

# Current State and Future of AI: Separating Fact from Fiction

Kagan Tumer

Director, Collaborative Robotics and Intelligent Systems (CoRIS) Institute

Professor, Mechanical Engineering & Computer Science

Oregon State University

[kagan.tumer@oregonstate.edu](mailto:kagan.tumer@oregonstate.edu)

July 15, 2018

# Disclaimer ... Plea

All examples of AI systems, companies, and movies are meant to showcase capabilities and discuss directions for improvement

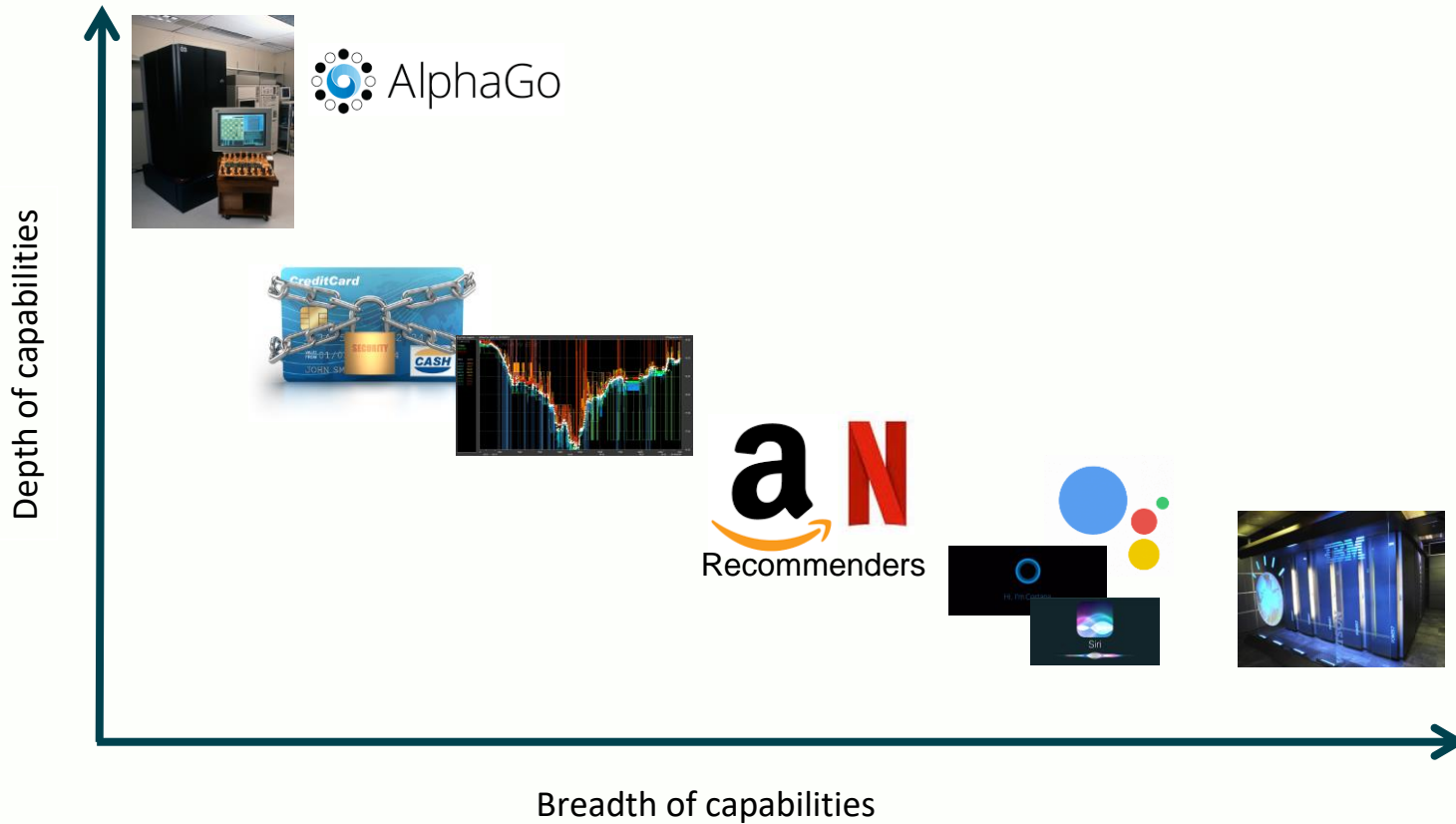
Comments not meant to disparage or criticize

As a community, can we please stop saying:

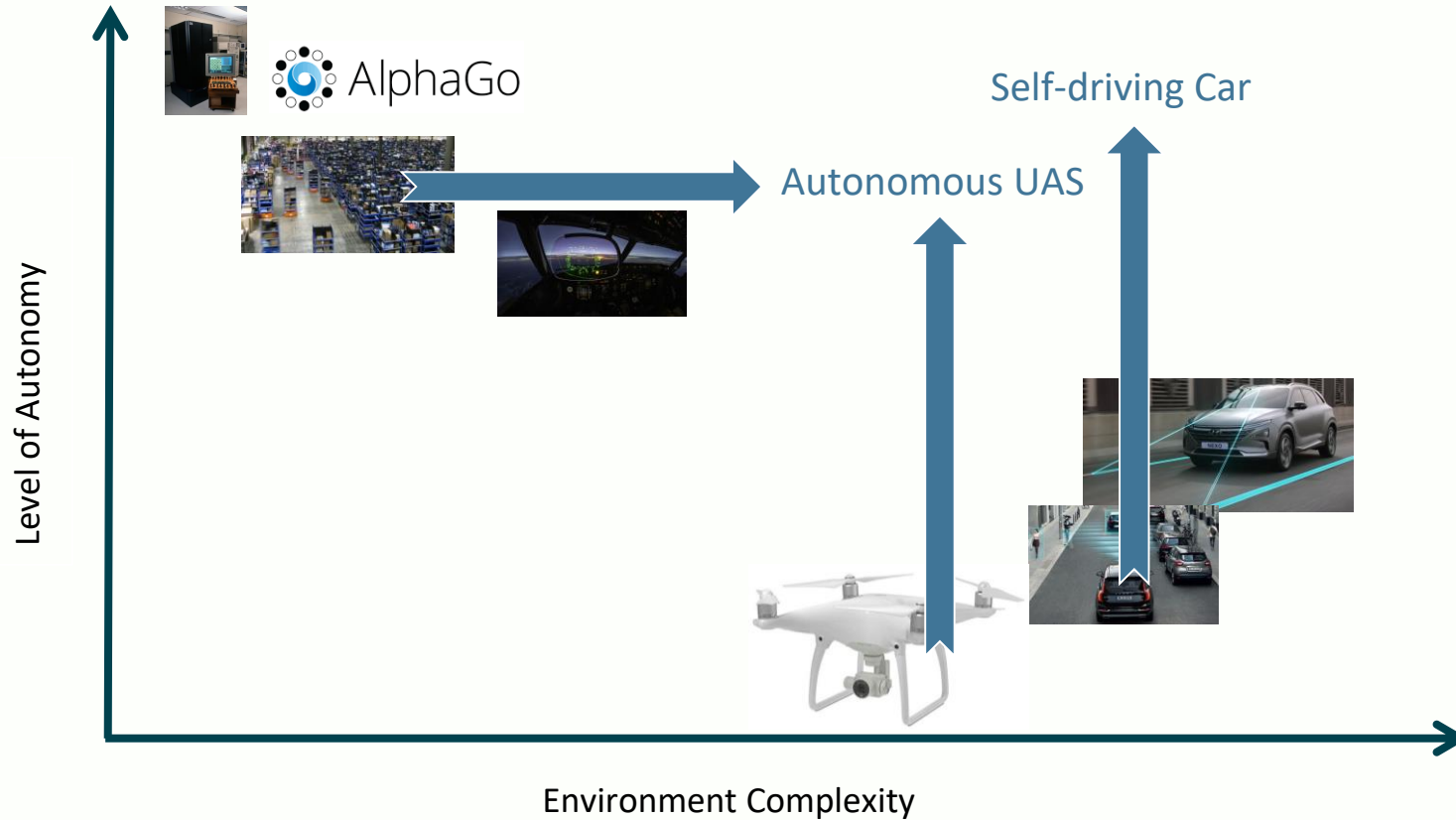
*“but that’s not real AI”*

every time we have a success story?

