# **DS-GA 3001 007** | **Lecture 6**

## Reinforcement Learning

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# **DS-GA 3001 RL Curriculum**

### **Reinforcement Learning:**

- Introduction to Reinforcement Learning
- Multi-armed Bandit
- Dynamic Programming on Markov Decision Process
- Model-free Reinforcement Learning
- Value Function Approximation (Deep RL)
- Examples of Industrial Applications and Project Q&A
- Policy Function Approximation (Actor-Critic)
- Planning from a Model of the Environment
- Advanced Topics and Development Platforms

# **Reinforcement Learning**

## Last week: Value Function Approximation

- Categories of Functions in Reinforcement Learning
- Approximation of Value Functions
- ► Deep Reinforcement Learning

## **Today: Examples of Industrial Applications**

- ► A Tour of 10 Awesome Applications of RL
- Project Q&A

# Robotics

# Teach a Robot to ...



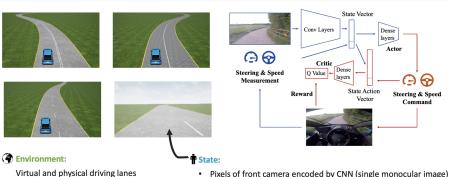
Source: DeepMind (2022)

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**Autonomous Driving** 

## Learn to Drive Like a Human

Goal: Drive vehicle on a circuit to destination without leaving the road



- - Vehicle speed and steering angle

#### Reward Function:

- Forward Speed
- Termination upon infraction of traffic rules by safety driver

#### Actions:

2 actions: Speed, steering angle

# Learn to Drive Like a Human



Source: Wayve (2019)

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# **Amazon Inventory**

Management

# **Manage Amazon Retail Inventory**

Goal: Select products to show as "shipped and sold by Amazon" on the Amazon.com website to maximize customer experience and profitability



Offline Validation: All auto parts and medical supply products in catalog as of 8/11/18.

Cash flow and sales collected for year after 8/11/18.

Statistics	ASINs selected to buy	ASINs blocked from buying
ASINs count (in MM)	0.16 (2.7%)	5.55 (97.3%)
Cash flow (in MM euros)	152.35	-19.04
Sales (in MM)	28.06 (91.7%)	2.57 (8.3%)

Online A/B testing: Q4 2019, 30M products, 90% treatment, 10% control

EU LAB	Treatment Effect	Confidence Interval	p-value	Annualized Impact
	per ASIN per week			
CP (Euros)	0.0103	[0.002, 0.019]	0.02	€2.45 MM
Sales (Euros)	0.021	[-0.061, 0.103]	0.10	€4.68 MM
Cash flow (Euros)	0.1123	[-0.311,0.536]	0.54	€25.03 MM
Out of stock(bps)	-74	[-100, -50]	0.00	-74 bps

**Environment:** 

Cash flow and popularity,  $\Delta t = 3$  months

Reward Function:

 ${\sf Cash \ flow} \ = \sum \left( \begin{matrix} {\sf short \ term \ profit \ + \ long \ term \ value} \\ -{\sf cost \ of \ capital \ - \ asset \ depreciation} \end{matrix} \right)$ 

T State:

Product-, brand- and vendor-level statistics, historical sales, historical cash flow, glance views

Actions:

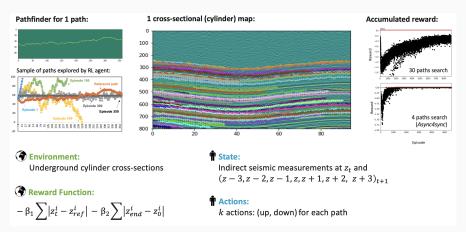
1 action: (block buy, buy at least 1 unit)

