Action acquisition by Memory Reinforcement Learning using a prior knowledge

Anonymous submission

***Abstract*—It is difficult for humans to obtain a new knowledge by their own knowledges, but we can acquire new knowledges by imitating other's behaviors. Inspired by such human characteristics, in this paper, we propose a novel deep reinforcement learning method. Our approach leverages the technique of experience replay and a replay buffer architecture. We manually create stable action transition sequences (prior knowledges) and store these transitions in the replay buffer at the beginning of training. These hand-crafted transition sequences enables us to avoid random action selections and a local optimal policy. Consequently, our method can obtain a stable control efficiently. Experimental results on a lane-changing task of autonomous driving show that the proposed method can efficiently acquire a stable control.**

I. Introduction

A human has an ability that obtain new knowledges and skills by using past experiences and practice with a lot of failures. For instance, when we practiced riding a bike, we fell off our bike at the beginning and accumulated experiences. After leveraging those experiences, we have acquired a skill to ride a bike finally. In reinforcement learning community, we aim to model such human ability and to embed into any autonomous systems and to embed the ability into any autonomous systems.

Reinforcement learning has been studied over several decades. In recent years, thanks to the rapid development of deep neural networks, various deep reinforcement learning methods have been proposed [5], [9]–[12], [19], [20]. Unlike conventional (i.e., non-deep) reinforcement learning methods, deep reinforcement learning architectures can deal with tasks of higher dimensional state space, which enables us to solve more complex tasks such as Go [16], autonomous system controls [1], [2], [7], and grasping objects by hand manipulators [6].

Although deep reinforcement learning architectures has achieved higher performance in various application fields, two major problems which makes obtaining desirable controls difficult are contained. One problem is the difficulty of updating network parameters. For example, in a reinforcement learning method using a neural network such as a deep Q network (DQN) [10], [11], an agent observes the current state and input this state into a network. As an output of the network, a control (i.e., action) is obtained. At this time, by using a multi-layered network, practical controls on complex and higher dimensional environments could be obtained. However, such deeper network causes the learning difficulty due to the increase of the number of parameters and vanishing/exploding gradients.

The other problem is derived from the characteristics of reinforcement learning. At the beginning of training, we randomly initialize parameters in a network and start to train. This is equivalent to training from random action selections. Especially, in case of acquiring time series actions, it would be difficult to obtain stable control because a current action selection is depend on the past agent's behavior. As a technique to address this issue, experience replay [8] has been proposed. In experience replay, experienced action transitions are stored in a replay buffer. Then, the stored transitions are randomly sampled and are used for training. However, learning from random initial values accumulates action selections that do not contribute to learning, so it needs large amount of time to select an optimal control. Furthermore, if we apply deep reinforcement learning on a large-scale state space, a solution easily falls into a local optimum. Therefore, it is difficult to get the desired action.

To avoid the above two problems and to achieve higher performance, in the field of computer vision, transfer learning is widely used. In transfer learning, a convolutional neural network (CNN) is trained using a large-scale image dataset for general object recognition tasks such as ImageNet [3]. Then, we used the trained parameters as initial parameters and we further update the parameters for another task. Transfer learning is applied on the assumption that features extracted from an image should be similar over different tasks. However, introducing the transfer learning to a reinforcement learning framework is difficult because a state space and an input are significantly different over each task.

In case of humans, pre-train model can be considered as knowledges of other persons. There are two ways which a human obtains new knowledge or skill. One is repeating trial and error on their own, which would require much time to acquire knowledges. This is corresponding to the conventional reinforcement approach. The other is imitating the behaviors of other persons. In this way, prior knowledges through other persons would be an important clue to acquire new knowledges efficiently.

In this paper, we propose a novel reinforcement learning method, *memory reinforcement learning*, to efficiently acquire stable controls. We introduce the concept of prior knowledges mentioned above into a reinforcement learning architecture. Our approach leverages an experience replay and a replay buffer. We manually create action transitions representing stable human-like behaviors, which we call *prior knowledges*. We store prior knowledges into a replay buffer before the beginning of training. During the training, prior knowledges

are randomly used for training by an experience replay. Consequently, our approach enables us to train stable control from the early stage of training. To seek an effective way to learn stable controls, this paper introduces two approaches that stores hand-crafted transitions. Experimental results by using an autonomous driving simulator for lane-changing tasks demonstrates that our method can efficiently acquire stable vehicle controls.