# Where are we ?



# Where are we ?



# Where are we ?

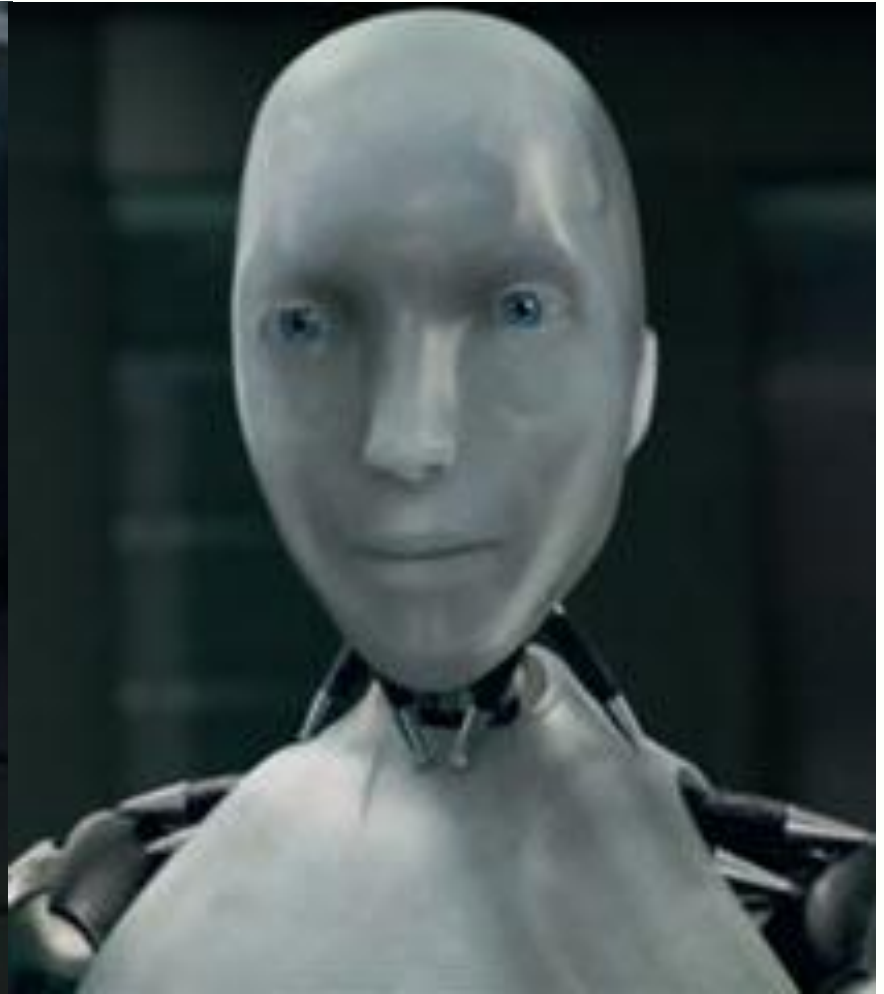
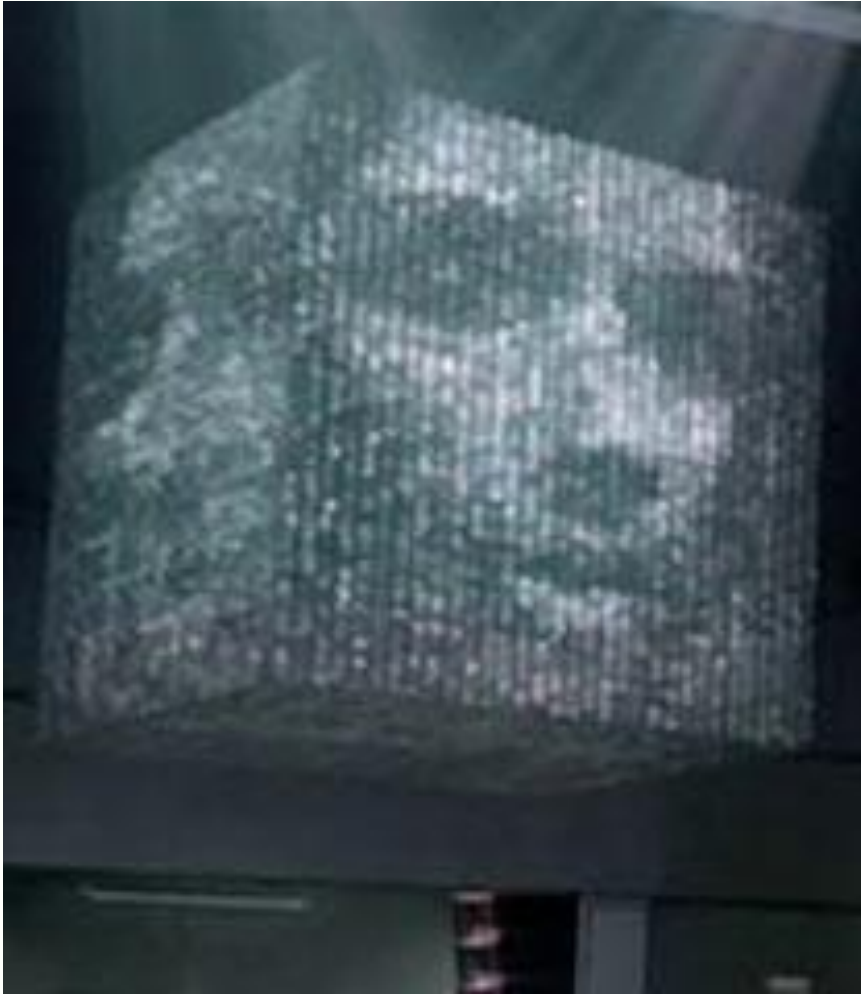


Where do we want to go?

How can I help you?



How is where we're going depicted ?



# What will it take to get where we're going ? (and how to NOT go where we don't want to go)

	Reward Shaping: D++	Curriculum Learning	Memory Block	Multi-Reward Learning
Long-term autonomy		✓		✓
Few-shot learning			✓	
Broad AI	✓	✓		✓
High competency	✓			
Complex Environment	✓	✓		✓
Explanations			✓	✓
Suggestions	✓			



# What will it take to get where we're going ?

Reward Shaping: D++

Curriculum Learning

Memory Block

Multi-Reward Learning

Long-term autonomy

Few-shot learning

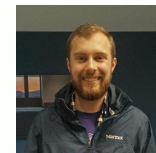
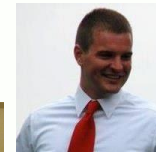
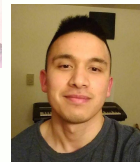
Broad AI

High competency

Complex Environment

Explanations

Suggestions



# Four Directions

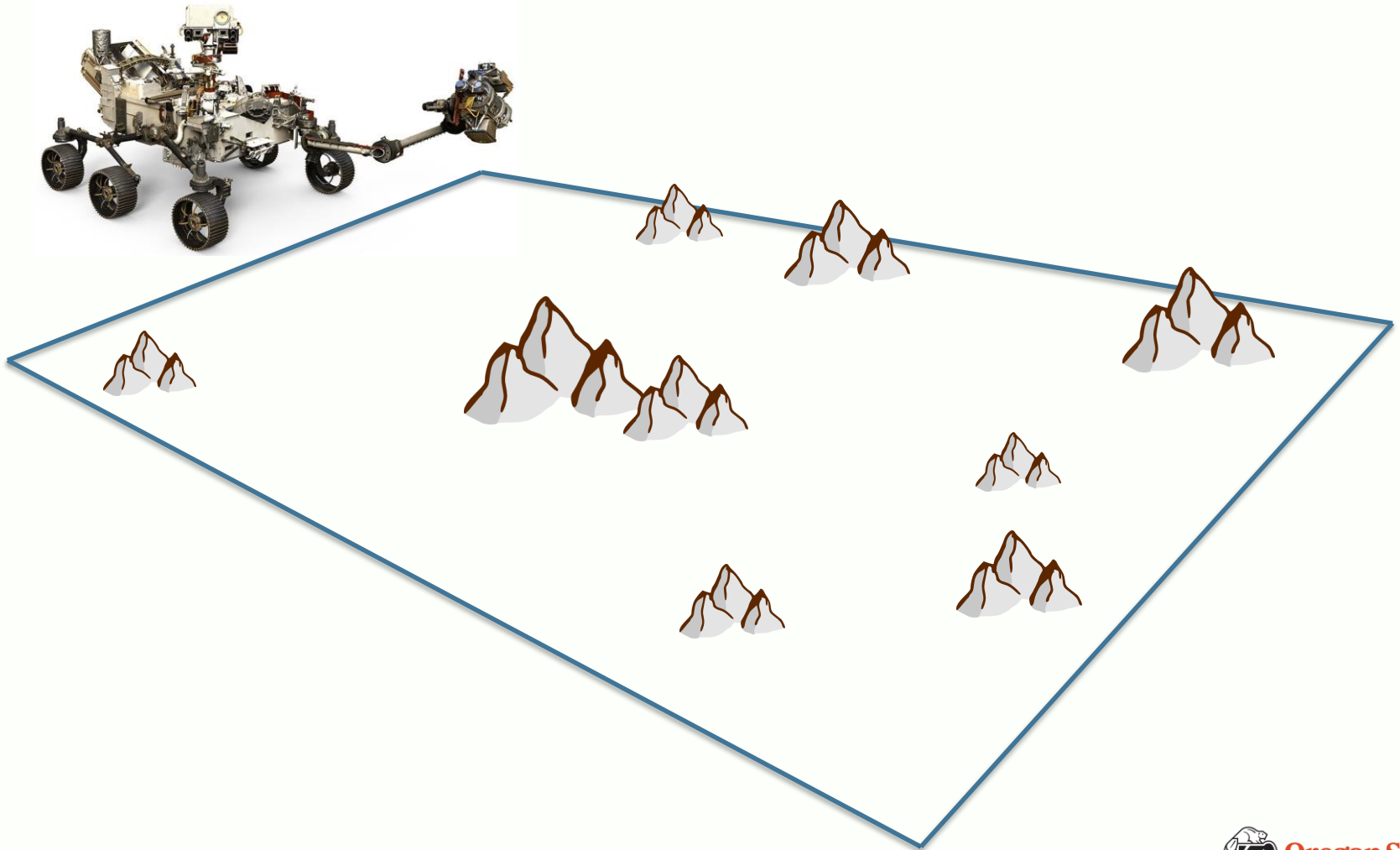
How do I complement my teammates?

Walk before I run ?

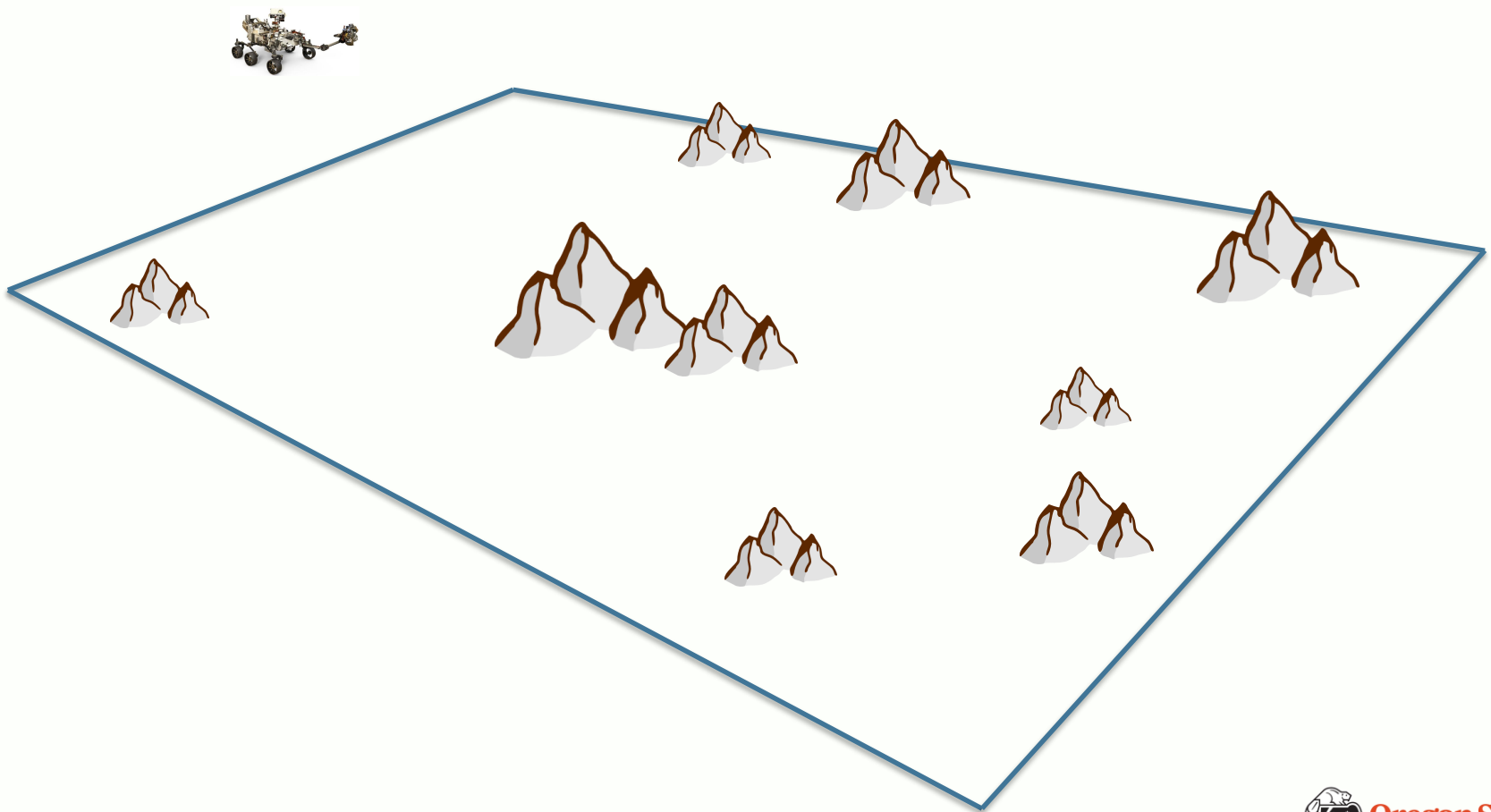
Have I seen this before ?

