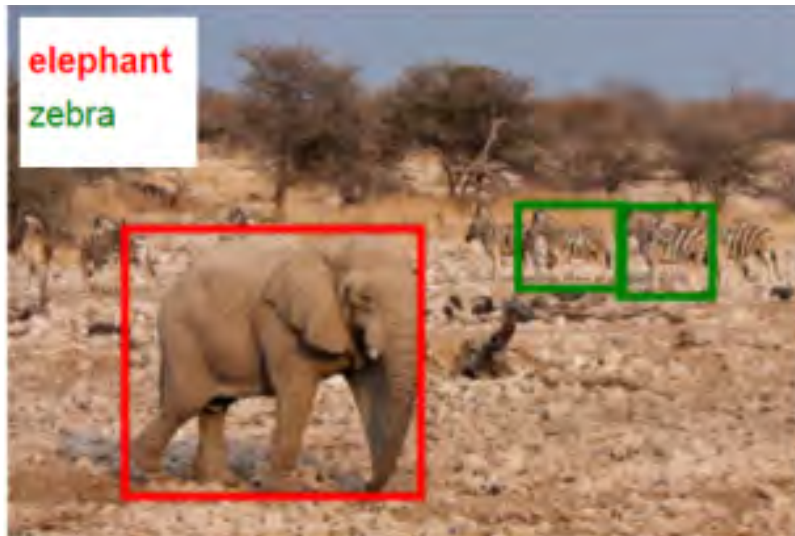
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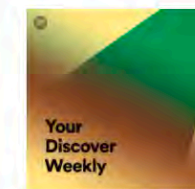
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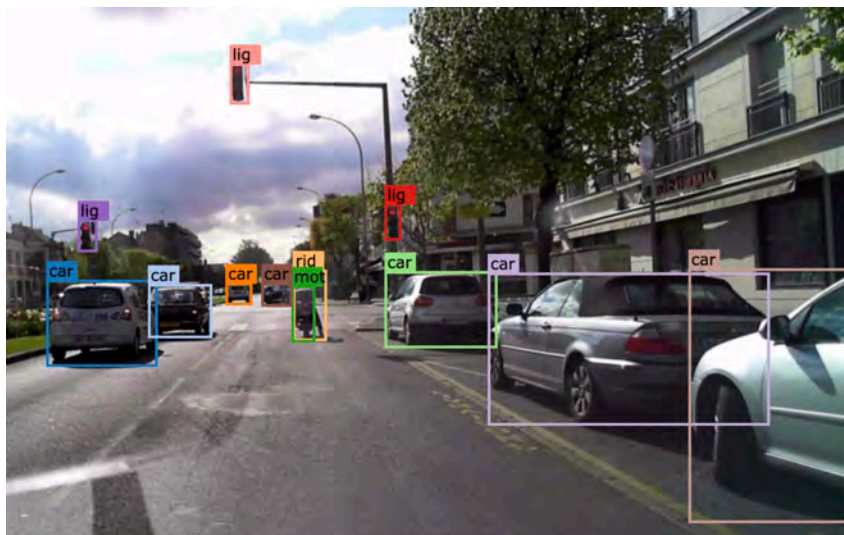