II. Related work

Some deep reinforcement learning frameworks to efficiently acquire stable controls has been proposed. Peng *et al.* [14] proposed a hierarchical reinforcement learning framework to obtain bipedal locomotion skills. They defined two control systems: high- and low-level controllers. A high-level controller finds long-term controls to reach a destination and a low-level controller controls local walking motions. In contrast, our method leverages hand-crafted action transitions at the beginning of training and acquires stable control.

A memory network [17] has been introduced in deep reinforcement learning architecture to deal with a higher-dimensional state space and to leverage past behaviors of an agent efficiently. Parisotto *et al.* [13] proposed Neural Map which is a structured memory designed for reinforcement learning agents in 3D environments. The adaptive write operation and a bias for the writing operation suppresses the computational cost for writing past behaviors into an external memory and required the external memory size. Thanks to the external memory, this method enables us to store past long-term agent behaviors in a three-dimensional environments. Meanwhile, our method stores hand-crafted stable action transitions instead of past behaviors.

Price *et al.* [15] introduced imitation learning [4] as a policy obtained in advance. They roughly estimate desirable behaviors (i.e., policy) from motions of an expert by an imitation learning framework, and then integrated with a standard reinforcement learning framework. This enables us to improve the performance and convergence. However, obtaining the stable behavior of an agent through imitation learning is also challenging problem. If we could not obtain a desirable agent behavior in the imitation learning step, the next reinforcement learning step would be difficult. Meanwhile, our approach utilize stable action transition as a prior knowledge and enables us to avoid unstable action acquisition.

III. Proposed method

In various tasks of the automatic driving, deep learning has attracted attention. For instance, a semantic segmentation recognizes traffic lanes by considering context in the image and an object detection decides possible to grasp the position of the pedestrian and other vehicles. Meanwhile, a mechanism for determining the action of the vehicle is also necessary to move in a complex environment without any traffic accidents. A classical approach is a rule-based method that is based on human knowledges, while it is difficult to describe controls for all possible cases in a complicated environment

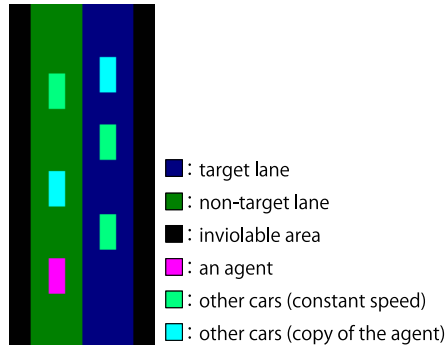


Fig. 1. An example of our autonomous driving simulator. In this environment, an agent tries to change a lane from left lane to right lane.

where other vehicles are driving. Therefore, we assume the lane-changing task in an environment where several other vehicles are running and we propose a deep reinforcement learning method to acquire stable control efficiently. A deep reinforcement learning is possible to acquire action even when it is difficult to define complex environments and number of states that are difficult to describe in rules. In order to use the results of the aforementioned computer vision techniques into a reinforcement learning framework, we adopt a bird's-eye view image to describe the surrounding environment as an input (see Figure 1). Bird's-eye view images can be obtained by using semantic segmentation, distance estimation and object detection for on-vehicle camera images and Lidar.

A deep reinforcement learning approach on the basis of Q-learning [21] inputs an image and outputs the value of each selectable action in that scene. By taking the highest value action, an agent should be close to a goal. To select better actions to reach a goal, a reward is an important cue and we train an agent to obtain a higher reward. An action-value function (i.e, Q-function) is approximated as operations of a CNN, which can be defined as $Q(s, a; \theta_i)$, where s is a state (i.e., an observation), a is an action, and θ_i is network parameters at ith training iteration. During training, The network parameters are updated by using a loss function. Here, let r be a reward value to be obtained by selected action a and s' be the next state of s. In the case of DQN [10], given a action transition $e = (s, a, r, s')$, the loss function $L_i(\theta_i)$ is defined by using a temporal-difference error [18] as

$$L_i(\theta_i) = \mathbb{E}\left[\frac{1}{2}\left(r+\gamma \max_{a'} Q\left(s', a'; \theta_{i-1}\right) - Q\left(s, a; \theta_i\right)\right)^2\right], \tag{1}$$

where a' is action at state s' and γ is a discount factor. The network parameters are updated by using the following gradient of the loss function:

$$\nabla_{\theta_i} L_i(\theta_i) = \mathbb{E}\left[\left(r+\gamma \max_{a'} Q\left(s', a'; \theta_{i-1}\right) - Q\left(s, a; \theta_i\right)\right) \nabla_{\theta_i} Q(s, a; \theta_i)\right]. \tag{2}$$

