Reinforcement Learning

Odelia Schwartz 2021

Forms of learning?

Forms of learning

- Unsupervised learning
- Supervised learning
- Reinforcement learning

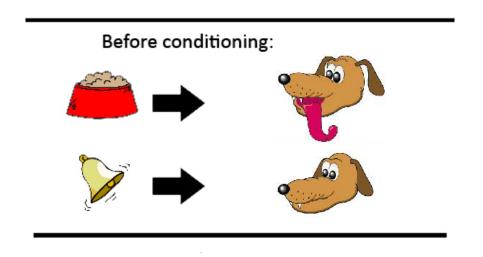
Forms of learning

- Unsupervised learning
- Supervised learning
- Reinforcement learning

Another active field that combines computation, machine learning, neurophysiology, fMRI

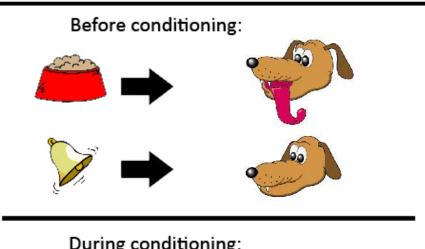
Pavlov and classical conditioning

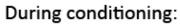




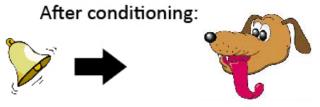
Pavlov and classical conditioning











Modern terminology

- Stimuli
- Rewards
- Expectations of reward: behavior is learned based on expectations of reward
- Can learn based on consequences of actions (instrumental conditioning); can learn whole sequence of actions (example: maze)

- Can describe classical conditioning and range of related effects
- Based on simple linear prediction of reward associated with a stimulus (error based learning)
- Includes weight updating as in the perceptron rule we did in lab, but we learn from error in predicting reward

- Minimize difference between received reward and predicted reward
- Actual reward r (assigning a value to a reward)
- Predicted reward v

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How can we minimize difference between actual and predicted?

 Minimize squared error between received reward r and predicted reward v:

$$(r-v)^2$$

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In Niv and Schoenbaum 2009

 Binary variable u (1 if stimulus is present; 0 if absent)

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- Remember v is predicted reward
- Linear weight w

$$v = wu$$

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- Remember v is predicted reward
- Linear weight w v = wu
- If stimulus u is present:

$$v = w$$

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(average over presentations of stimulus and reward)

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• Update weight: $w \rightarrow w + \varepsilon (r - v) u$ Stimulus present

 ${\cal E}$ learning rate; associability of stimulus with reward

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<u>Later</u>: dopaminergic neurons in Ventral Tegmental Area Interpreted as encoding form of prediction error

• Update weight:

$$w \rightarrow w + \varepsilon (r - v)u$$

• Update weight:

$$w \rightarrow w + \varepsilon (r - v) \mu$$

If stimulus always present, can just omit u

- Update weight:
- If a stimulus u is always presented, we can replace the weights w with the predicted reward v that we are updating...
- We've also now written the notation such that n is trial number

$$v_{n+1} = v_n + \epsilon (r_n - v_n)$$
actual predicted

• So if a stimulus is presented at trial n:

$$v_{n+1} = v_n + \epsilon (r_n - v_n)$$

• What happens when learning rate = 1?

• So if a stimulus is presented at trial n:

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What happens when learning rate = 1?

The predicted reward equals the actual current reward

• So if a stimulus is presented at trial n:

$$v_{n+1} = v_n + \epsilon(r_n - v_n)$$

What happens when it is smaller than 1?

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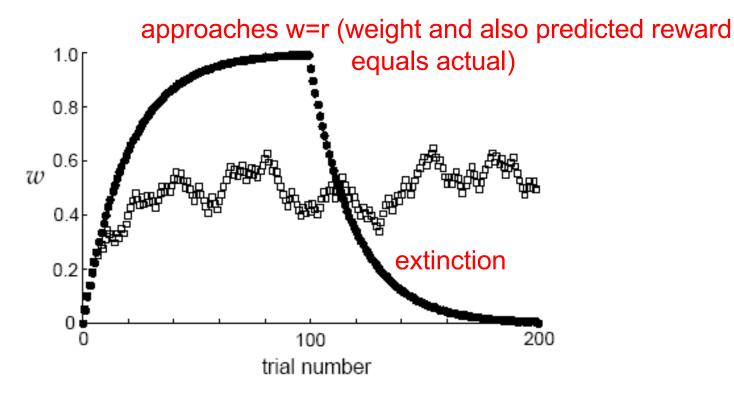
Weights less heavily current reward

Assume the following experiment:

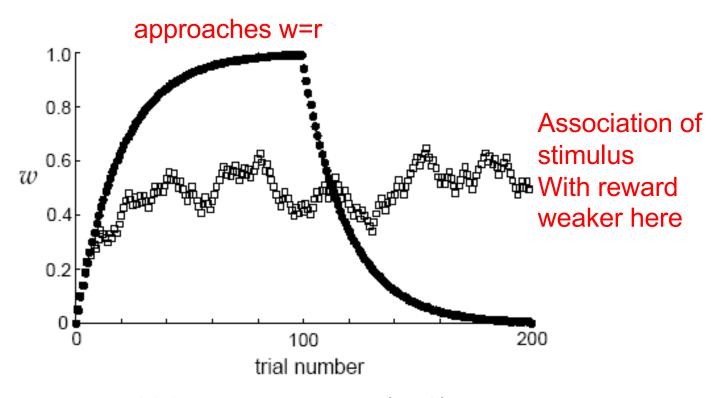
 Each trial stimulus is paired with reward or not paired with reward

