Robust and Efficient Transfer Learning with Hidden Parameter Markov Decision Processes

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Motivation

Real-world tasks are often repeated—but not exactly



Variations in physical interactions often require subtle, yet important, adjustments in order to successfully complete unique instances of the same task



Markov Decision Processes (MDP)

- $(S, A, T, R, \gamma) \rightarrow \pi$
- *S* : state space; *A* : action space • $T(s_{t+1}|s_t, a_t; \theta)$ is the transition model • $R(s_t, a_t)$ is the reward model with discount factor γ • $\pi(s_t) \rightarrow a_t$ is the policy mapping states to actions



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Learning Across Related MDPs

The objective of learning optimal control policies across related MDPs introduces an intriguing application of transfer learning

Environment Randomization



[Yahya, et al. 2016]



[Tobin, et al. 2017]

Creation of an Invariant Subspace





[Gupta, et al. 2017]

[Delhaisse, et al. 2017]

Latent Variable Modeling



[Chen, et al. 2016]



[Doshi-Velez and Konidaris 2016]



Hidden Parameter Markov Decision Processes (HiP-MDP)

Introduced by Doshi-Velez and Konidaris (2016) to account for related, yet distinct, MDPs when learning control policies

• Hidden parameters θ_b estimated by latent, low-dimensional representation w_b - θ_b is fixed per task instance and fully parameterizes the task





Hidden Parameter Markov Decision Processes (HiP-MDP)

Introduced by Doshi-Velez and Konidaris (2016) to account for related, yet distinct, MDPs when learning control policies

- Transition dynamics are approximated by a linear combination of Gaussian Processes - The parameters w_b are used as weights
- Limitations of this model choice: - Cannot accurately approximate nonlinear dynamics -No interaction between state and latent weights - Concerns about scalability due to GP bases







A Simple Toy Domain



Evaluating the HiP-MDP

$$S: [-2,2]^2 \subset \mathbb{R}^2$$
$$A: \leftarrow, \rightarrow, \uparrow, \downarrow$$

with randomized step size

$$R(s,a) = \begin{cases} +++, & \text{if in goal region} \\ --, & \text{if run into wall} \\ -, & \text{otherwise} \end{cases}$$

 w_b : Numerical estimation of dynamics present between blue / red instances

Limitations of Original HiP-MDP









• Learning the w_b requires that observations from separate task instances needed to overlap to differentiate between the observed dynamics - While reasonable in some domains (e.g. robotics), it is not feasible in more complex settings (e.g. human patients)

Evaluating the HiP-MDP

$$s_{t+1}^{d} \approx \sum_{k=1}^{K} w_{kb} \ \hat{T}_{kad}(s_t) + \epsilon$$
$$w_{kb} \sim \mathcal{N}(\mu_{w_k}, \sigma_w^2)$$
$$\epsilon \sim \mathcal{N}(0, \sigma_{nad}^2)$$









By embedding the parameters w_b with the input to the transition function, we allow for direct interaction between the state and the latent dynamics encoded in the w_b

Reformulating the HiP-MDP $s_{t+1} \approx \hat{T}(s_t, a_t, w_b) + \epsilon$ $w_b \sim \mathcal{N}(\mu_w, \Sigma_b)$ $\epsilon \sim \mathcal{N}(0, \sigma_n^2)$

Reformulating the HiP-MDP

•What we want:

- More efficiency and scalability
- Nonlinear interactions between latent weights and state
- Retain probabilistic measure of model certainty

- Naturally guarantees interaction between latent weights and state transitions
- Provides opportunity for direct transfer via online computation vs retaining/caching data
- More readily scalable to accommodate higher volumes of data and more complex transition dynamics

Selecting a Transition Model

$$s_{t+1} \approx \hat{T}(s_t, a_t, w_b) + w_b \sim \mathcal{N}(\mu_w, \Sigma_b)$$
$$\epsilon \sim \mathcal{N}(0, \sigma_n^2)$$

To satisfy the desired performance requirements of our reformulation of the HiP-MDP, we replace the GP basis functions with a Bayesian Neural Network, trained using α -divergence minimization⁺







Reformulating the HiP-MDP

Selecting a Transition Model



- Transition model updated every 10 episodes

Comparing GP and BNN approaches for \hat{T} , both with embedded latent parameters w_b :

• With Toy 2D Navigation Domain: 6 task instances, 50 episodes per instance

+ Snelson and Ghahramani (2005, *NIPS*) Hernández-Lobato, et al. (2016, *ICML*)





Observe $\{s_t, a_t, r_t, s_{t+1}\}$ from multiple θ_b

> $\hat{T}(s_{t+1}|s_t, a_t; w_b)$ is trained by iteratively updating w_b and the network parameters \mathcal{W} **using** α**-divergence** minimization⁺





Algorithmic Methodology



With a trained BNN, on a newly initialized task instance:

- 1. Initial exploratory episode
- 2. Estimate w_b and refine the BNN model
- 3. Train a control policy π_b
- 4. Execute πb in subsequent episodes



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nce:	Evaluated against 4 baselines:			
	1. Model-free			
	2. Model averaged over all observed insta			
	3. Model trained only on the current insta			
	4. Model with latent weights used as a lin output layer for BNN predictions			





Performance Comparison





Cumulative Reward Per Episode

Acrobot



Performance Comparison

Simulated HIV Treatment⁺



Adapted from Adams, et al. (2004)



Cumulative Reward Per Episode





Conclusion

- Facilitated by a latent embedding to an approximated dynamic model of the environment
- advantageous in domains with highly complex and nonlinear dynamics
- learning framework capable of addressing the most nuanced and complex control problems

Please visit us at poster #36 this evening. We're looking forward to meeting you.