For a stable gradient update, an *experience replay* is frequently used. In an experiment replay, a set of action transi-

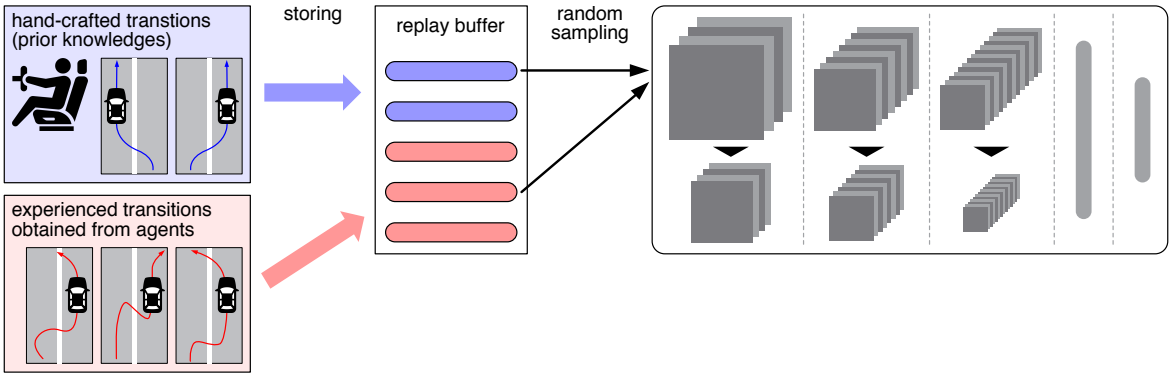


Fig. 2. The structure of a replay buffer with prior knowledge A. Blue cells in a replay buffer are stable action transitions manually created by human (i.e., prior knowledges) and red cells are action transitions obtained from past agent behaviors. In prior knowledge A, we store the hand-crafted transitions in part of replay buffer and the experienced transitions are stored in the remaining buffer. Because there stored transitions are randomly selected during training and suppress random action selections, an agent can introduce prior knowledges to improve controls throughout training.