Assume the following experiment:

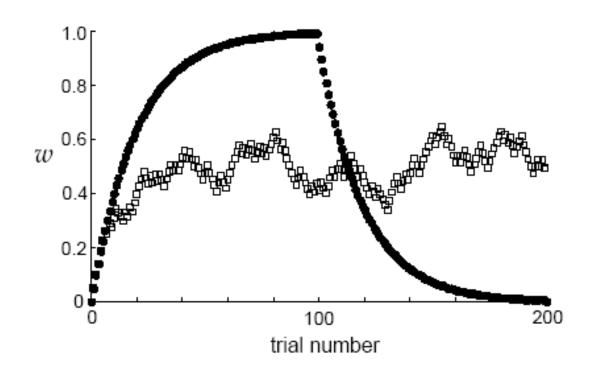
- Each trial stimulus is paired with reward or not paired with reward
- First 100 trials: reward (r=1) paired with stimulus
- next 100 trials: no reward (r=0) paired with stimulus



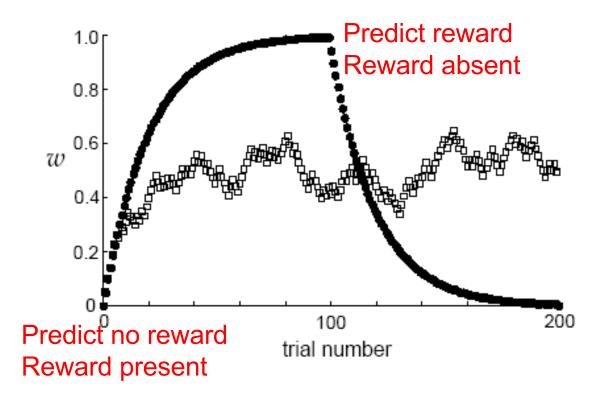
- Solid: First 100 trials: reward (r=1) paired with stimulus; next 100 trials no reward (r=0) paired with stimulus (learning rate .05)
- Dashed: Ignore for now



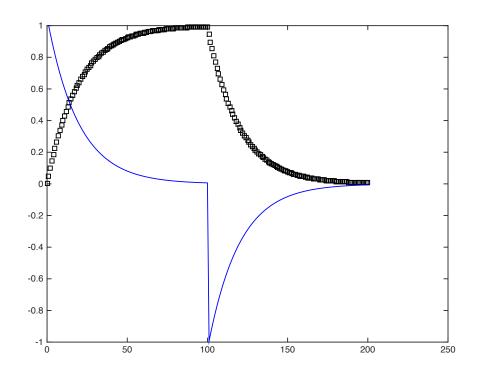
- Solid: First 100 trials: reward (r=1) paired with stimulus; next 100 trials no reward (r=0) paired with stimulus (learning rate .05)
- Dashed: Reward paired with stimulus randomly 50 percent of time



- Curves show w over time
- What is the predicted reward v and the error (r-v)?



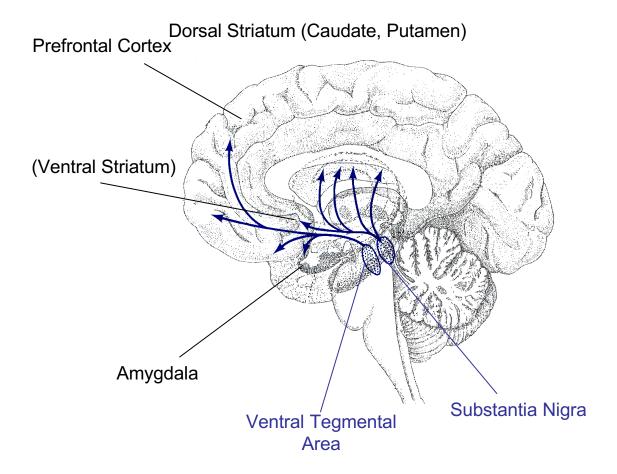
- Curves show w over time
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• Black curve: v

• Blue curve: (r-v)

Dopamine areas



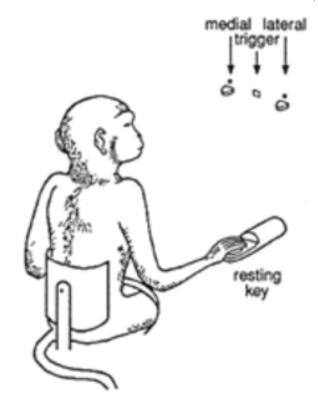
From Dayan slides

Dopamine roles?

Dopamine roles?

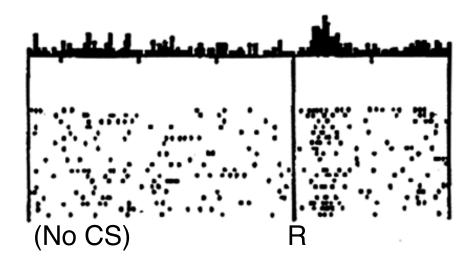
Associated with...