Seismic Mapping

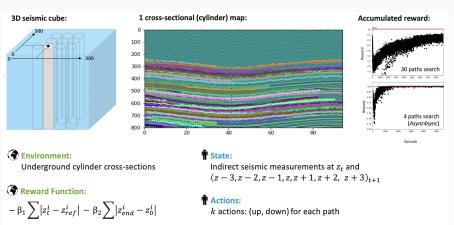
to Identify Natural

Oil & Gas Reserves

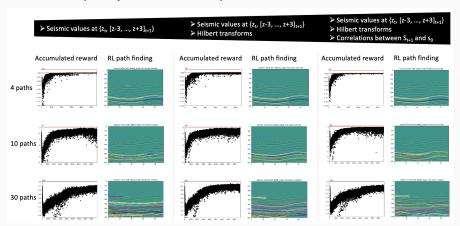
► Goal: Screen cross-sections under the earth surface to identify the nature and geometry of individual seismic layers, to reduce exploration costs



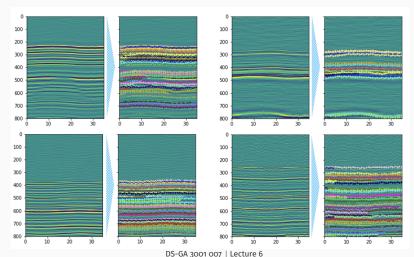
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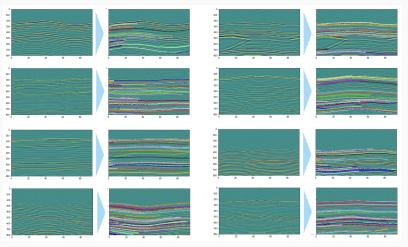
► Analysis of Results: Benchmarks of synchronous *n*-path search RL on state complexity and number of paths



► Analysis of Results: Generalization of pre-trained Async4sync DRL agent on arbitrary cubes and cylinders with radius = 35 steps



► Analysis of Results: Generalization of pre-trained Async4sync DRL agent on arbitrary cubes and cylinders with radius = 90 steps

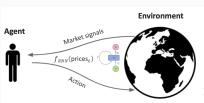


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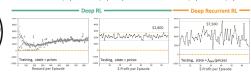
**Algorithmic Trading** 

# Manage a Stock Portfolio

▶ **Goal**: Identify trading strategy in portfolio of *k* stocks to maximize profit



RNN-based RL outperforms lag-based RL at trading stocks
Mean return \$4,900 vs. \$2,200; Maximum return \$7,500 vs. \$2,800



- (a) Environment:
  - 7 years of stock prices and news headlines,  $\Delta t=$ 1 day
- Reward Function:

$$r_t = r_t^0 + r_t^{risk} + r_t^{fee} = \sum_k \frac{(\mathsf{prices}_{t+1} - \mathsf{prices}_t)}{\mathsf{prices}_t} x_t - \lambda \, \sigma_t^2(r_t^0) - \kappa_t^T x_t$$
Portfolio Value Change

T State:

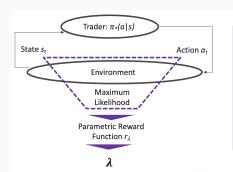
Vector of k stock prices for last n days encoded by RNN

Actions:

k actions: (\$buy, \$sell, sit) $_k$ 

# **Interpret Financial Trading Behavior**

- ► Inverse Reinforcement Learning: Identify trader attributes, such as a level of risk aversion, by observing its behaviors
- ► Estimate parameters of a reward function that fit observed trajectories under a given policy in historical or simulated experience
- **Example:** Compute the risk aversion parameter  $\lambda$  of a successful trader



Reverse Engineer Strategy from Trader (= proprietary trading events) using Inverse RL:

- 1. Choose a parametric form of reward function
- Estimate its parameters (MLE) from observed behavior in past trading events until convergence
- Apply RL under the estimated reward function on an arbitrary stock portfolio, to identify an optimal policy (trading strategy) for this stock portfolio

**Asset Allocation and** 

**Wealth Management** 

# Manage Long-Term Financial Goals

Goal: Determine optimal asset allocation strategy to meet multiple long-term financial goals, while also being successful in retirement