What matters when ?

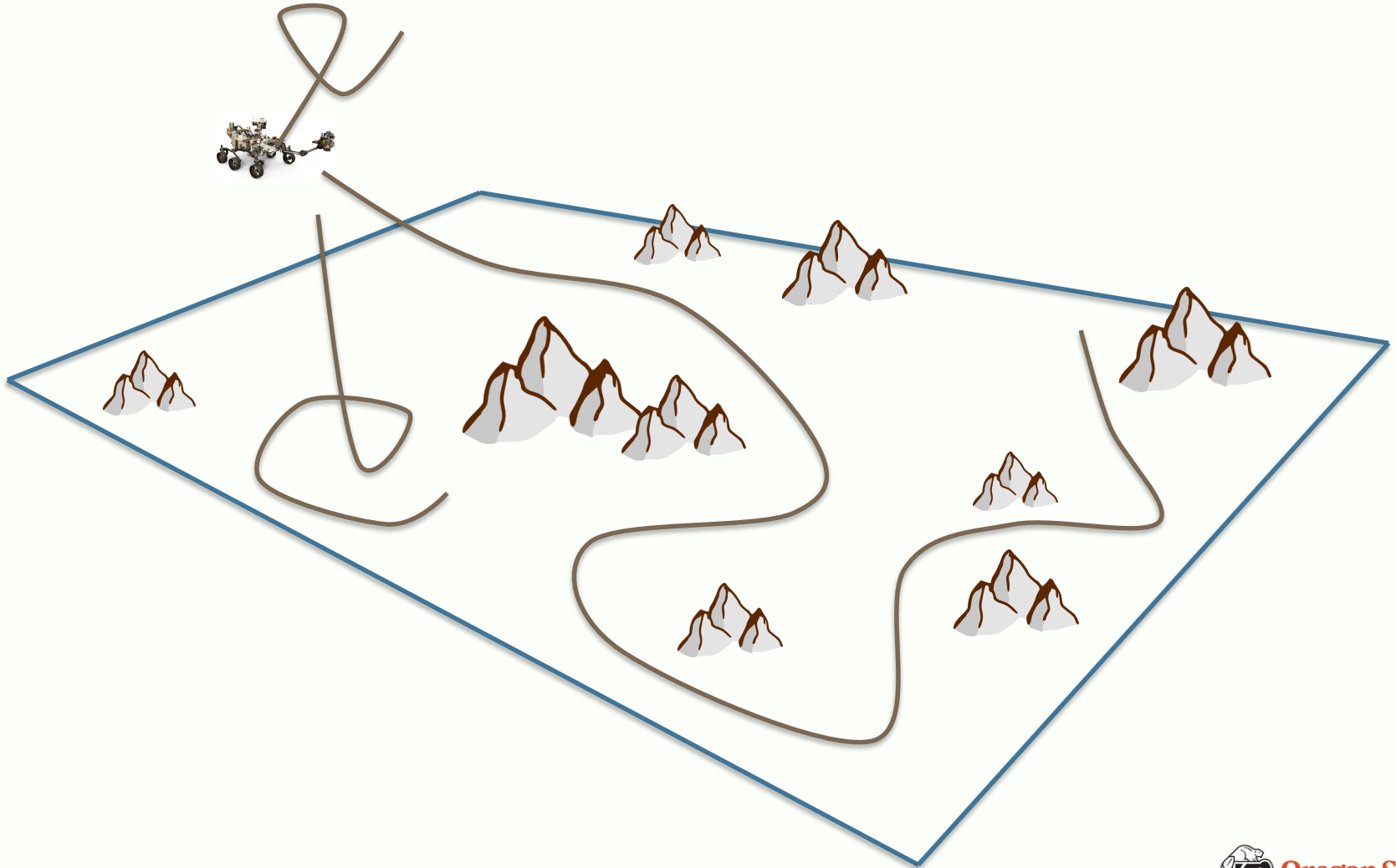
# Domain: Robots in search of ...



# Domain: Robots in search of ...



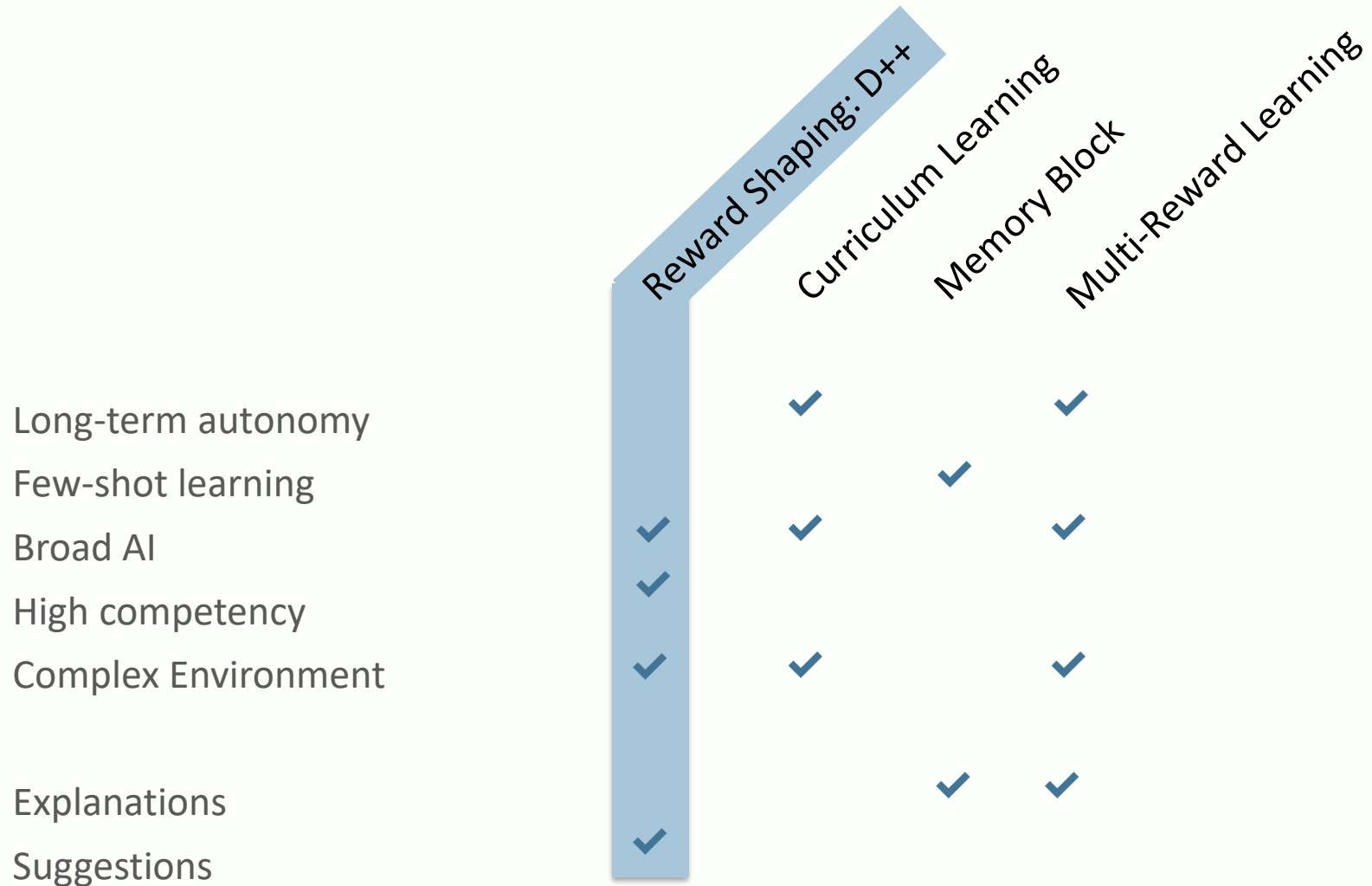
# Domain: Robots in search of ...