- reward (we'll see prediction error)
- self-stimulation
- motor control (initiation)
- addiction



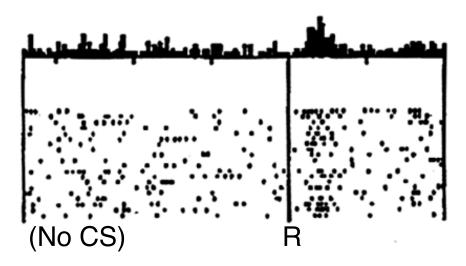
- Monkey trained to respond to light or sound for food and drink rewards (instrumental conditioning)
- Finger on resting key until sound is presented
- Then release key to get reward

No prediction Reward occurs



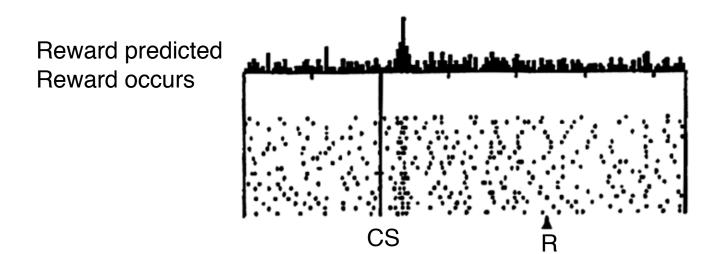
Before learning, reward is given in experiment, but animal does not predict (expect) reward (why is there increased activity after reward?)

No prediction Reward occurs

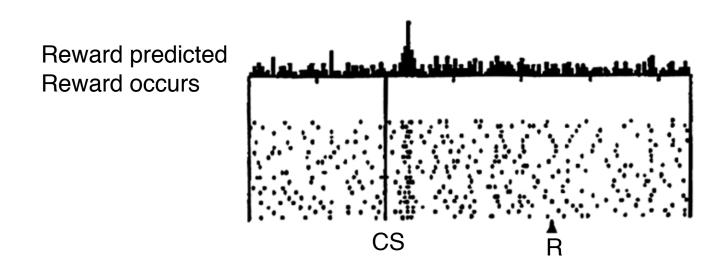


Before learning, reward is given in experiment, but animal does not predict (expect) reward (why is there increased activity after reward?)

Think r-v (actual minus predicted reward)

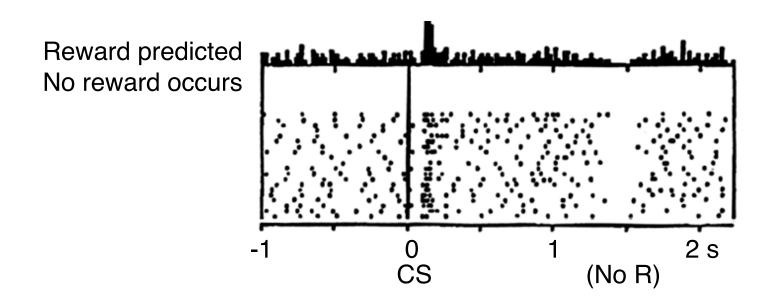


After learning, conditioned stimulus predicts reward, and reward is given in experiment (why is activity fairly uniform after reward?)

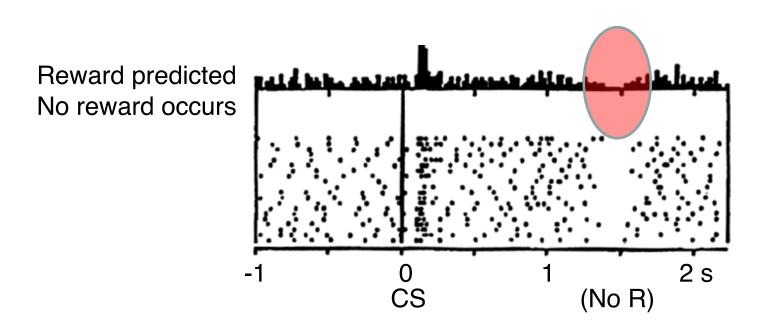


After learning, conditioned stimulus predicts reward, and reward is given in experiment (why is activity fairly uniform after reward?)

Think r-v (actual minus predicted reward; both actual and predict is reward so the difference is flat)
Schultz, Dayan, Montague, 1997

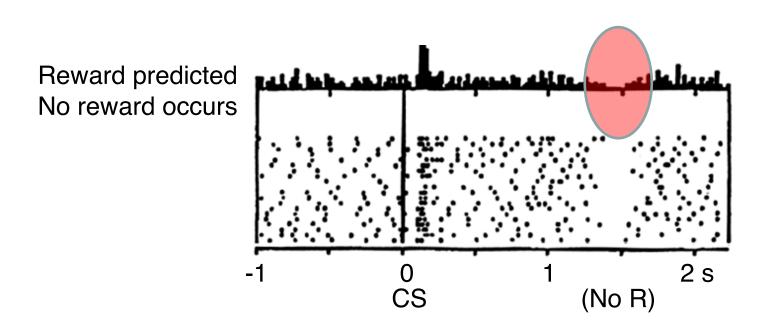


After learning, conditioned stimulus predicts reward so there is an expectation of reward, but then changed so that no reward is given in the experiment



