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Al Revolution

Deep Reinforcement Learning Deep Learning — Unit 10

Dr. Jon Krohn
jon@untapt.com

December 16th, 2017



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- 1 Introduction
- 2 Essential Theory
- 3 Cart Pole Deep Q-Learning
- 4 Contemporary Applications
- The Al Revolution



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Deep Learning Categories

- supervised learning
- unsupervised learning
- g reinforcement learning



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Deep Learning Categories

- supervised learning
- 2 unsupervised learning
- g reinforcement learning



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Deep Learning Categories

- supervised learning
- unsupervised learning
- g reinforcement learning



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Supervised Learning

- have x and y
- goal is to approximate function that predicts y with x
- e.g.: classification (MNIST digits, IMDB sentiment), regression



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Supervised Learning

- have x and y
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Supervised Learning

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Unsupervised Learning

- have x without y labels
- goal is to learn data's underlying hidden structure
- e.g.: word vectors, GANs



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Unsupervised Learning

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Unsupervised Learning

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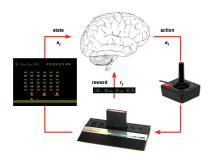
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Reinforcement Learning



- · an agent takes action in an environment
- environment returns state, i.e., reward at t, state at t + 1
- repeat



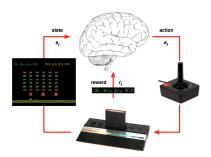
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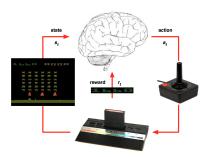
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> > Asterix

Batte Zoo | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% | 75% |

Private Eye -2% Montezuma's Revenge | 0%

0% 100% 200% 300% 400% 500% 600% 1000%

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Deep Q-Learning

at human-level or above

DQN

4500%

below human-level



[Atari Game



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Battle Zone
Wizard of Wor
Chopper Command
Centipede
Bank Heist
C78.

Seaquest 25°
Double Dunk 17%—
Bowling 1-14%
Ms. Pacman 1-13%
Asteroids 1-7%
Frostbite 1-6%
Gravitar 1-5%

Private Eye -2% Montezuma's Revenge | 0%

0% 100% 200% 300% 400% 500% 600% 1000%

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at human-level or above

DQN

4500%

below human-level

Mnih et al. (2015)

[Atari Games]



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Environments

[OpenAl Gym]

[Google DeepMind Lab]



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- 1 Markov Decision Processes
- Q-Learning
- 3 Policy Gradients
- 4 Actor-Critic Algorithm



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- cart position
- 2 cart velocity
- 3 pole angle
- 4 pole angular velocity



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- 1 cart position
- 2 cart velocity
- g pole angle
- 4 pole angular velocity



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- 1 cart position
- 2 cart velocity
- 3 pole angle
- 4 pole angular velocity



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Installation

(outside my container

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- (3 (pip install gym[atari])
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[cartpole notebook]



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AlphaGO Silver et al. (2016)



[AlphaGo Zero blog post]



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Genetic Algorithms

[Mar/I/O]



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Automated Experimentation

[OpenAl Lab]



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Ready-Made Agents

[Coach]



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Human Imitation Learning

Warneken & Tomasello (2006)

[videos]



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Machine Imitation Learning

Finn, Levine & Abbeel

[videos]



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Software 2.0 Karpathy (2017)

[Medium]



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Jeanne Calment





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Jeanne Calment

(1875-1997 — i.e., 122 years)





Life in the Year 2138

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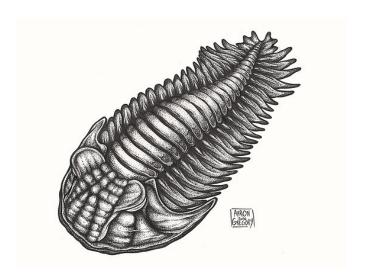
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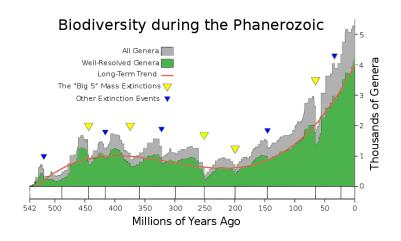
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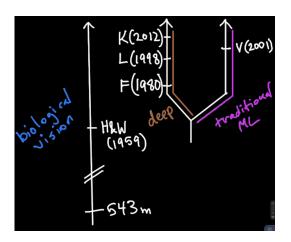