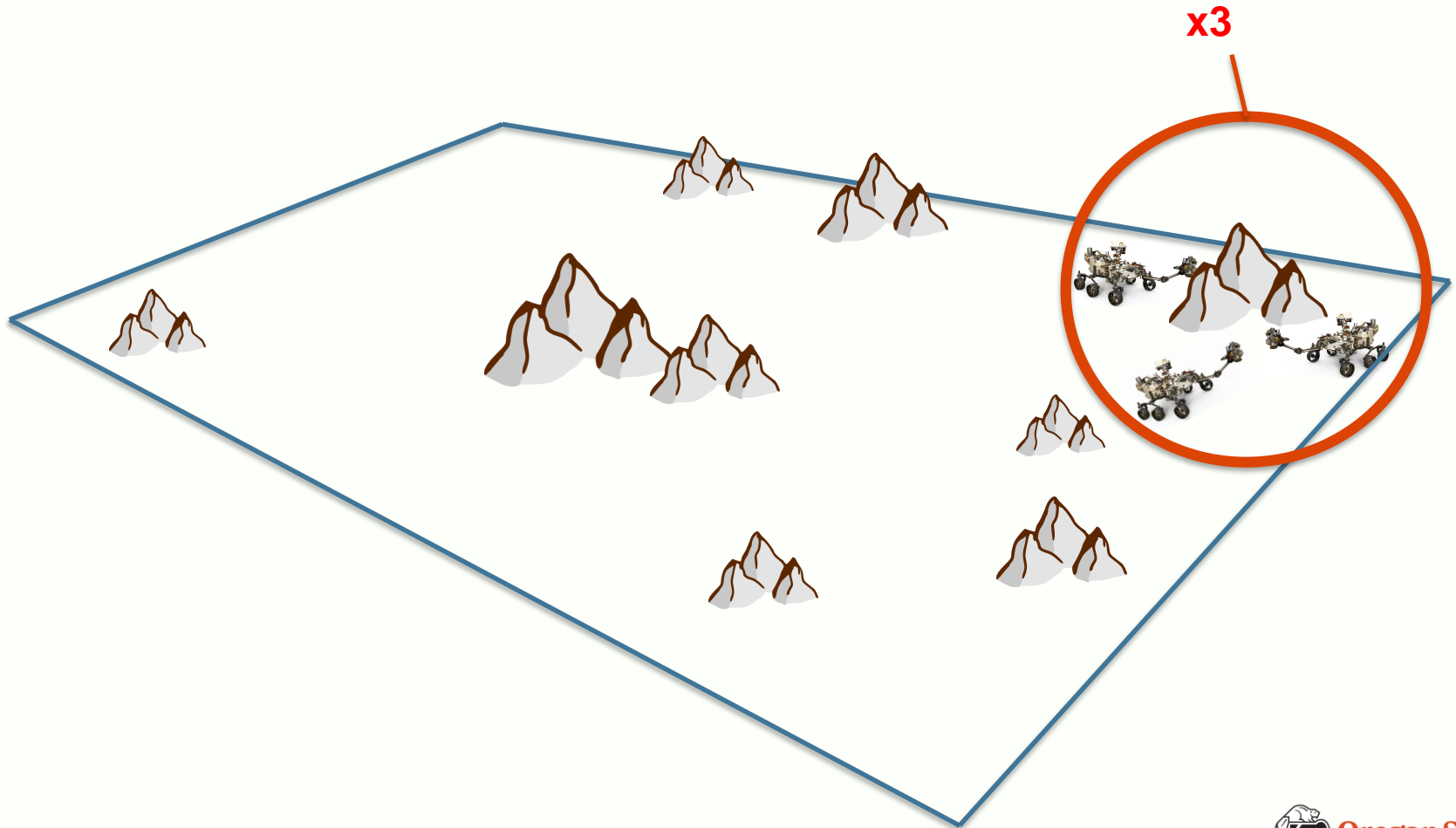
# Motivating Example



# What will it take to get where we're going ?



# Let's look at a harder problem





# What happens when you need such close coordination ?

The probability of  
**SUFFICIENT** agents, picking the **RIGHT ACTION**, at the **RIGHT TIME**  
is **VANISHINGLY LOW**

Dirty secret underlying all learning:

You have to stumble upon the right action by accident

# The right question

How can we devise agent-specific evaluation functions to reward the *stepping stone actions* towards success?

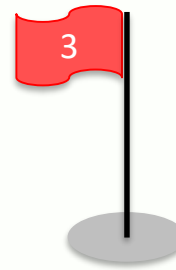
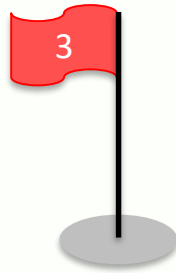
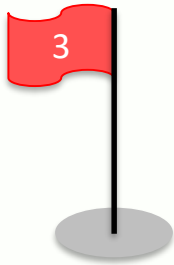
# Difference Evaluation Function (Agogino and Tumer, 2004)

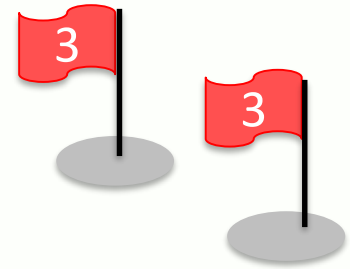
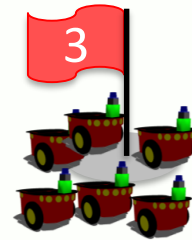
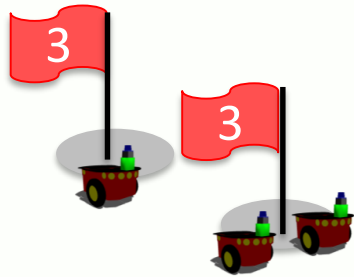
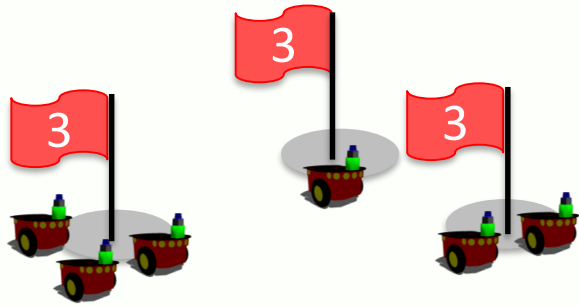
- Individual agents' contribution to the global team performance
- Removes an agent replaces a “*counterfactual*” agent

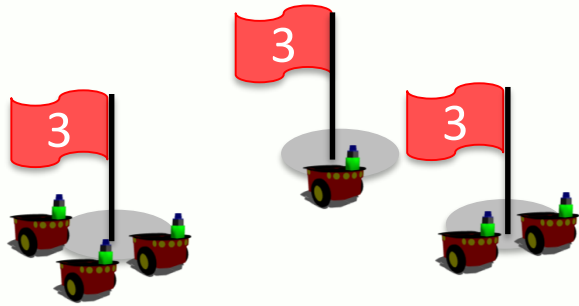
$$D_i(\vec{z}) = G(\vec{z}) - G(\vec{z}_{-i} \cup c_i)$$

Global system performance  
“The world with me”

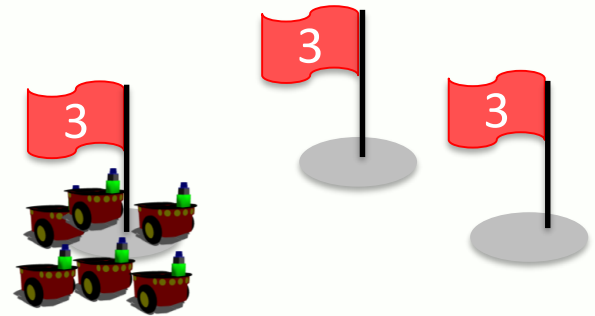
Global system performance  
excluding the effects of agent  $i$   
“The world without me”



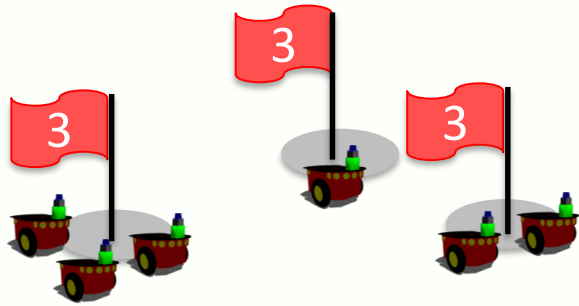




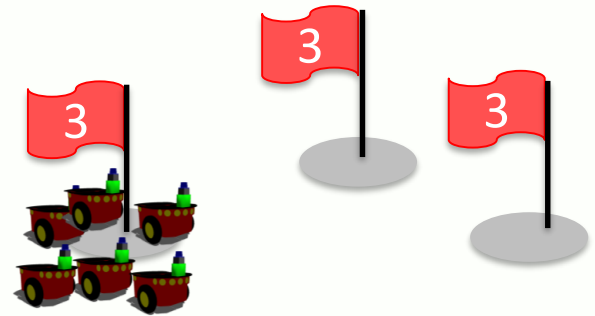
G	1	1	1
---	---	---	---



G	1	1	1
---	---	---	---



G	1	1	1
D	1	0	0



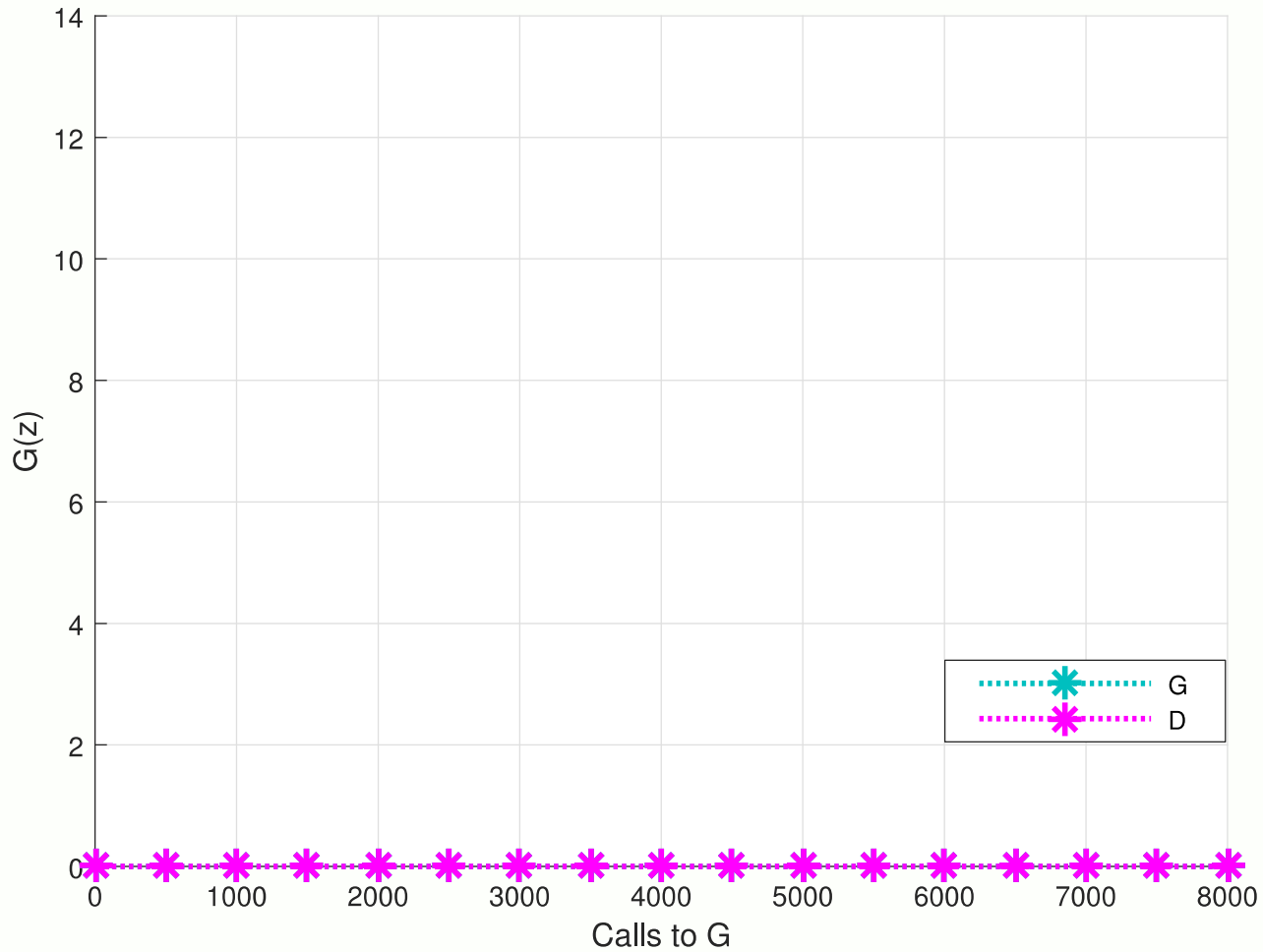
G	1	1	1
D	0	0	0

# Problem

- Difference evaluation rewards good behavior
- BUT it does NOT differentiate between  
bad behavior and almost good behavior