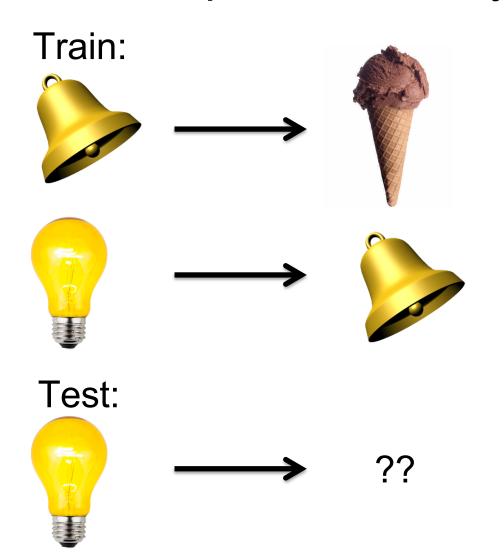
After learning, conditioned stimulus predicts reward so there is an expectation of reward, but then changed so that no reward is given in the experiment

Why is there a dip? What are these neurons doing?



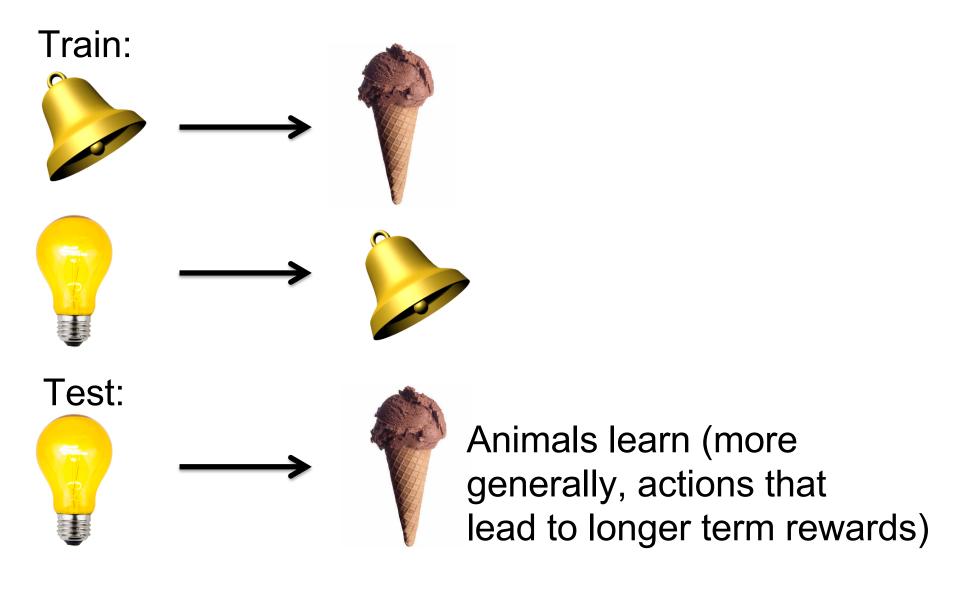
After learning, conditioned stimulus predicts reward so there is an expectation of reward, but then changed so that no reward is given in the experiment What are these neurons doing? Prediction error between actual (of no reward) and predicted reward (like r-v) Schultz, Dayan, Montague, 1997

Shortcomings of Rescorla-Wagner: Example: secondary conditioning

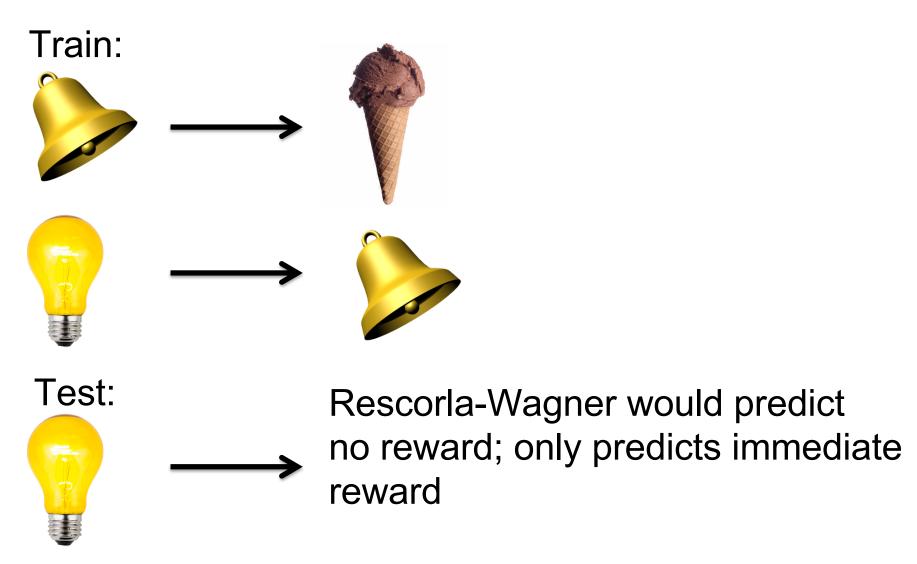


Based on Peter Dayan slides

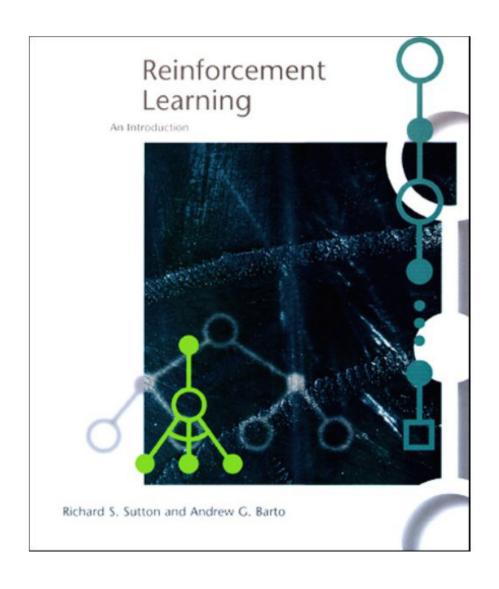
Shortcomings of Rescorla-Wagner: Example: secondary conditioning