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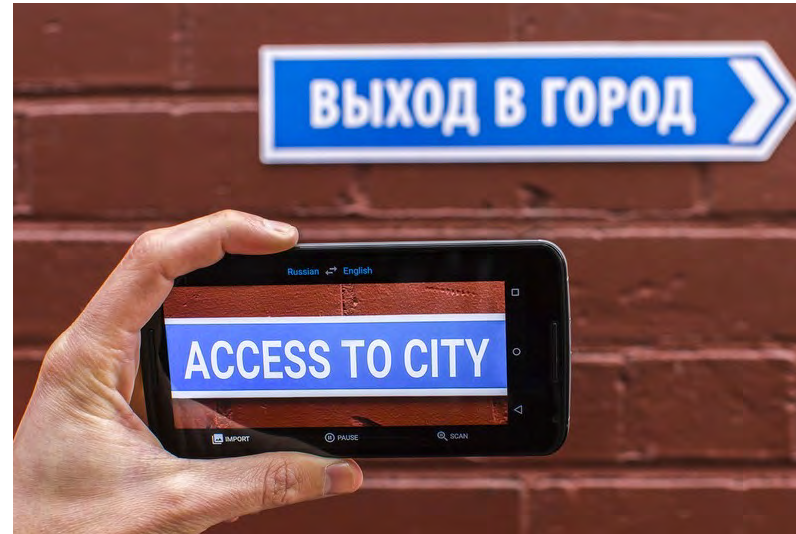
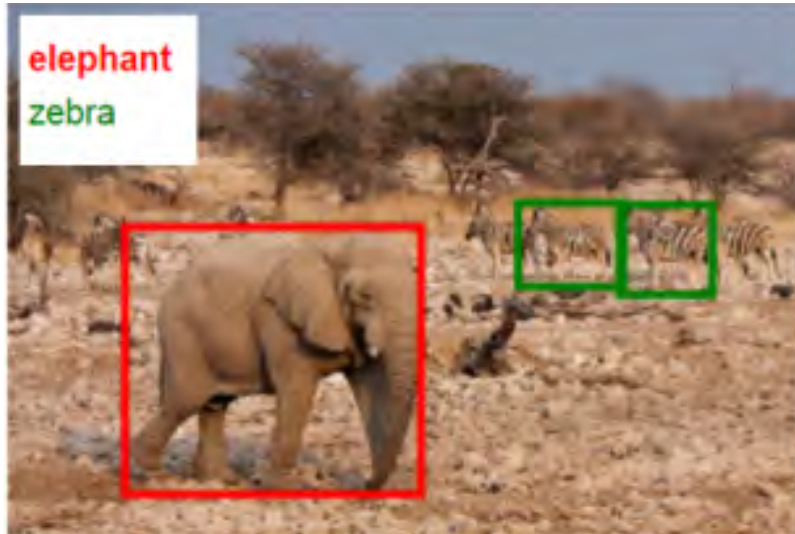
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Perceptual sensors
in the loop

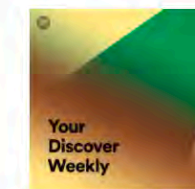


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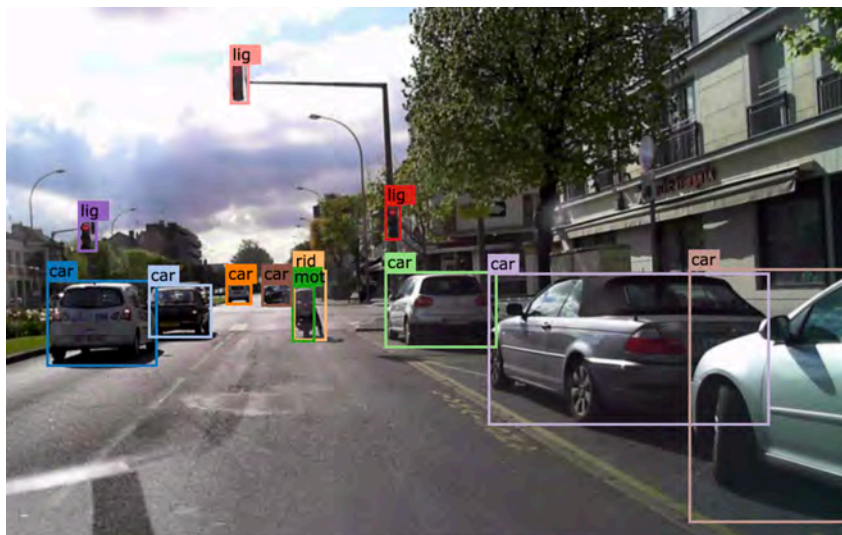