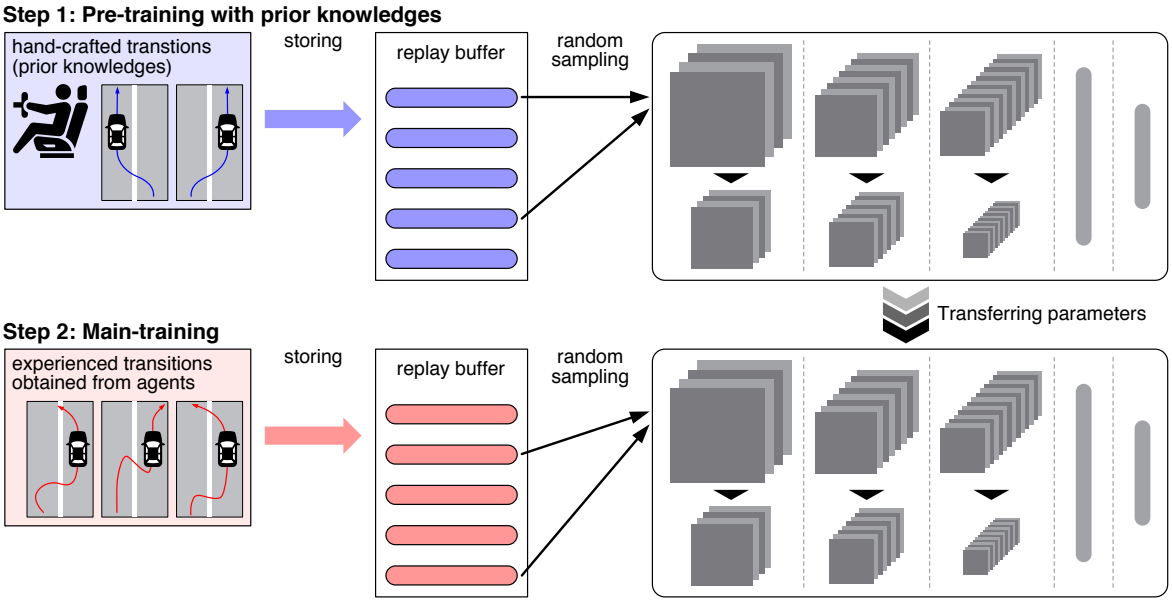


Fig. 3. The structure of a replay buffer with prior knowledge B. Blue cells in a replay buffer are stable action transitions manually created by human (i.e., prior knowledges) and red cells are action transitions obtained from past agent behaviors. Training with prior knowledge B consists of two steps. At the first step, we fill a replay buffer with the hand-crafted transitions and train an agent with the replay buffer. At the second step, we use the network parameters obtained in the first step as initial parameters and we further trains the agent with a regular deep reinforcement learning. This approach acquires the same vehicle control as human and improves the controls.

tions $D = \{e_1, \ldots, e_n\}$ are stored into a replay buffer. Then, transitions are randomly selected from the replay buffer and used for training. A replay buffer is empty at the beginning of training and we firstly store action transitions in the replay buffer and then we start training. Because most of these stored transitions contains random actions in the early state of training, it takes large amount of time to select behaviors that would be contribute for obtaining a stable control.

We, therefore, propose to use prior knowledges obtained by human, which we call *memory reinforcement learning*. In the proposed method, we create action transitions that represent behaviors of humans. Precisely, we record the states and actions when people controls an agent vehicle. These manually created action transitions implicitly contain knowledges and skills that humans have been acquired. Hence, we call such transition as a *prior knowledge*. These prior knowledges are stored in a replay buffer and used for training. The behaviors of prior knowledges is stabler than the behaviors of an agent at the beginning of training. Moreover, prior knowledges might be ideal behaviors that we want make an agent acquire. Because such desirable behaviors are used for training, it is enables us to learn agents with suppressing random action selections. To use prior knowledges efficiently, this paper proposes two approaches to use prior knowledges.

A. Prior knowledge A

Figure 2 shows the structure of a replay buffer with prior knowledge A. This approach constantly stores prior knowledges in ten percent of a replay buffer. In the remaining replay

buffer, we store past behaviors of an agent as with a conventional experience replay. In this approach, prior knowledges stored in a replay buffer are constantly used during training. The prior knowledges suppress random action selection that does not contribute to obtain stable control. Meanwhile, action transitions of the past agent behaviors are also randomly used for training. These explores new actions to obtain better controls.

B. Prior knowledge B

Figure 3 shows the structure of a replay buffer with prior knowledge B. This approach consists of two training steps. At the first step, we store prior knowledges into the whole of a replay buffer and we train a network with the filled replay buffer until the behaviors approximately converges into stable control. Then, we use the network parameters obtained by the first training step as initial network parameter of the second training step. At the second step, we apply a conventional training.

In this approach, we obtain the same control as prior knowledges at the first training step. Then, at the second training step, we further improve the network parameters to obtain stabler control.

IV. Experimental results

To evaluate our method, we adopt a lane-changing task of an autonomous driving simulator. In this task, an agent (i.e., an autonomous car) moves from the current traffic lane to the neighbor traffic lane. Because other cars exist in this environment, the agent needs to change the lane with avoiding collisions. Moreover, there is no clear goal location in this task and it is necessary to acquire long-term controls. Consequently, this lane-changing task is difficult to acquire an optimal and stable vehicle control without prior knowledges.

A. Experimental settings

Figure 1 shows an example of a driving simulator of lane-changing task. During training, the number of other cars are set as 5. In the test, we randomly set the number of other cars from 0 to 5. As the behavior of other cars, we define two behaviors. One is going straight ahead with constant speed, which is shown as green car in Figure 1. The other is a copy of the past trained agent, which is shown as light blue car in Figure 1. The reason why we use two types of cars is that using only constant speed cars might become easier problem. In practical environment, the behaviors of each cars are different depending on their driving skills. Our simulator considers such realistic environment and use the past trained agent.