• The HiP-MDP provides a framework for robust and efficient transfer learning

• Embedding the latent estimation of the environment *with* the input is more - This motivates further extension to even more complicated and realistic applications

• Further improvements to the HiP-MDP will contribute to a general transfer





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Contact



hub.com/dtak/hip-mdp-public



BACKUP

Simulated HIV Treatment



Adapted from Adams, et al. (2004)





Modeling Patient Response to HIV Treatment

- Adams, et al. (2004) modeled a patient's response to HIV treatment with a system of nonlinear equations
 - Defined by 22 physical parameters *
- Ernst, et al. (2006) instituted a RL framework to develop effective treatment policies for HIV patients
- Perturbations of the underlying parameters admit subtle variations in the dynamics of patient response
 - * Each variation has its own optimal policy



Notional transitions from unhealthy steady states to healthy steady states, defined by a patient's individual physiological response to treatment.

State Space

Six Indicators of Patient Health

- Healthy CD4+ T-lymphocytes
- Healthy Macrophages Infected CD4+ T-lymphocytes
- Infected Macrophages
- Free virus particles
- HIV-specific cytotoxic T-cells

Action Space

- No Treatment
- Protease Inhibitor (PI)
- Reverse Transcriptase
- Inhibitor (RTI) • PI + RTI

Reward Function $R(s_t, a_t)$:

Weighted combination of number of healthy versus infected cells along with penalty for side effects introduced by each treatment

Modeling Patient Response to HIV Treatment

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parameter	value	units	description
λ_1	10,000	$\frac{cells}{mL \cdot day}$	target cell type 1 production (source) rate
d_1	0.01**	$\frac{1}{day}$	target cell type 1 death rate
ϵ_1	$\in [0,1)$	_	efficacy of reverse transcriptase inhibitor
ϵ_2	$\in [0,1)$	_	efficacy of protease inhibitor
k_1	$8.0 imes 10^{-7}$	$\frac{mL}{virions \cdot day}$	population 1 infection rate
λ_2	31.98	$\frac{cells}{mL \cdot day}$	target cell type 2 production (source) rate
d_2	0.01**	$\frac{1}{day}$	target cell type 2 death rate
f	$0.34 \ (\in [0,1])$	_	treatment efficacy reduction in population 2
k_2	1×10^{-4}	$\frac{mL}{virions \cdot day}$	population 2 infection rate
δ	0.7*	$\frac{1}{day}$	infected cell death rate
m_1	$1.0 imes 10^{-5}$	$\frac{mL}{cells \cdot day}$	immune-induced clearance rate for population
m_2	$1.0 imes 10^{-5}$	$\frac{mL}{cells \cdot day}$	immune-induced clearance rate for population
N_T	100*	virions cell	virions produced per infected cell
с	13*	$\frac{1}{day}$	virus natural death rate
ρ_1	1	virions .cell	average number virions infecting a type 1 cell
ρ_2	1	cell	average number virions infecting a type 2 cell
λ_E	1	$\frac{cells}{mL \cdot day}$	immune effector production (source) rate
b_E	0.3	$\frac{1}{day}$	maximum birth rate for immune effectors
K_b	100	$\frac{cells}{mL}$	saturation constant for immune effector birth
d_E	0.25	$\frac{1}{day}$	maximum death rate for immune effectors
K_d	500	$\frac{cells}{mL}$	saturation constant for immune effector death
δ_E	0.1*	$\frac{1}{day}$	natural death rate for immune effectors

Table 1: Parameters used in model (2.1). Those in the top section of the table are taken directly from Callaway and Perelson. Parameters in the bottom section of the table are adapted from those in Bonhoeffer, *et al.*. The superscripts * denote parameters the authors indicated were estimated from human data and ** denote those estimated from macaque data.