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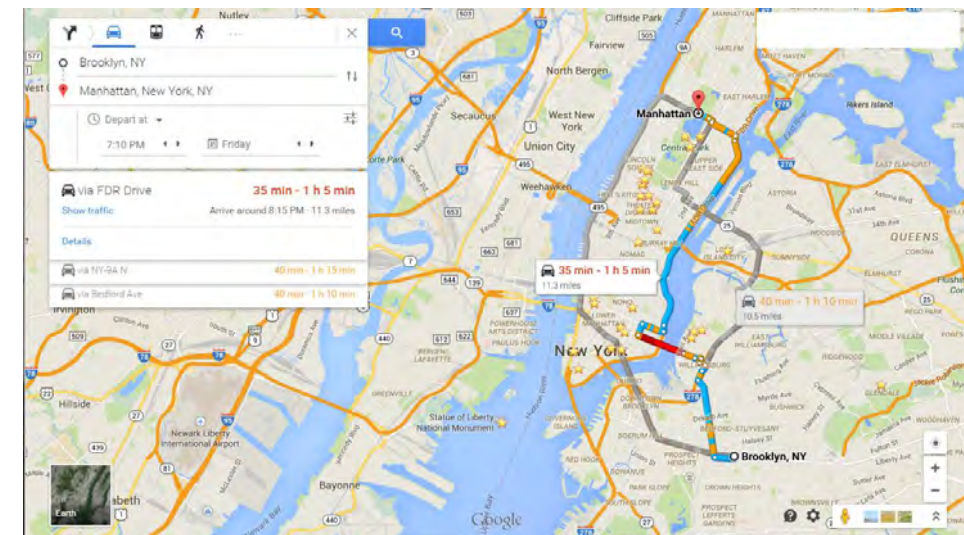
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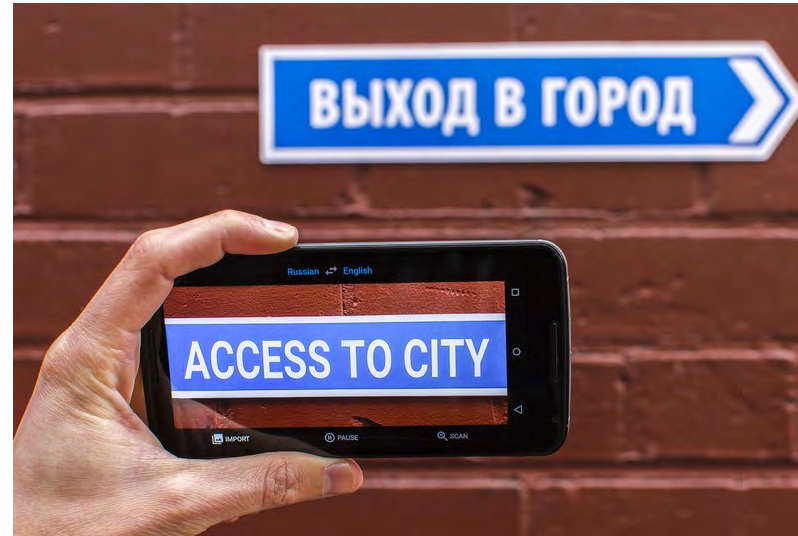
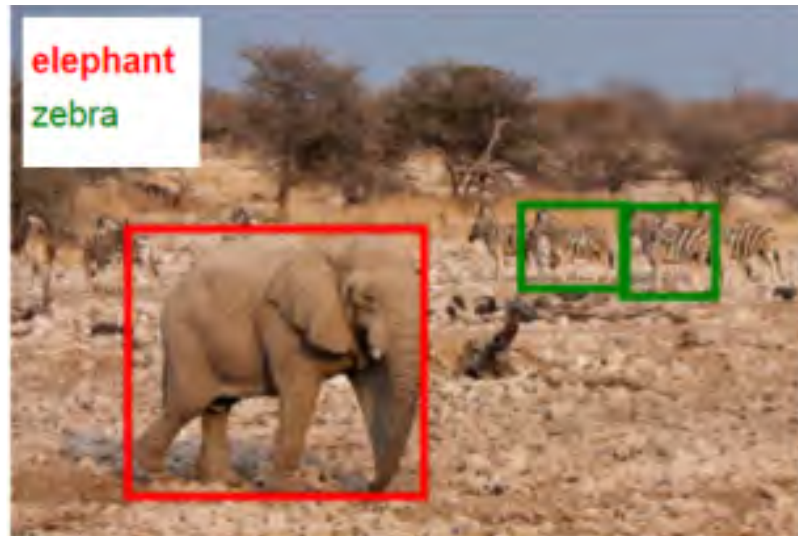


Forecasting in MPC

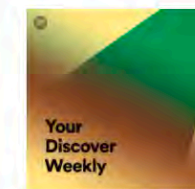


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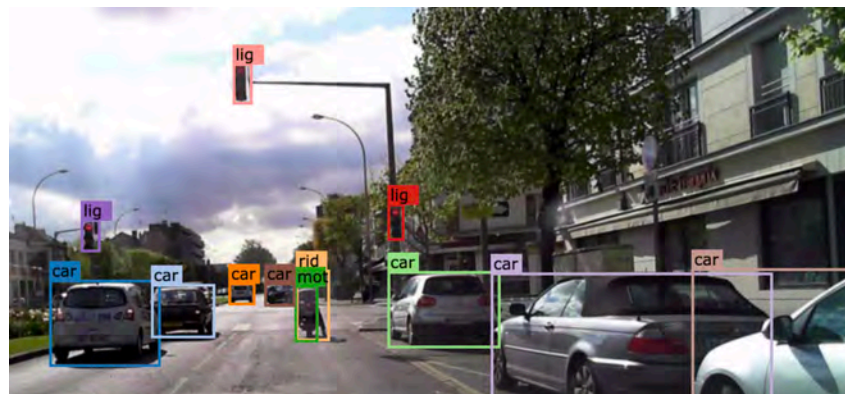