# Rover Domain: 6 Observations Required



# D++: An Extension to Difference Reward (D)

- Think of “counterfactual agents” rather than counterfactual actions

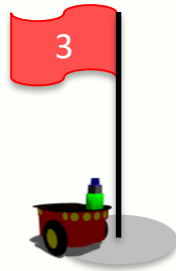
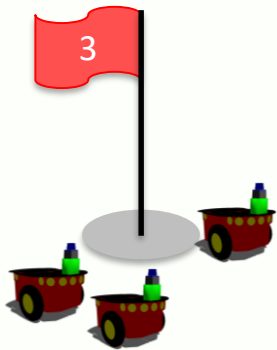
$$D_{++}^n(z) = \frac{G(\vec{z}_+ (\cup_{i=1, \dots, n} i)) - G(\vec{z})}{n+1}$$

Global system performance

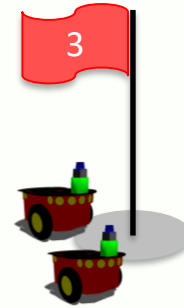
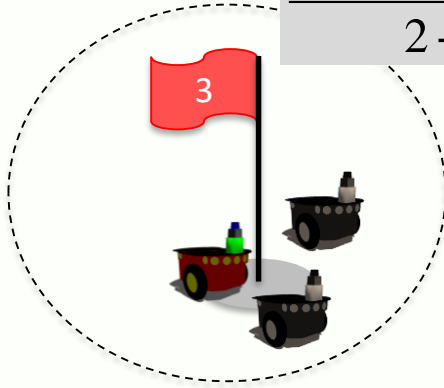
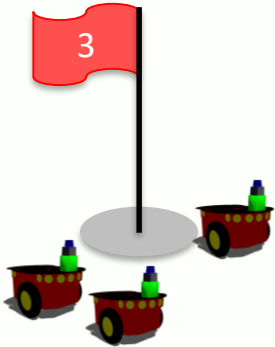
Global system performance

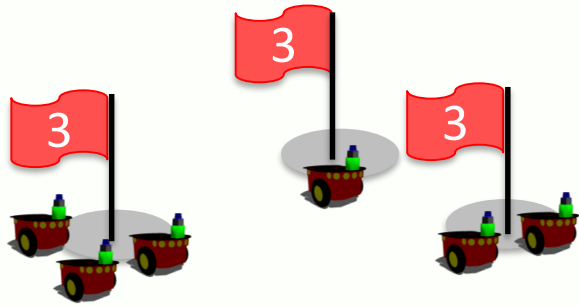
Where “multiple copies of me” are present

- Provides agents with stronger feedback signal
- Rewards the stepping stones that lead to achieving the system objective
- Actual Algorithm: Pick max of D and D++