Shortcomings of Rescorla-Wagner: Example: secondary conditioning



1990s: Sutton and Barto (Computer Scientists)



Now also New edition

1990s: Sutton and Barto (Computer Scientists)

Rescorla-Wagner

VERSUS

Temporal Difference Learning:

Predict value of future rewards (not just current)

Predict value of future rewards



From Dayan slides

- Predict value of future rewards
- Predictions are useful for behavior
- Generalization of Rescorla-Wagner to real time
- Explains data that Rescorla-Wagner does not

Based on Dayan slides

Rescorla-Wagner

Want
$$V_n = r_n$$
 (here n represents a trial)
 Error $\delta_n = r_n - v_n$

$$v_{n+1} = v_n + \varepsilon \delta_n$$

Want
$$V_t = r_t + r_{t+1} + r_{t+2} + r_{t+3} \dots$$

(here t represents time within a trial; reward can come at any time within a trial. Sutton and Barto interpret \mathcal{V}_t as the prediction of total future reward expected from time t onward until the end of the trial)

Want
$$V_t = r_t + r_{t+1} + r_{t+2} + r_{t+3} \dots$$

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Prediction error:

$$\delta_t = (r_t + r_{t+1} + r_{t+2} + r_{t+3} \dots) - V_t$$

(difference between all future reward from time t, and predicted reward)

Want
$$V_t = r_t + r_{t+1} + r_{t+2} + r_{t+3} \dots$$

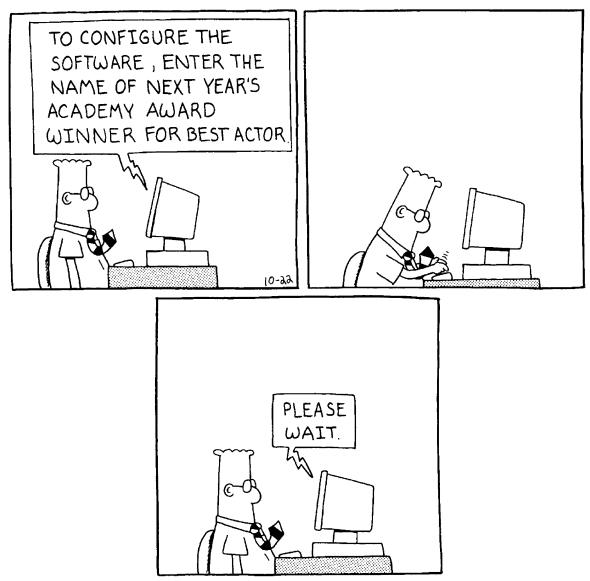
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Prediction error:

$$\delta_t = (r_t + r_{t+1} + r_{t+2} + r_{t+3} \dots) - V_t$$

Problem??

Based on Dayan slides; Daw slides



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In Niv and Schoenbaum, Trends Cog Sci 2009

Want
$$V_t = r_t + r_{t+1} + r_{t+2} + r_{t+3} \dots$$

(here t represents time within a trial)

But we don't want to wait forever for all future rewards...

$$r_{t+1}; r_{t+2}; r_{t+3}....$$

Want
$$V_t = r_t + r_{t+1} + r_{t+2} + r_{t+3} \dots$$

(here t represents time within a trial)

Recursion
$$v_t = r_t + v_{t+1}$$
 "trick":

Anticipated future reward at time t = reward at time t + anticipated future rewards at time t

Based on Dayan slides; Daw slides

From recursion

want:

$$v_t = r_t + v_{t+1}$$

Error:

$$\delta_t = r_t + v_{t+1} - v_t$$

Difference between what I anticipate at time t+1 and what I anticipate at time t

From recursion want:

$$v_t = r_t + v_{t+1}$$

$$\delta_t = r_t + v_{t+1} - v_t$$

$$v_t \rightarrow v_t + \varepsilon (r_t + v_{t+1} - v_t)$$

=
$$(1 - \varepsilon)v_t + \varepsilon(r_t + v_{t+1})$$

RV versus TD

Rescorla-Wagner error: (n represents trial)

$$\delta_n = r_n - v_n$$

Temporal Difference Error: (t is time within a trial)

$$\delta_t = r_t + v_{t+1} - v_t$$

Name comes from!

Temporal Difference Error: (t is time within a trial)

$$\delta_t = r_t + v_{t+1} - v_t$$

Name comes from!