As an input for a network, we trimmed 84×84 [pixels] centering at the agent and convert a gray scale patch. We input four successive gray scale patches by channel-wise concatenation as shown in Figure 4 to consider the continuous movement of an agent. Actions which an agent can take consists of combinations of speed and curvature. For speed, we define ± 0, $+0.1$, and -0.1 [m/s]. For curvature, we define 0, $+0.01$, -0.01 [rad/m]. Hence, an agent takes 9 different kinds of actions. These are controllable values for actual cars in the real world.

Fig. 4. Examples of input data. 84×84 pixels centered at an agent are trimmed from the autonomous driving simulator shown in Figure 1. Then, the trimmed patches are converted to grayscale patches. In our experiments, we use the grayscale patches of the last four frames as inputs by concatenating channel-wisely.

TABLE I
THE DETAILED ARCHITECTURE OF CNN.

	processing	details
input	size	$84 \times 84 \times 4$
conv1	activation func.	ReLU
	filter size	$3 \times 3 \times 16$
	maxpooling	2×2
conv2	activation func.	ReLU
	filter size	$3 \times 3 \times 16$
	maxpooling	2×2
conv3	activation func.	ReLU
	filter size	$3 \times 3 \times 16$
	maxpooling	2×2
fc	activation func.	ReLU
	size	256
output	size	9

TABLE II
REWARD SETTING AND LEARNING DETAILS

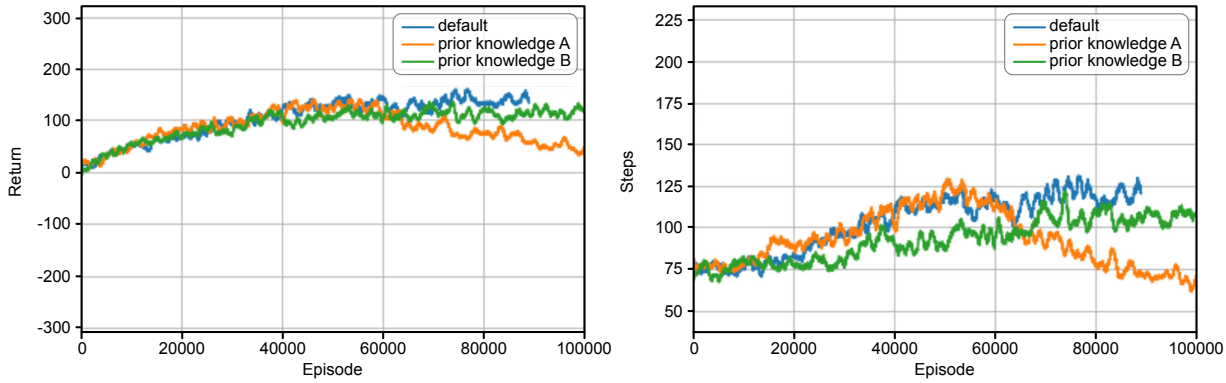
Reward	collision with other cars or wall: -5 center of a lane: +1 stop: -1 target lane: +1 non-target lane: -2
Termination criterion	collision or 300 action steps
# of training episodes	100,000 episodes
Discount factor γ	0.95
Exploration	Linear decay epsilon greedy
Replay buffer size	$1e+5$

As a deep reinforcement learning architecture, we adopt a double DQN [19]. Table I shows the detailed network architecture of our used CNN and Table II shows the reward setting and learning details.

B. Baselines and evaluation metrics

We compared our method (prior knowledge A and B) with the following two baselines. One is *default* that train an agent by a naïve double DQN. For fair comparison, we used the same network architecture as the proposed method (see Table I). The other is *human*, which is results by manually controlling an agent car with several persons. In this experiment, six people controlled an agent to change the lane. Each people controlled an agent 100 times.

As evaluation metrics, we defined the following two scores. The first is *survival score*, which is the number of episodes an agent does not collide with other cars or obstacles during 300



(a) Mean return

(b) Mean survival steps

Fig. 5. Mean return and survival steps at each training episode. Horizontal axis shows the number of training episodes and vertical axis shows (a) mean return value and (b) mean survival steps.