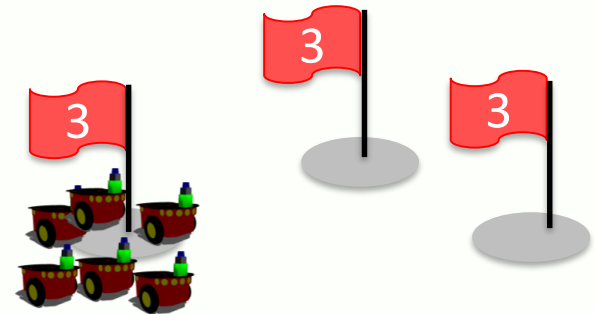


$$\frac{G(\vec{z} \cup_{2i}) - G(\vec{z})}{2+1}$$

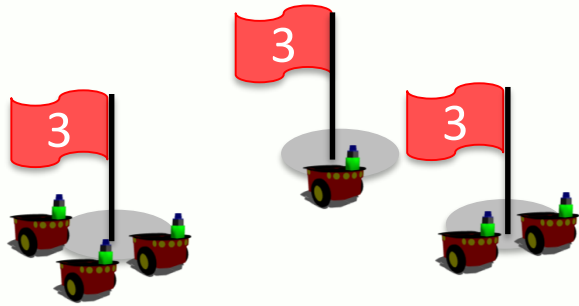




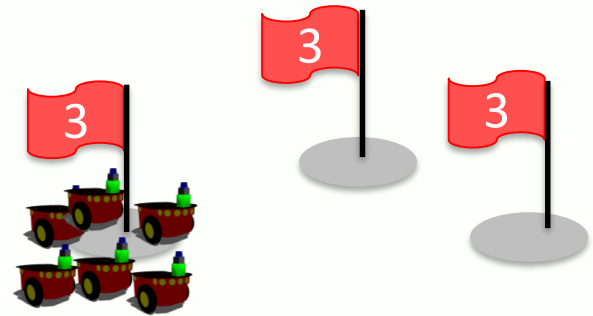
G	1	1	1
D	1	0	0
D++	1	0.33	0.5



G	1	1	1
D	0	0	0
D++	0	0	0

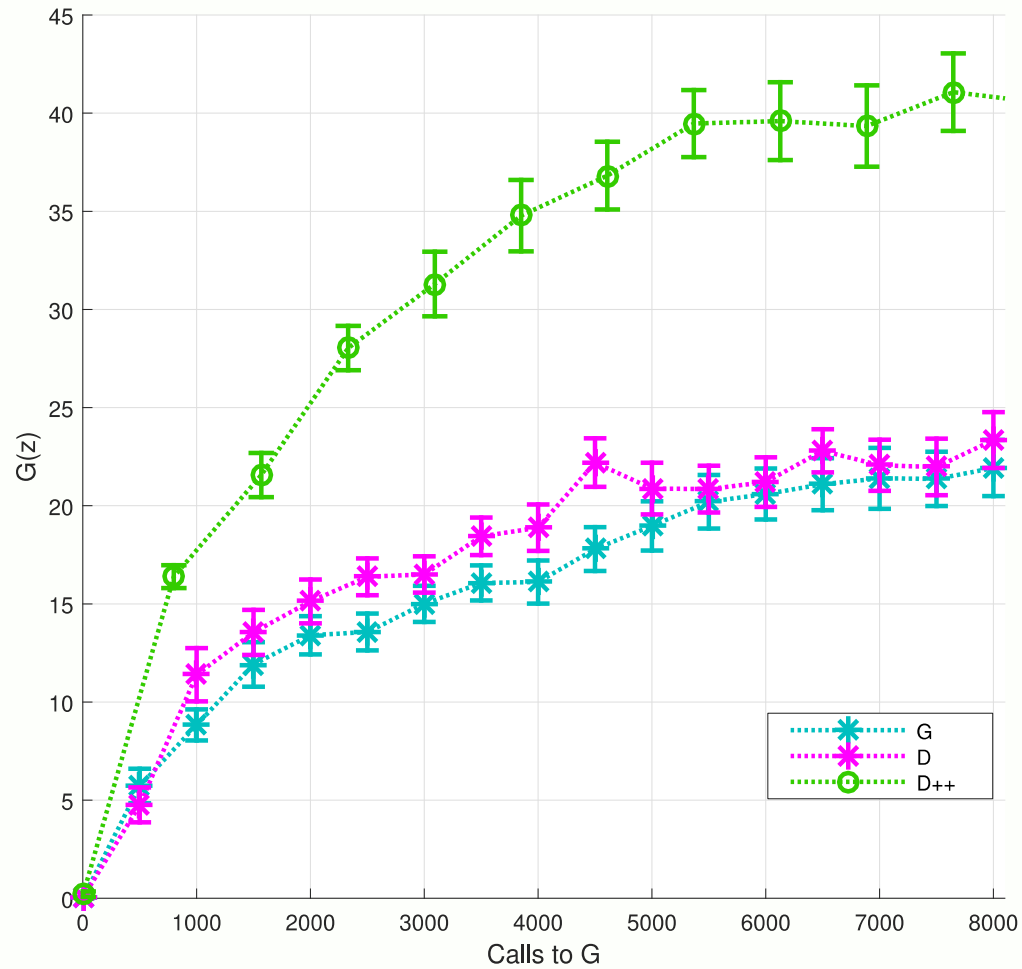


G	1	1	1
D	1	0	0
D++	1	0.33	0.5

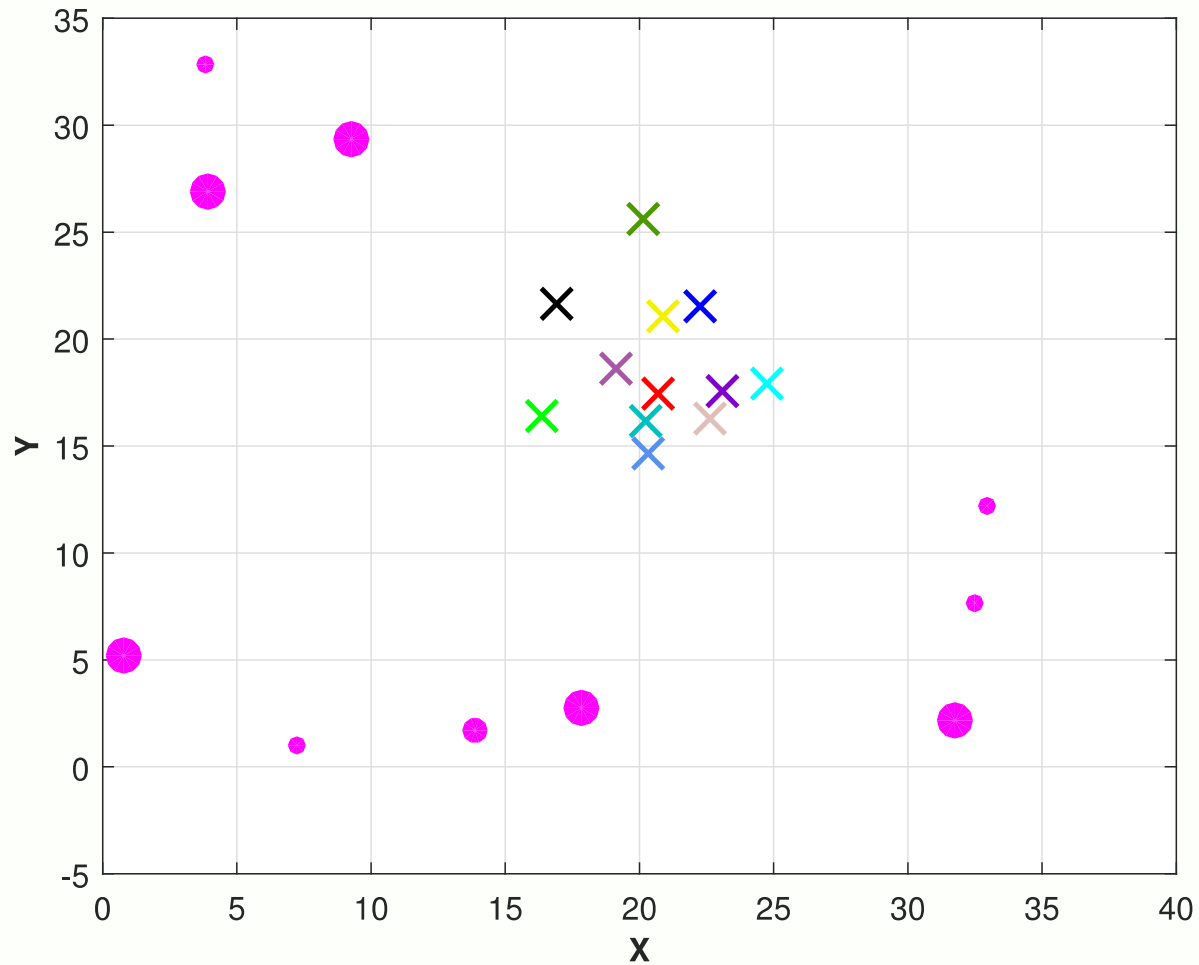


G	1	1	1
D	0	0	0
D++	0	0	0