Acrobot









Partially Observable Markov Decision Processes

- * POMDPs are a generalization of MDPs where either the system dynamics or state representation are not fully observed
- States (or transition dynamics) are represented by distributions rather than discrete quantities
 - Current developments in RL decompose these distributions into a set of options, with an explicit [Bacon et al., 2016] or latent [Chen et al., 2017] representation and then solve as a discrete MDP









Gaussian Processes

When provided data $\mathbf{X} \in \mathbb{R}^{D}$, GPs are fully specified by a mean $m(\mathbf{X})$ and covariance function $k(\mathbf{X}, \mathbf{X}')$ of some underlying true process $f(\mathbf{X})$

Then, when given test data X_{*} , the posterior prediction of the output values can be represented as:

$$f_*|\mathbf{X}_*, \mathbf{X}, f \sim \mathcal{N}\left(K(X_*, X)K(X, X)^{-1}f, \right)$$

That is,

$$m(X_*) = K(X_*, X)K(X, X)^{-1}f$$
$$k(X, X') = K(X_*, X_*) - K(X_*, X)K(X, X)$$

 $K(X_*, X_*) - K(X_*, X)K(X, X)^{-1}K(X, X_*)$

 $X)^{-1}K(X, X_*)$

Typically, $k(x, x') = \sigma^2 \exp\left(-\frac{(x - x')^2}{2\ell^2}\right)$





Bayesian Neural Networks (BNN)

Alpha Divergence Minimization [Hernández-Lobato et al., 2015]

- Alpha-Divergence Minimization is an approximate inference technique for estimating the posterior network parameter distributions of the BNN Used to approximate the intractable calculation of (details in backup): $p(\theta|\mathcal{D}) \propto \left| \prod p(\mathbf{x}_n|\theta) \right| p_0(\theta)$
- Alpha-divergence trained BNN transition functions are both scalable and expressive, a perfect match for our needs



Visualizing effect of alpha parameter when approximating different distributions "Black-Box alpha-Divergence Minimization" [Hernández-Lobato et al., 2015]









posterior by constructing a separate distribution q and then try to optimize its parameters such that it is "close" to p

Alpha Divergence minimization seeks to minimize the distance between p and q via:

$$D_{\alpha}[p||q] = \frac{1}{\alpha(1-\alpha)} \left(1 - \int p(\theta)^{\alpha} q(\theta)^{1-\alpha} d\theta \right)$$

Then by matching moments and by linearly approximating the parameters of q we solve what is known as the energy function of Power Expectation Propagation:

$$E(\lambda_0, \{\lambda_n\}) = \log Z(\lambda_0) + \left(\frac{N}{\alpha} - 1\right) \log Z(\lambda_q) - \frac{1}{\alpha} \sum_{n=1}^N \log \int p(x_n | \theta)^\alpha \exp\left\{s(\theta)^T (\lambda_q - \alpha \lambda_n)\right\} d\theta$$

Bayesian Neural Networks

Variational Inference: Alpha Divergence Minimization

- We aim to solve for the posterior distribution of our parameter, given some observations: $p(\theta|\mathcal{D}) \propto \left| \prod_{n=1}^{N} p(\mathbf{x}_{n}|\theta) \right| p_{0}(\theta)$
- This is typically intractable as the form of the distribution p is usually unknown. In variational inference, we approximate this







Developing a Policy

- in a paired online / offline fashion
- - # Repeat for N episodes Observe system according to current policy # Periodically update latent weighting of current instance # Update GP hyperparameters

* [Deisenroth and Rasmussen (2011)] introduced a data-efficient methodology (PILCO) that utilizes a model (approximated or derived) of observed states to learn optimal control policies

* Was recently updated by [Gal and Rasmussen (2017)] to incorporate deep structures

* After this fashion, with a large batch of previously run data, we execute the following:

Observe randomly initialized instance of system (e.g. receive a new patient)

 $T(s' \mid s, a, \theta_b)$ # Update policy using Double Deep Q-Network with approximated



A Use Case for Transfer Learning



Image courtesy: http://arcpointos.com/pharmacogenetics-testing/

- Individual response to medical treatments can vary across the patient population Some treatments can lead to no response or potentially harmful side effects Significant challenge arises when patient is diagnosed with aggressive, life-altering illness e.g. HIV/AIDS, Diabetes, Cancer, etc.
- Can we determine an optimal treatment policy for any patient according to their individual genetic characteristics, in diagnosis and throughout administration?



Transfer Learning Intertask variation: a more subtle environment for transfer

- * Key to the transfer between varied instances of the same task is in the construction and estimation of an invariant feature space
- * To aid the development of a robust and efficient transfer algorithm in such scenarios we introduce a simple 2D navigation domain:
 - Hidden latent parameter determines how agent can transition to Goal Region
 - Agent must learn separate control policies based on this latent parametrization





State space: $[s_1, s_2] \in [-2, 2] \subset \mathbb{R}^2$ Actions: Left, Right, Up, Down

1000 if agent reaches Goal Region $R(s,a) = \{ -5 \text{ if agent hits wall or attempts invalid transition} \}$ -0.1 otherwise



Toy Problem: 2D Navigation



Toy 2D Navigation

 $S \in R^2$ |A| = 4 $w_b \in R^3$





Deploying the HiP-MDP Extending to larger domains

The Acrobot

Goal: Raise tip above line





State Space

Four angular meas. of pendulum

- Hinge angular displacement
- Hinge angular velocity
- Tip angular displacement
- Tip angular velocity

Action Space

- Apply torque left
- Apply torque right
- Do nothing

Reward Function

$$R(s_t, a_t) = \begin{cases} -1 & \text{if tip not above line} \\ 10 & \text{if tip above line} \end{cases}$$

HIV Treatment



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