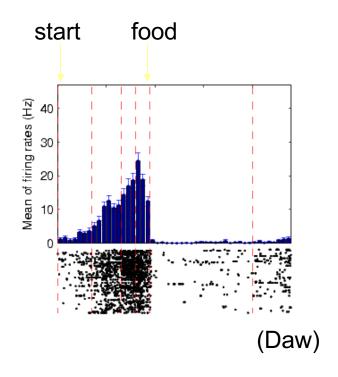
$$v_{t+1} = v_t$$
 Predictions steady

$$V_{t+1} > V_t$$
 Got better

$$V_{t+1} < V_t$$
 Got worse

Based on Daw slides

Striatal neurons (activity that precedes rewards and changes with learning)



What about anticipation of future rewards?

From Dayan slides

Summary

Marr's 3 levels:

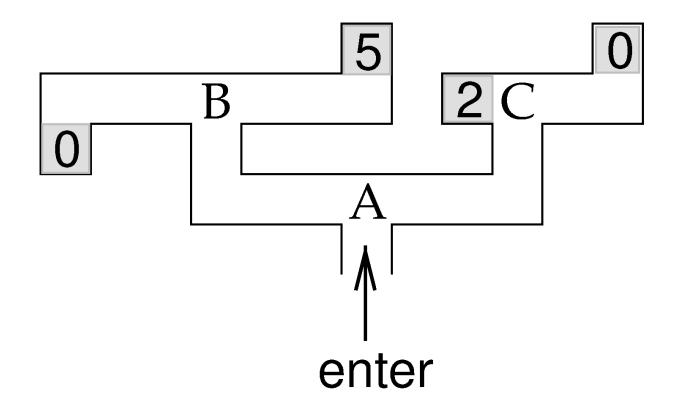
- Problem: Predict future reward
- Algorithm: Temporal Difference Learning (generalization of Rescorla-Wagner)
- Implementation: Dopamine neurons signaling error in reward prediction

Based on Dayan slides

What else

- Applied in more sophisticated sequential decision making tasks with future rewards
- Foundation of a lot of active research in Machine Learning, Computational Neuroscience, Biology, Psychology

More sophisticated tasks



Dayan and Abbott book

Reward based on sequence of actions

Recent example in machine learning

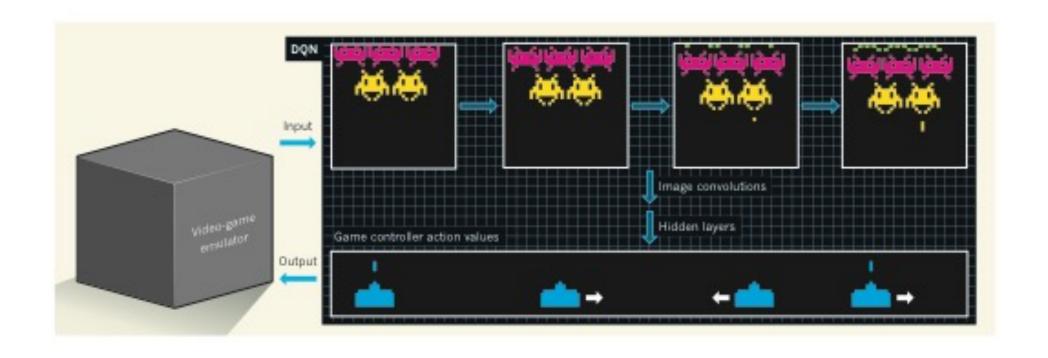
LETTER

doi:10.1038/nature14236

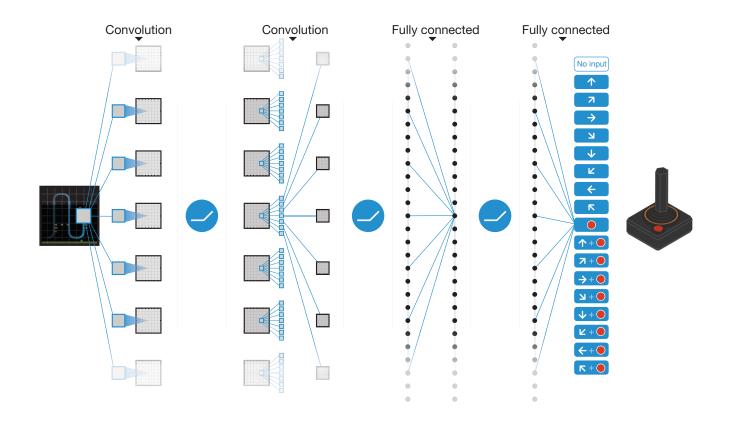
Human-level control through deep reinforcement learning

Volodymyr Mnih^{1*}, Koray Kavukcuoglu^{1*}, David Silver^{1*}, Andrei A. Rusu¹, Joel Veness¹, Marc G. Bellemare¹, Alex Graves¹, Martin Riedmiller¹, Andreas K. Fidjeland¹, Georg Ostrovski¹, Stig Petersen¹, Charles Beattie¹, Amir Sadik¹, Ioannis Antonoglou¹, Helen King¹, Dharshan Kumaran¹, Daan Wierstra¹, Shane Legg¹ & Demis Hassabis¹