TABLE III
SURVIVAL AND GOAL SCORES

	initial lane	survival score	goal score
default	random	53	50
	non-goal	33	29
prior knowledge A	random	49	37
	non-goal	37	10
prior knowledge B	random	**67**	**66**
	non-goal	**51**	**48**
human	random	50.7	50.3

action steps. The second is *goal score*, which is the number of episodes an agent successfully changes into the target lane within 300 action steps. Every methods tested 100 episodes, that is, 100 is the best score and 0 is the worst score. With respect to the results of human, because each people controlled 100 episodes, the scores are average scores over each people.

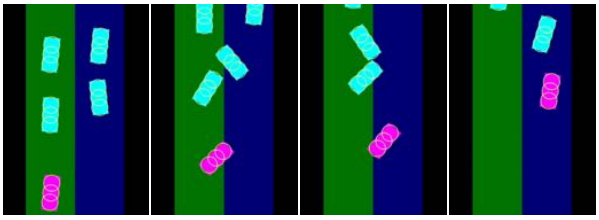
C. Results

Figure 5 shows mean returns and mean survival steps during training. Here, *survival step* indicates the number of action steps until collision with other cars or obstacles. Note that survival step is different to survival score introduced in the previous section. In prior knowledge A, both of the mean return and mean survival steps decrease from 50,000 episode. At the end of training (i.e., 100,000 episode), prior knowledge A has the lowest values compared with the other methods. Prior knowledge B can successfully train without decreasing those values. However, default which does not use prior knowledges achieves the highest return and survival steps.

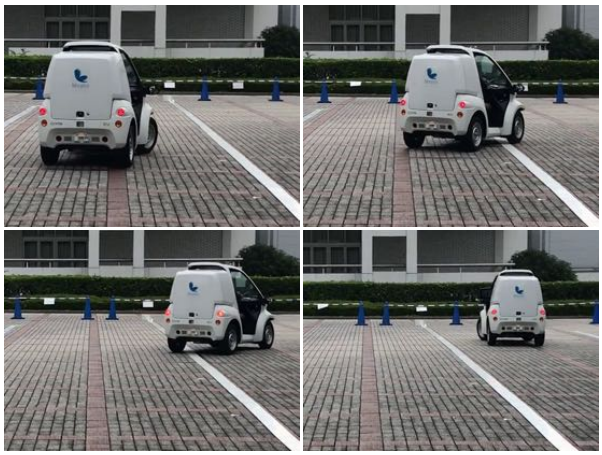
Table III shows evaluation scores for each training method. Initial lane in this table shows the location of an agent at the beginning of episode. *Random* means that we randomly set the initial lane as target or non-target lane. *Non-goal* sets an agent to non-target lane at all episodes. Although default achieved the better results during training as shown in Figure 5, the evaluation scores become lower than prior knowledge B. This means that the training without prior knowledges plunges into local optimum solution and default performs unstable controls. The survival scores of prior knowledge A is at the same level as default, while the goal score becomes lower than default. In prior knowledge A, the hand-crafted transitions are always stored in the part of a replay buffer and these transitions are constantly used during the training. Therefore, the training relies on the prior knowledges and an agent does not explore new actions. The scores of prior knowledge B achieved the highest scores. In prior knowledge B, we first train a network with only the hand-crafted transitions and then we find a more optimal solution by using action transitions obtained from past agent behaviors. Hence, agent behavior that should be learned from prior knowledges is already acquired in the first training step. At the second training step, apart from the controls obtained from prior knowledges, exploring new actions enables us to acquire better vehicle controls. Moreover, prior knowledge B outperforms scores of human. Consequently, our approach can acquire stable control from the prior knowledges and then obtains better actions which is suitable for the lane-changing task. Especially, prior knowledge B is efficient for leveraging human prior knowledges.