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- 1 data doubling every 18 months
- 2 processing power cost halving every two years
- cheap sensors appearing everywhere
- Deep Learning techniques refined in academia and in industry



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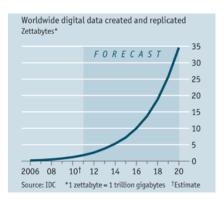
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Jeanne Calment





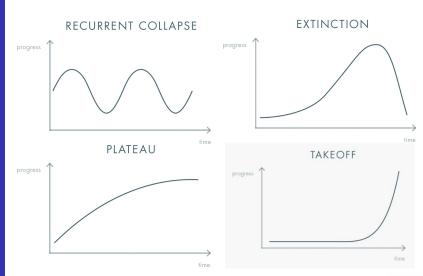
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Thiel & Masters (2014)





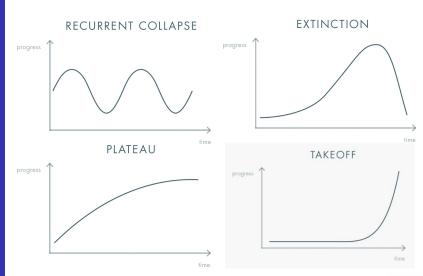
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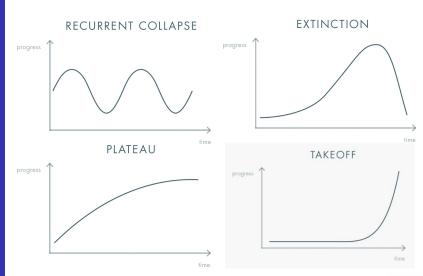
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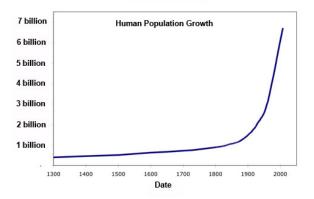


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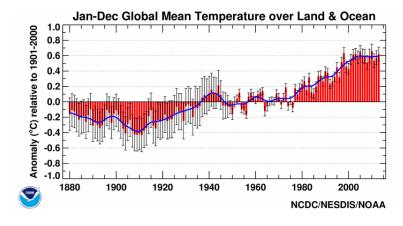




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Still lots to go around

Nuclear-warhead stockpile, '000



*Strategic Arms Limitation Treaty 「Strategic Arms Reduction Treaty *Strategic Offensive Reductions Treaty 「Includes 5,500 retired warheads awaiting dismantling *Excludes retired warheads

Source: Bulletin of the Atomic Scientists

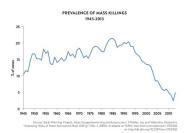


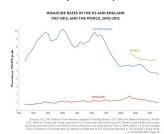
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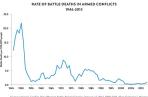
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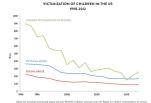
Pinker & Mack (2014)







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Source: Physical and sexual about. National Child About and Neglect Data System, uniqued by David Friedelbor. 2014. In "Fends in Child Welfen," Processation at the Carvey Institute Policy Series, Merch 31, 2014. Victimization at school. Brease of Autolo Settlicher (Signat), using the Automat Child Series (Series), Series (Series), Series).

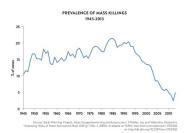


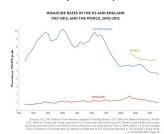
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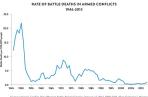
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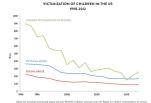
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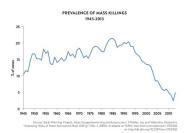


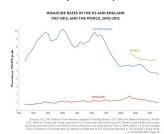
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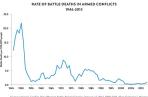
In Practice

Al Revolution

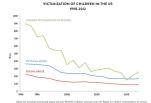
Pinker & Mack (2014)







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Source: Physical and sexual about. National Child About and Neglect Data System, uniqued by David Friedelbor. 2014. In "Fends in Child Welfen," Processation at the Carvey Institute Policy Series, Merch 31, 2014. Victimization at school. Brease of Autolo Settlicher (Signat), using the Automat Child Series (Series), Series (Series), Series).