(a) Environment:

50,000 investors profiles

 $\mathbb{E}(s'\mid s,a)\,+\,w(\sigma^2)$  and  $\mathbb{E}(p_{100}),~\Delta t=1$  year

Reward Function:

 $r_t = r_t^{work} + r_t^{retire} = -\beta_1 \sum \left| g_t^i - g_T^i \right| + \beta_2 \, p_{100}$ 

T State:

Investor profile (age, location, income, wealth, spending, risk tolerance), \$ contributed for each goal  $(g_t^i)$ , time left

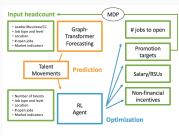
Actions:

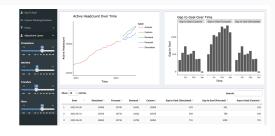
k actions: \$ contribution for each goal

# Workforce Management

# Manage a Large Talent Workforce

► Goal: Pull talent levers to minimize gap-to-goal while also minimizing costs across the World-Wide Amazon workforce





Environment:

 $p(s' \mid s, a)_{(int+ext \ factors)}$  ,  $\Delta t = 1$  month

Reward Function:

$$r_t = r_t^{gap} + r_t^{cost} = \beta_1 |h_{EOY} - h_{target}| - \beta_2 c_t$$

T State:

Talent team size, job type, job level, location, number of open jobs, market data, talent movement forecasts

Actions:

4 actions: (jobs to open, promos, compensation, incentives)

## **Workforce MDP Simulator**

Model used to define next states: Forecast monthly talent movement based on historical trends and market indicators



1 Introduction

Workforce planning at Amazon sets your-end headcount targets by financial cost center to meet the company's current and future staffing needs based on business goals and talent movement forecasts (hirts, promotions, transfers, attributes), Individual team includes futurely path either workforce needs by individual team, job type, job level and location. Future to accurately forecast future backcounts and staffing needs often result in design in productivity and costyp resource allocation [1].

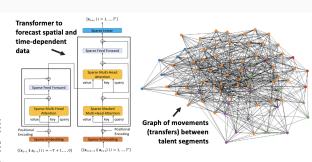
Forecasting Amazon talest movements is challenging the 10 complex spatial and semporal dependencies within the Amazon population, and non-stationarily that result from unusual events such as the Covid parademic [2]. Amazon is an especially difficult diversating problem due to it diverse operation workforce and supercedential size (over 1.8M emphysecs in peak sensor [2]).

Financial of their transmist dimensions or at assume include labels in initial reastingment, with

deverse operation or even particular (p. p. statector or depending of the through particular or one of the particular of the particular or of the particular of the particular or of the particular or

Forecasting spatial and time-dependent data is large, complex turific natives has a control and districted by estimating dependency of the parameteristic presence the spatial dependency between different locations in the network (notice), and using this Graph to spatially a deep learning between different locations and the network (notice), and using the complex of the control o

In this paper, we use a multivariate Gaussian approximation to find the dependency Graph of talent movements over the different tearns of the Amazen corporate population defined by leader, job type, and job level. We use this Graph to derive inscitate into the overall dynamics of Amazen talent



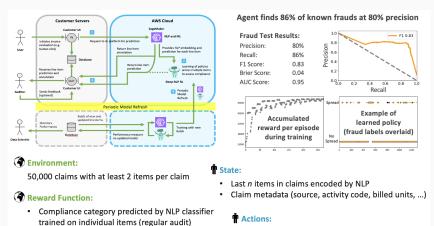
Model	MAPE	Nodes improved	MAPE in nodes improved
Graph Transformer	84%	N/A (self)	93%
Prophet	95%	70%	108%
s-ARIMA/State Space	87%	61%	107%
Trailing 3-month	112%	76%	133%

**Audit Financial Claims** 

with NLP

# **Audit Claims with Natural Language**

► **Goal**: Recommend compliance level of items in financial claims, to reduce time spent by human contractors, and to reduce errors