# Rover Domain: 3 Observations Required

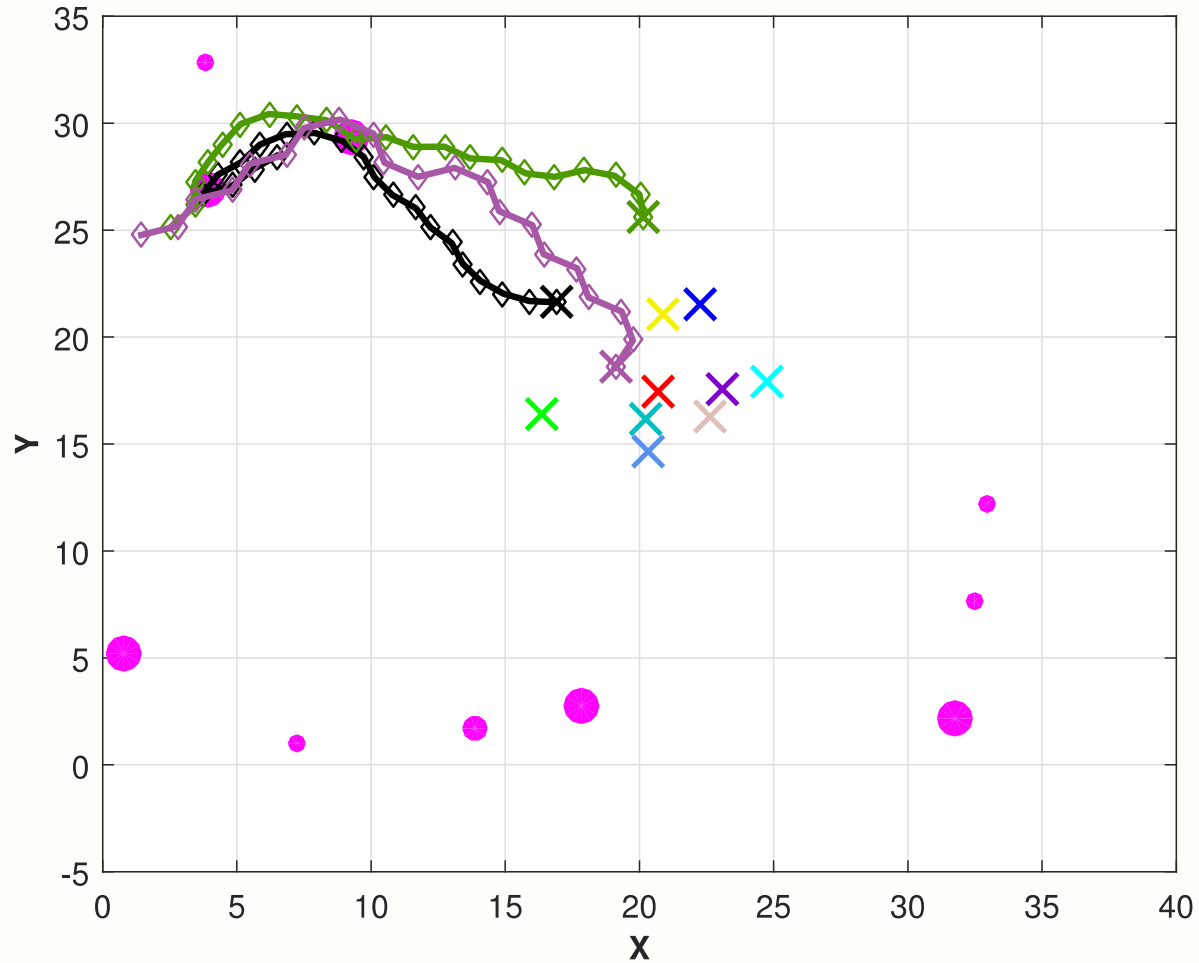


# Rover Domain: Learned Policies of D++ learners

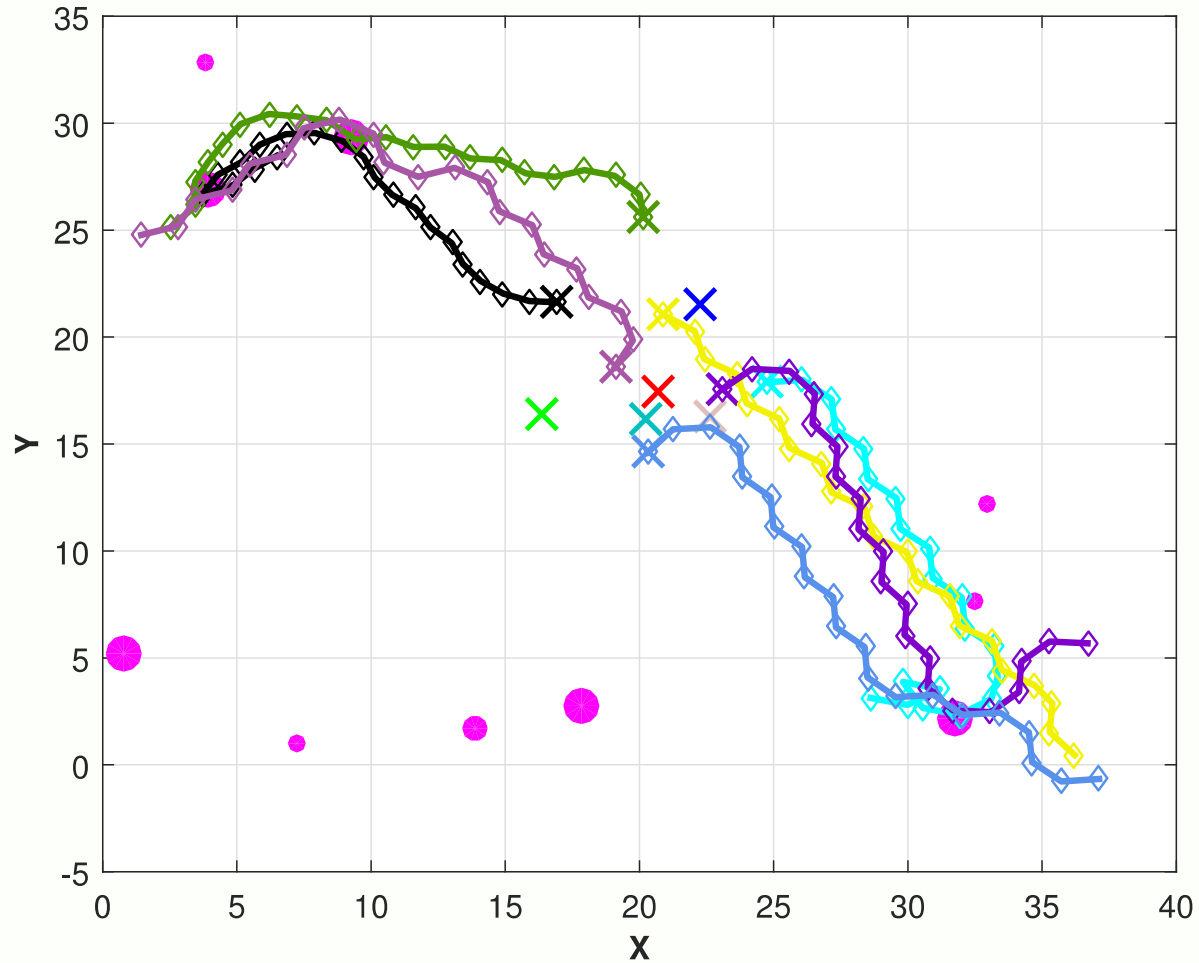




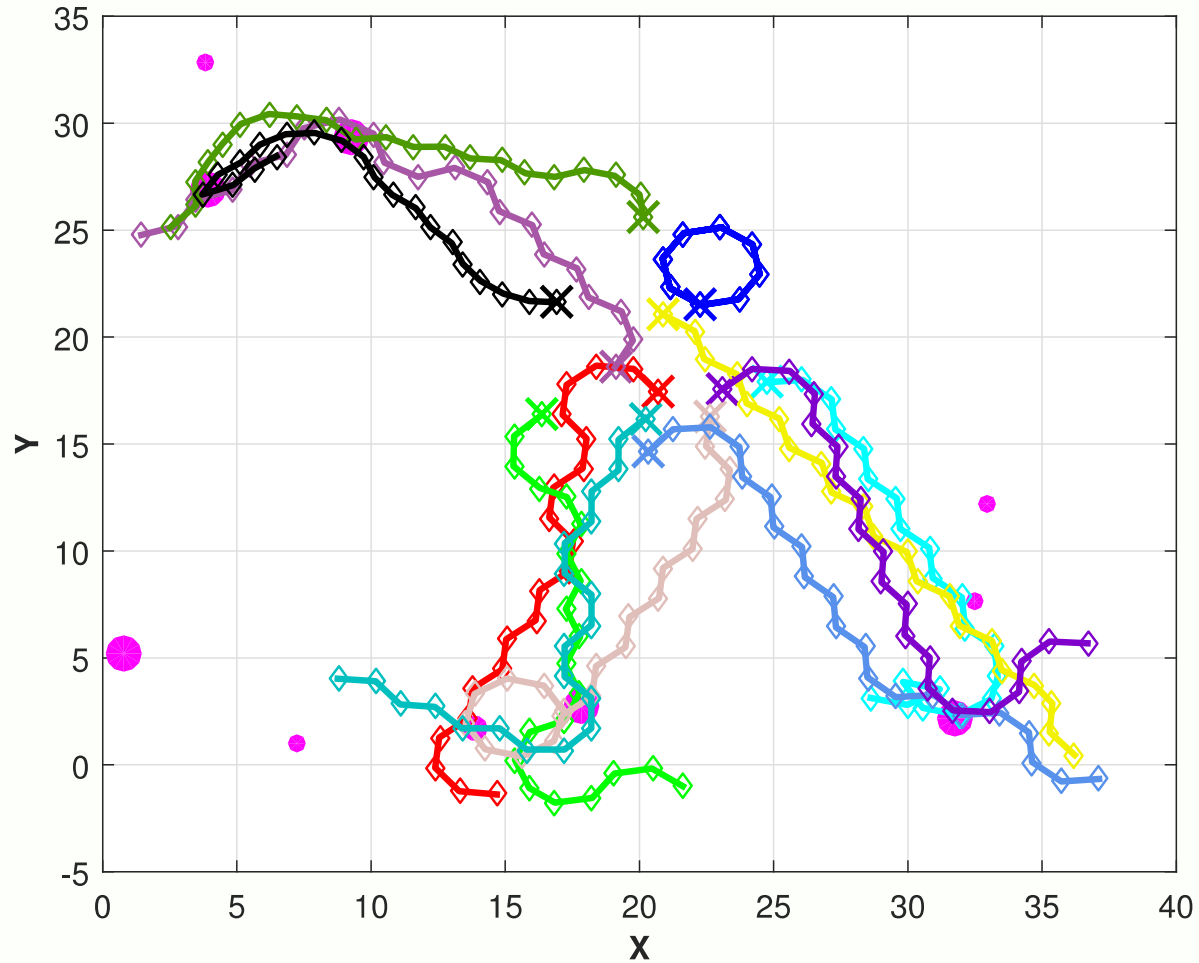
# Rover Domain: Learned Policies of D++ learners



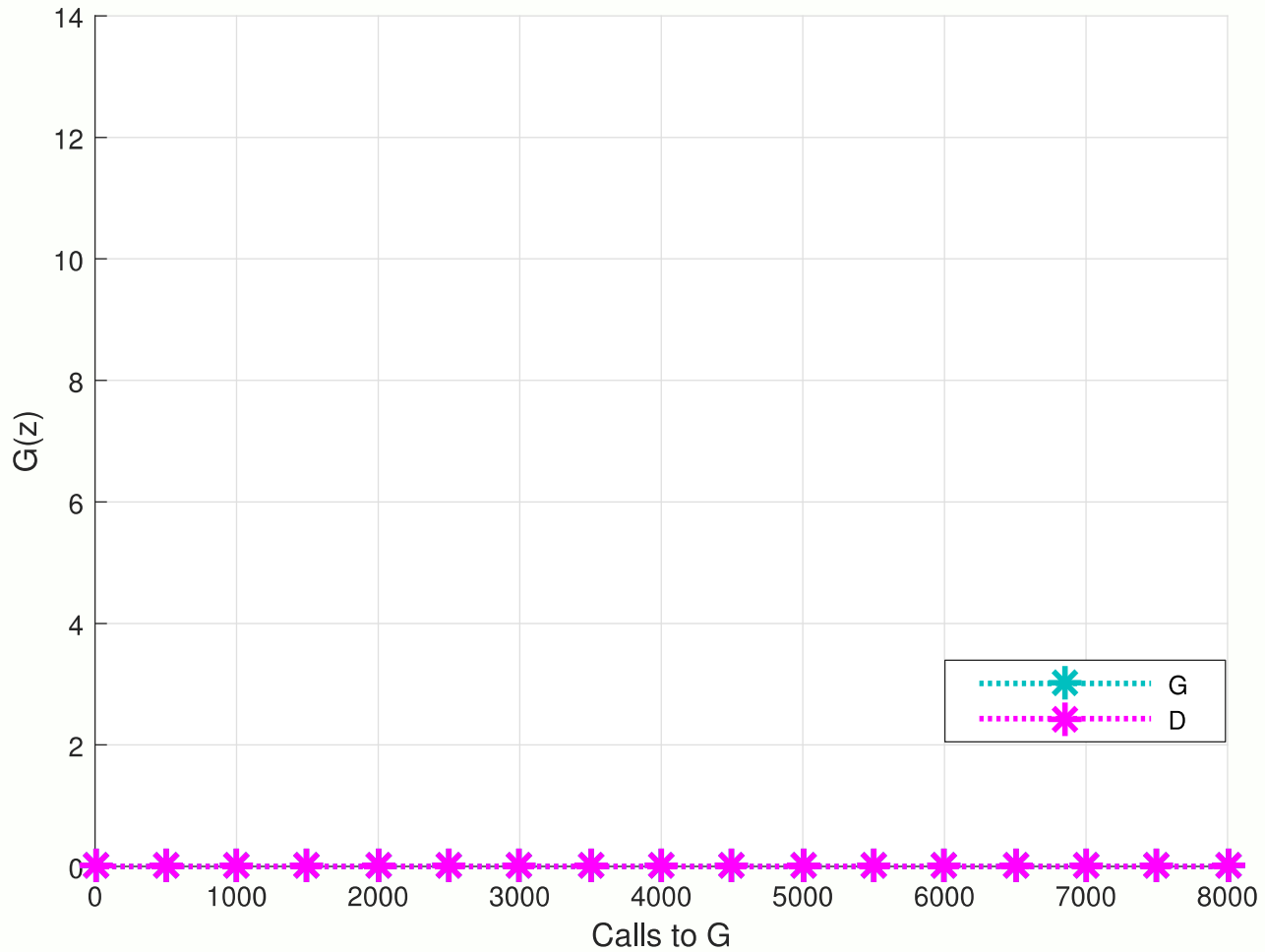
# Rover Domain: Learned Policies of D++ learners



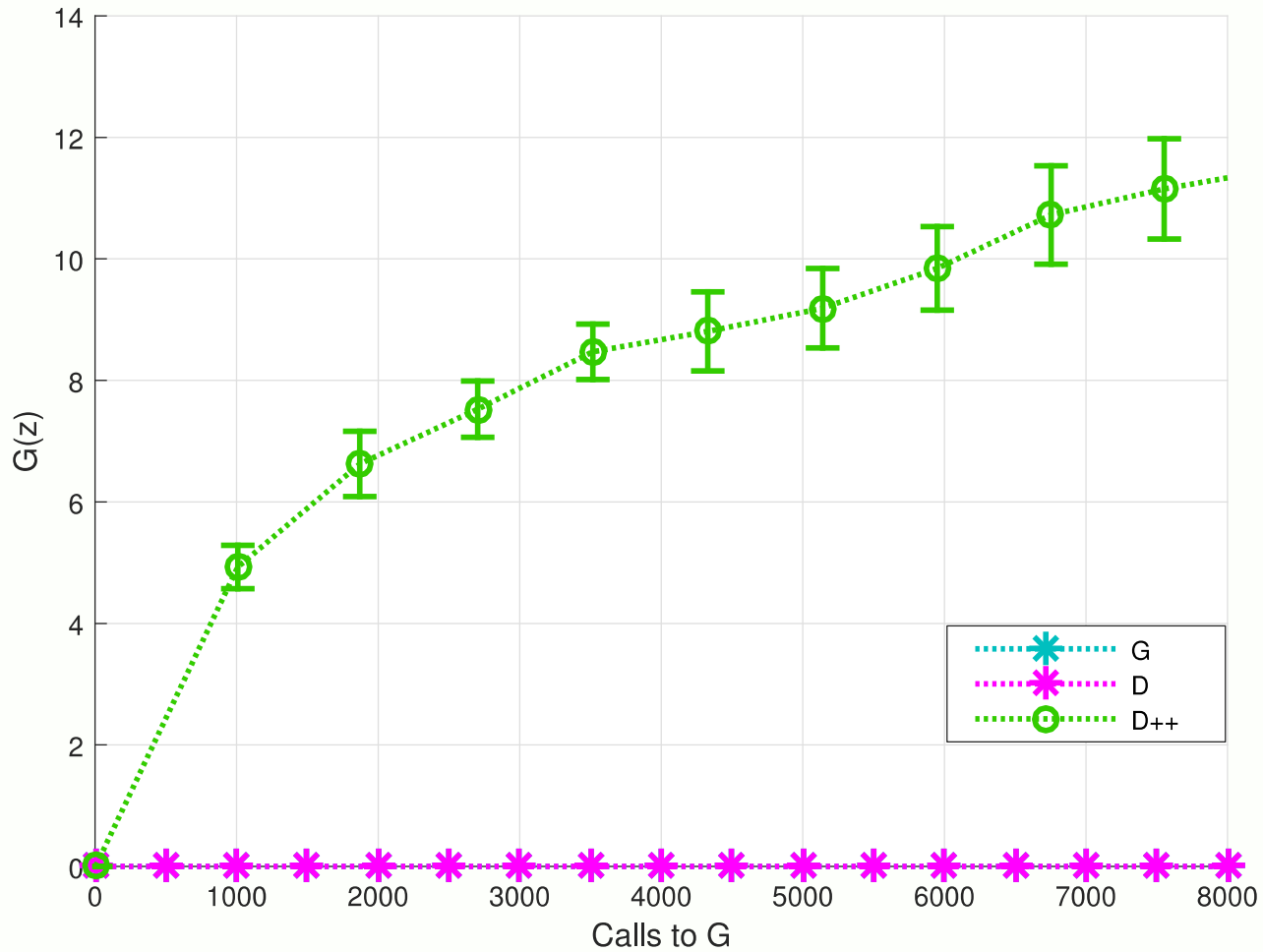
# Rover Domain: Learned Policies of D++ learners