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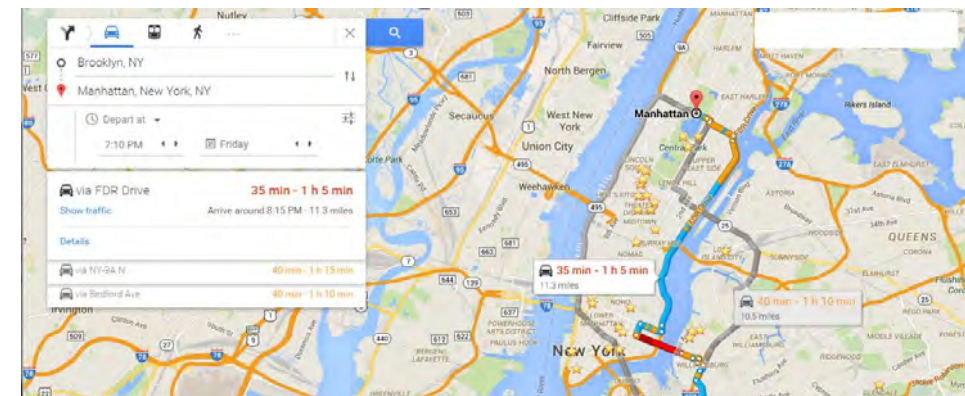
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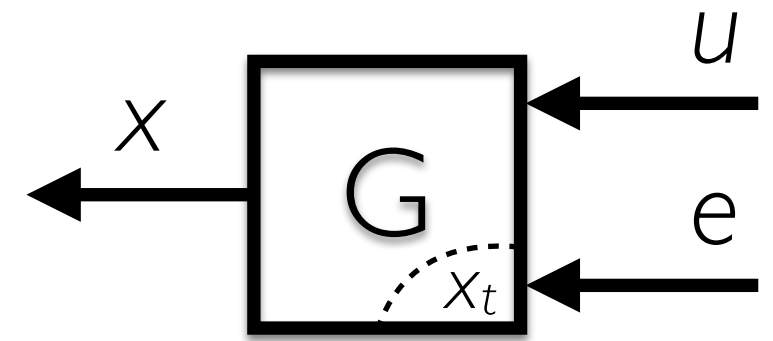


Forecasting in MPC



How to incorporate uncertain predictive perception in trustable, scalable, predictable autonomy?

managing uncertainty and
learning in optimal control



minimize $\mathbb{E}_e \left[\sum_{t=1}^T C_t(x_t, u_t) \right]$ ← changing costs

s.t. $x_{t+1} = f_t(x_t, u_t, e_t)$ ← uncertain dynamics.

$u_t = \pi_t(\tau_t)$

$x_t \in \mathcal{X}, \quad u_t \in \mathcal{U}$ ← safety constraints

$z_t = g(x_t)$ ← perceptual sensing

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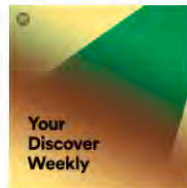


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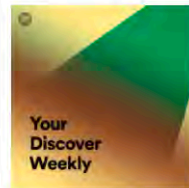
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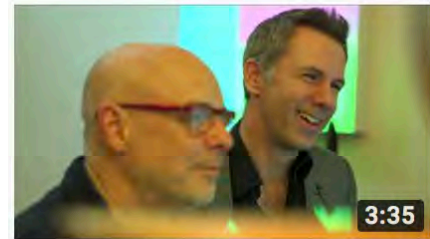
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Recommended



Rhye: NPR Music Tiny Desk Concert

NPR Music ✓



Brian Eno: How to Make A Drum Loop Interesting And

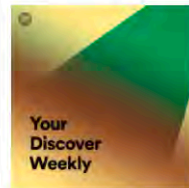
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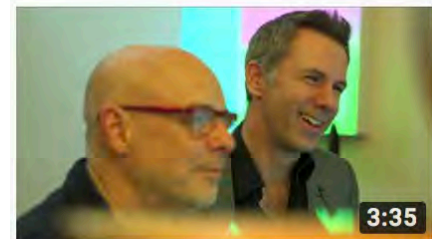
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As soon as a machine learning system is unleashed in feedback with humans, that system is an actionable intelligence system, not a machine learning system.



Actionable Intelligence
trustable, scalable, predictable

L4DC 2020 – Learning for Dynamics and Control

UC Berkeley, June 10-11, 2020



Mark your calendars!

Deadline: November 15th, 2019

6-page papers

Formal call for papers will be out shortly!

Local organizers: Ben Recht, Claire Tomlin

L4DC.org