2 actions: Fraud risk level and compliance category

Frauds detected by specialized auditors

# **Audit Claims with Natural Language**

Post-processing to interpret RL results: Clustering in NLP space of items at risk can help auditors identify patterns of frauds more quickly

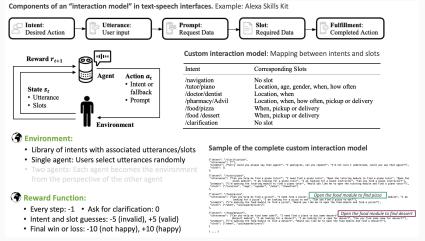


Adaptive Dialogue Model

for Chatbots

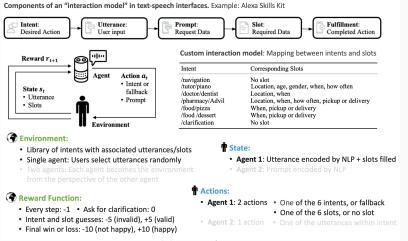
# **Increase Quality and Efficiency of Dialogues**

► Goal: Identify intents, slots and fallback to maximize quality & efficiency of dialogues (Nash equilibrium in two-agent dialogues)



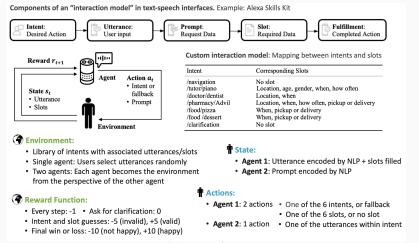
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# Increase Quality and Efficiency of Dialogues

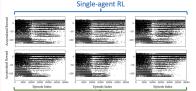
► Goal: Identify intents, slots and fallback to maximize quality & efficiency of dialogues (Nash equilibrium in two-agent dialogues)



## Cooperation leads to better dialogues...

Analysis of Results: Chatbot converged to policies which fulfilled intents in 99% of dialogues, in 1.8 steps on average. When users cooperated, the correct intent was fulfillied in 1.3 steps on average in 100% of dialogues

#### Accumulated rewards across 3×30,000 dialogues



Multi-agent RL

### Quality and efficiency of sampled dialogues

Analysis of successful dialogues (intent filled within 10 steps)

		Single RL		Multi RL	
		0-5K	25-30K	0-5K	25-30K
% of success	ful dialogues	68 (.8)	99 (.1)	67 (1.4)	100 (0)
Number of steps in successful dialogues	/navigation	4.1 (.2)	1.0(.0)	4.1(.1)	1.0(.0)
	/piano	4.2(.1)	1.8(.2)	4.1(.1)	1.3(.1)
	/dentist	4.2(.0)	1.6(.2)	4.1(.2)	1.3(.0)
	/pizza	4.1(.1)	1.7(.3)	4.3 (.0)	1.3 (.0)
	/Advil	4.3 (.2)	1.7(.3)	4.2(.1)	1.3(.0)
	/dessert	4.4 (.1)	2.3 (.5)	4.3 (.1)	1.4(.1)

#### **Environment:**

- Library of intents with associated utterances/slots
- Single agent: Users select utterances randomly
- Two agents: Each agent becomes the environment
- from the perspective of the other agent

#### Reward Function:

- Every step: -1 Ask for clarification: 0
- Intent and slot guesses: -5 (invalid), +5 (valid)
- Final win or loss: -10 (not happy), +10 (happy)

#### TState:

- Agent 1: Utterance encoded by NLP + slots filled
- Agent 2: Prompt encoded by NLP

#### Actions:

- Agent 1: 2 actions One of the 6 intents, or fallback
- One of the 6 slots, or no slot
- Agent 2: 1 action One of the utterances within intent

## The chatbot learned an original strategy...

Analysis of Results: The chatbot identified original strategies to increase speed of fulfillment without sacrificing coherence, such as filling in valid slots even when utterances are too ambiguous to identify the exact intent



# Your Turn!