D. Operation result in a real environment

We performed a running test using an actual vehicle in the real world. The action of a vehicle is decided by a trained agent with prior knowledge B. Given the speed and curvature of a vehicle in a driving simulator, the degrees of accelerator and steering of an actual vehicle are decided by PID control to reproduce the same vehicle control as the driving simulator. The parameters of PID control are experimentally set as $P = 2000$, $I = 100$, and $D = 0$. We set it in the real environment so that the distance between cars and lane distance correspond to simulator environment. Figure 6 shows snapshots of the running test. In this running test, there is no other car so as not to be an accident. But we assume that there are several other cars in the target lane and that an agent moves from the non-target lane to the target lane. As a result, the vehicle successfully changes the lane without any collisions and overshooting the target lane.



(a) An example of lane change in the simulator by an agent



(b) An example of lane change in the real world by an agent

Fig. 6. An appearance of a running test using an actual vehicle in the real world.

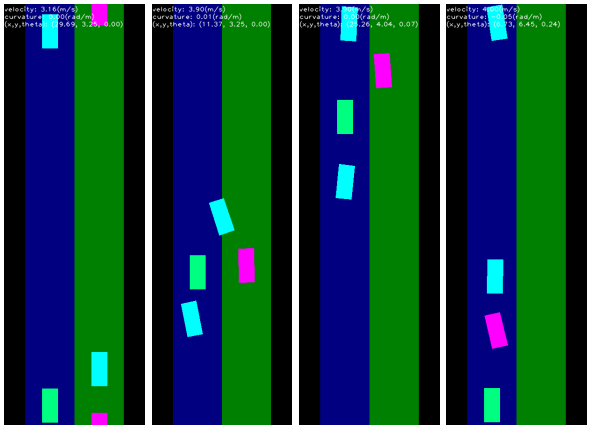
E. Discussion

For qualitative evaluation, we show examples of lane-changing results with prior knowledge B in Figure 7. In Figure 7(a), an agent changes the lane from right to left in an environment with three other cars. In this situation, an agent does not accelerate and follows the car existing in front of the agent from initial to 30 step. After the other car changes the lane at 65 step, the agent smoothly moves to the plenty of space between other cars at 95 step. In Figure 7(b), there are three other cars in the target lane from initial to 70 step. After the agent passes the other cars and ensures safety margins adequately, the agent changes the lane. These results shows that an agent trained by the proposed method takes the same actions as a human and the proposed method can obtain stable controls via the prior knowledges.

V. Conclusion

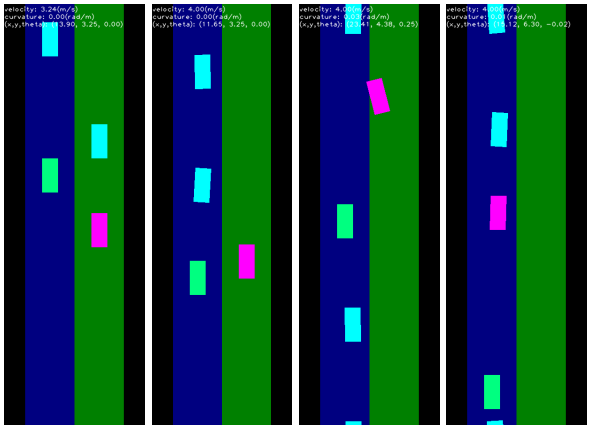
In this paper, we proposed a novel deep reinforcement learning method, memory reinforcement learning, to obtain a stable control efficiently. Our method manually creates action transitions, prior knowledges, that represent actual human behaviors. We stores them into a replay buffer. Using the stored prior knowledges suppresses random action selection and enables us to obtain a stable controls from the early stage of training. Toward obtaining more stable controls, we proposed two approaches to use the prior knowledges. In experiments with a lane-changing task of an autonomous driving simulator, our method outperformed conventional deep reinforcement learning methods without the prior knowledges. Moreover, the proposed method, that we train a network with only the prior knowledges and then use the trained parameters for regular reinforcement learning, achieved the highest performance. The running test using an actual vehicle in the real world successfully changes the lane.

Our future work includes seeking more effective approaches to use the prior knowledges and a reward design by considering the prior knowledges.



Initial step 30 step 65 step 95 step

(a) An example to change lane after following another car



Initial step 70 step 175 step 230 step

(b) An example to change lane with passing another car

Fig. 7. Examples of lane-changing results by using prior knowledge B. The details of colored objects are shown in Figure 1. Each row shows a trial of the lane-changing. The number of action steps corresponding to each image is shown under the image.

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