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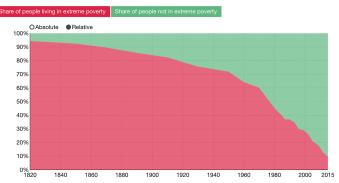
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World population living in extreme poverty, 1820 to 2015





Data source: World Poverty in absolute numbers (Max Roser based on World Bank and Bourguignon and Morrisson (2002))



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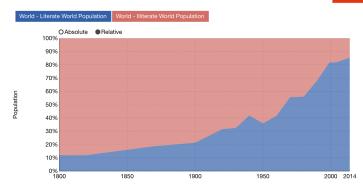
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Literate and illiterate world population, 1800 to 2014





Data source: Literate World Population (Our World In Data based on OECD and UNESCO)



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Number of world citizens living under different political regimes

Our World in Data

The Polity IV score captures the type of political regime for each country on a range from -10 (full autocracy) to +10 (full democracy). Regimes that fall into the middle of this spectrum are called anocracies.



Data source: World Population by Political Regime they live in (by Our World In Data)



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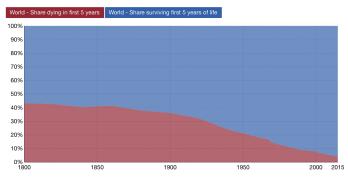
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Global child mortality, 1800 to 2015

Share of the world population dying and surviving the first 5 years of life.





Data source: Global child mortality (since 1800) based on Gapminder and World Bank

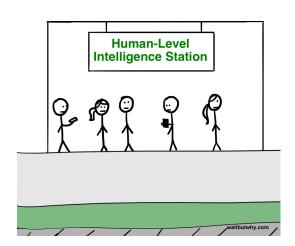


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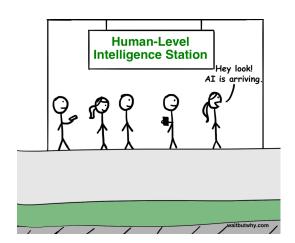




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Human-Level Intelligence Station It's coming FAST! waitbutwhy.com

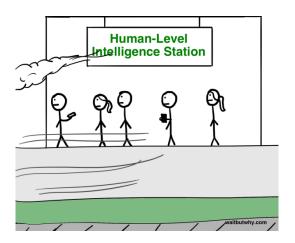


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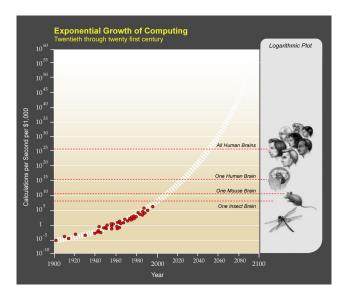




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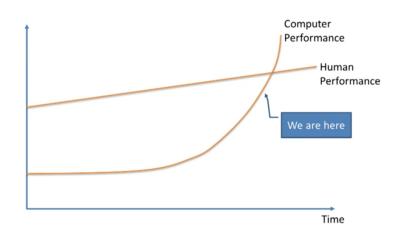




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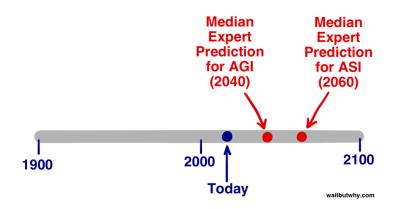




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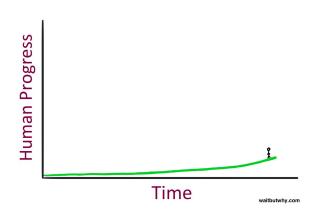




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