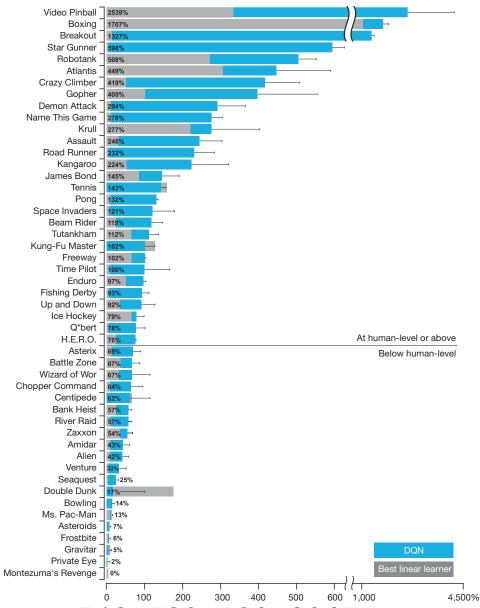
Mnih et al. Nature 518, 529–533; **2015**



Scholkopf. News and Views; Nature 2015



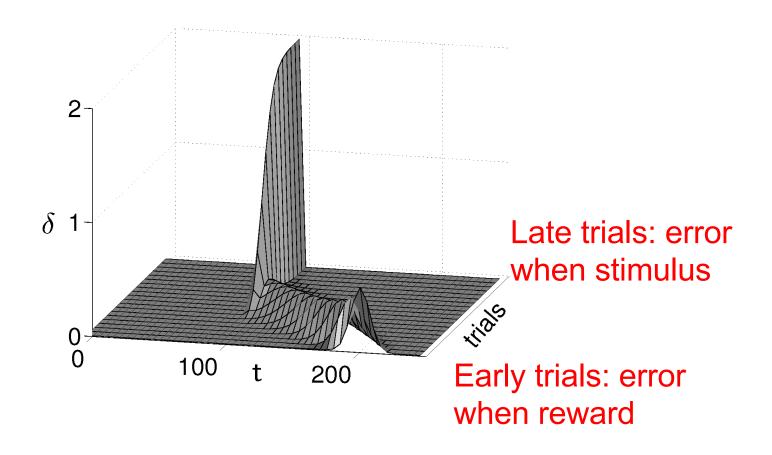
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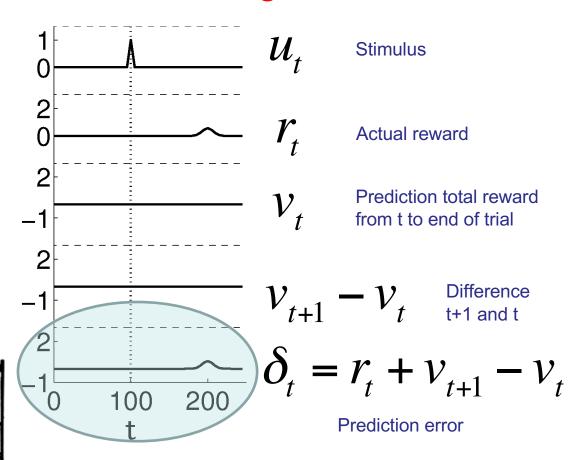


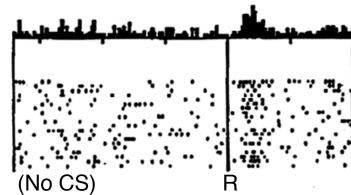
Silver et al. 2016



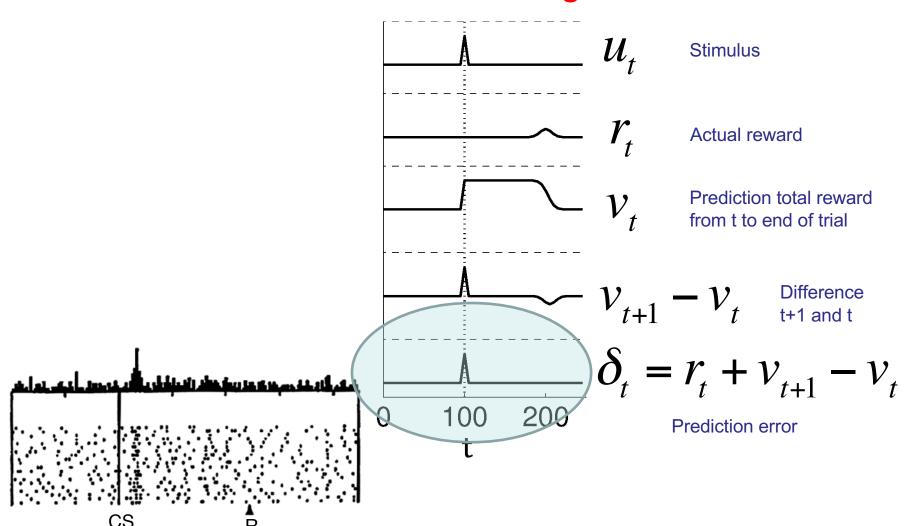
Dayan and Abbott Book: Surface plot of prediction error (stimulus at 100; reward at 200)

Before learning

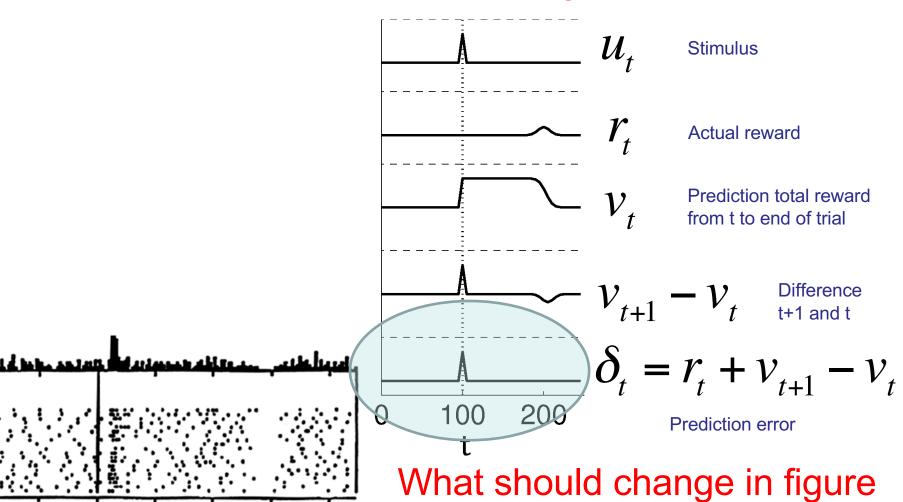




After learning



After learning

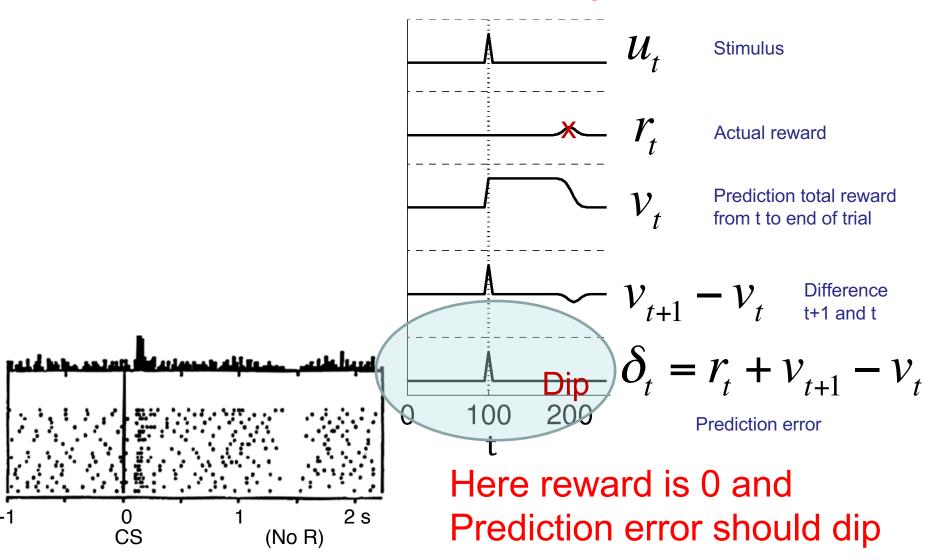


CS

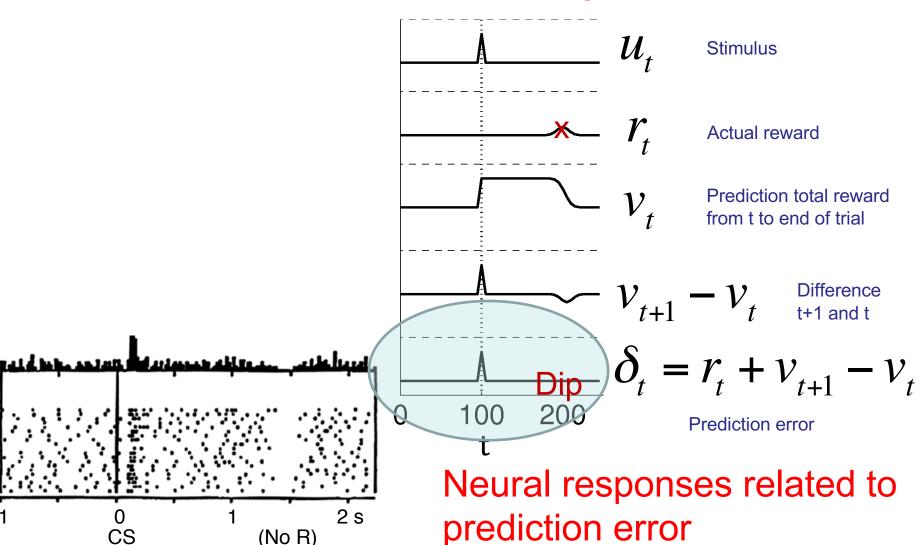
(NoR)

above to match data?

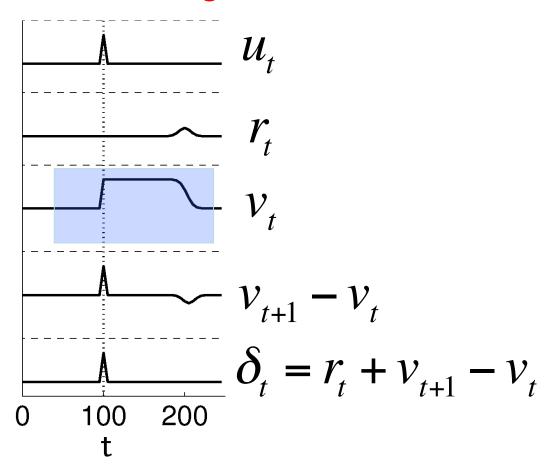
After learning, and no reward



After learning, and no reward



After learning



What about anticipation of future rewards?