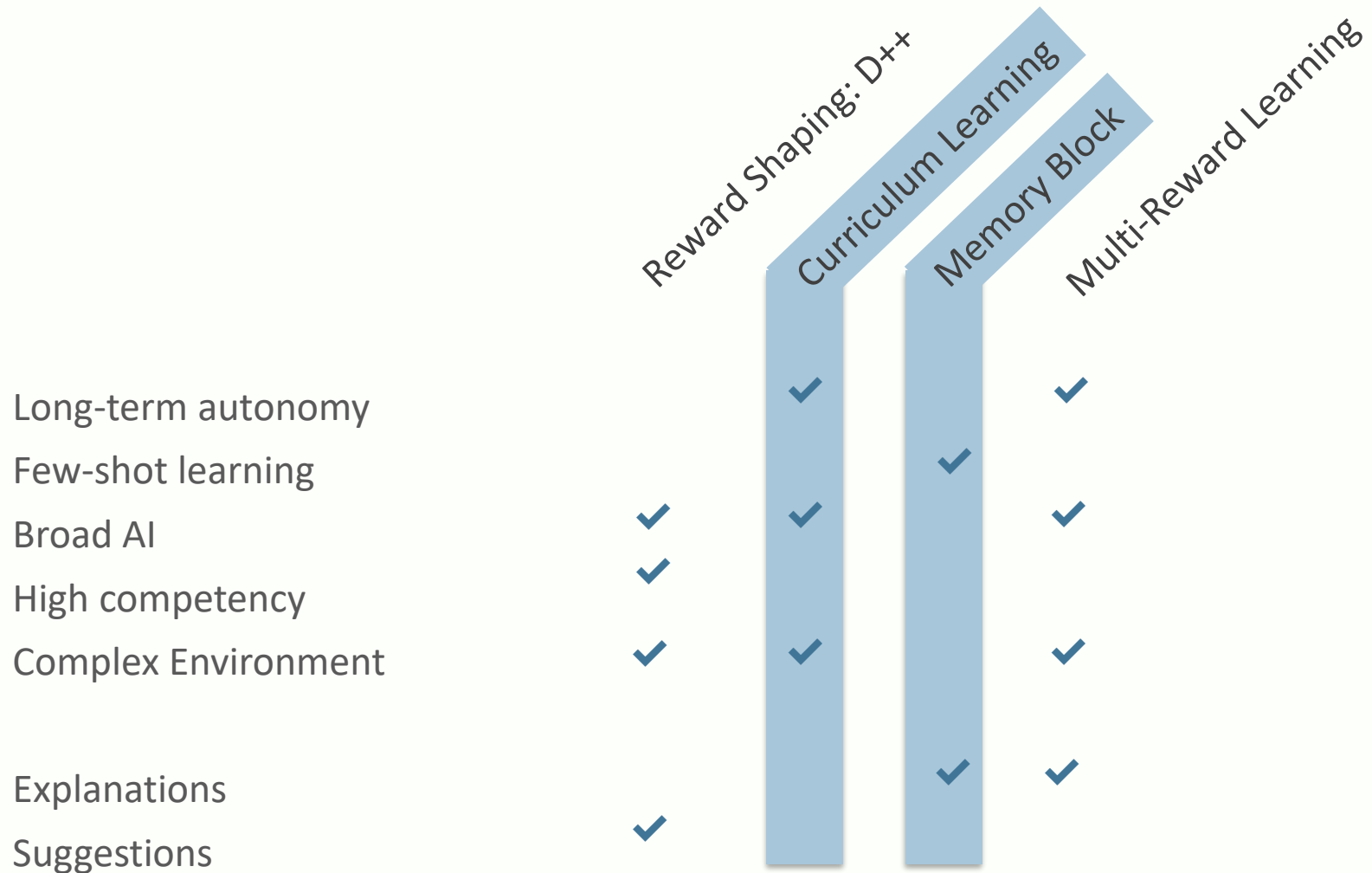
# Rover Domain: 6 Observations Required



# Rover Domain: 6 Observations Required



# What will it take to get where we're going ?

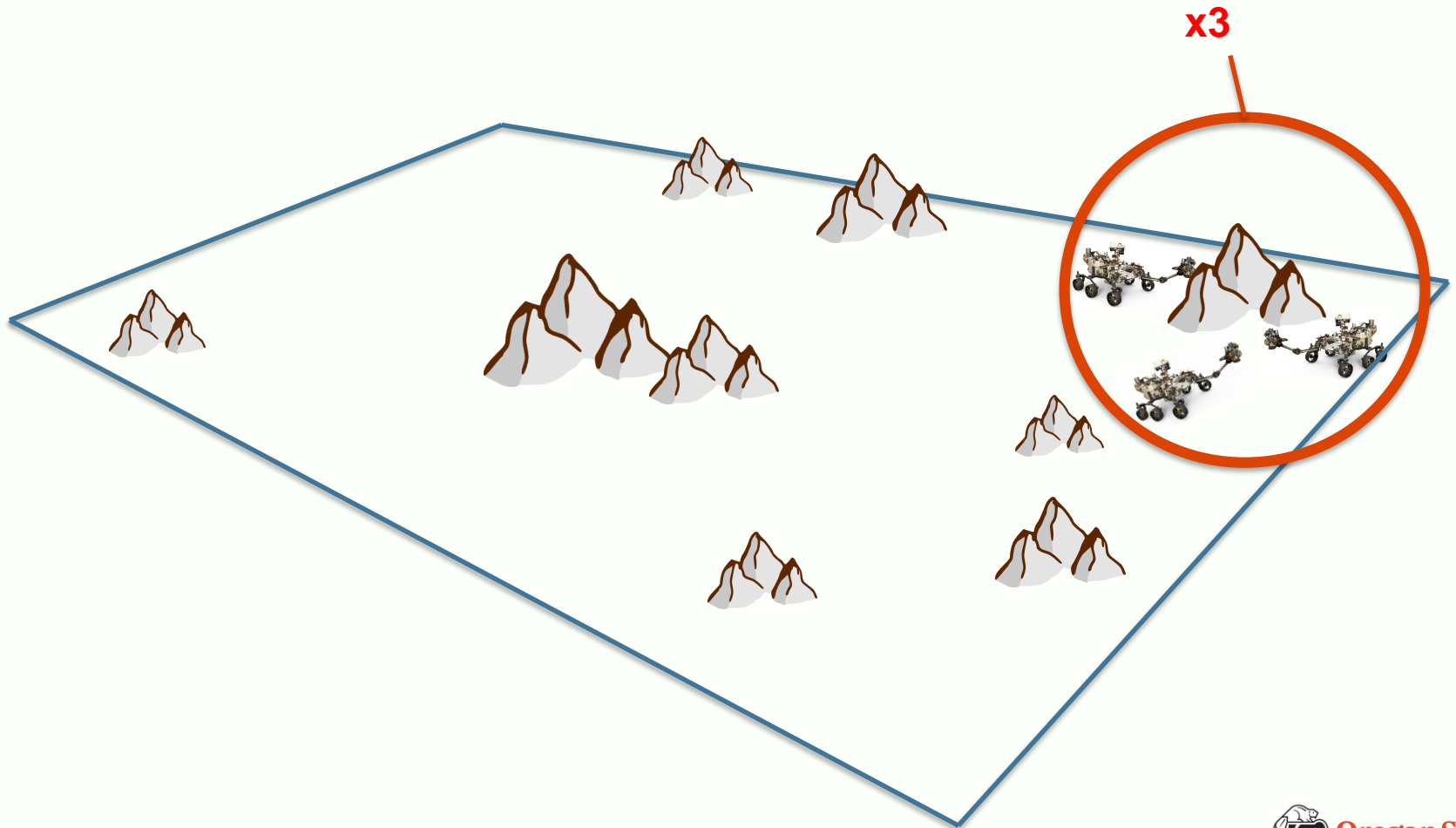


# Curriculum Learning

- Learn to play soccer from winning game
- What game?
- Current wisdom:

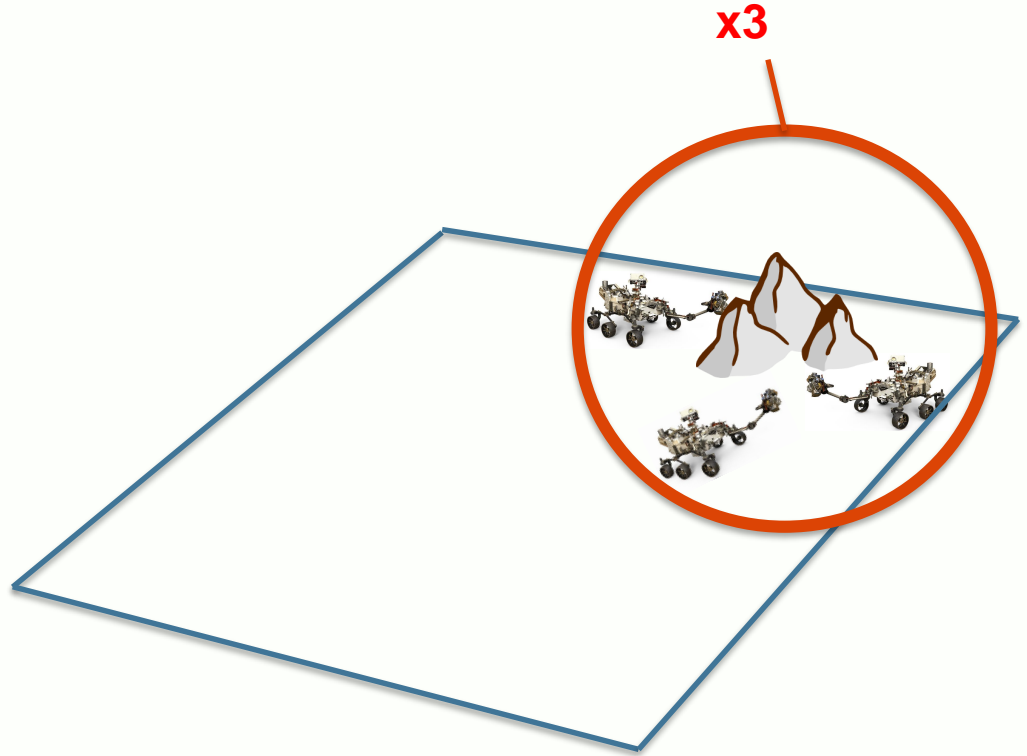


# Recall last problem

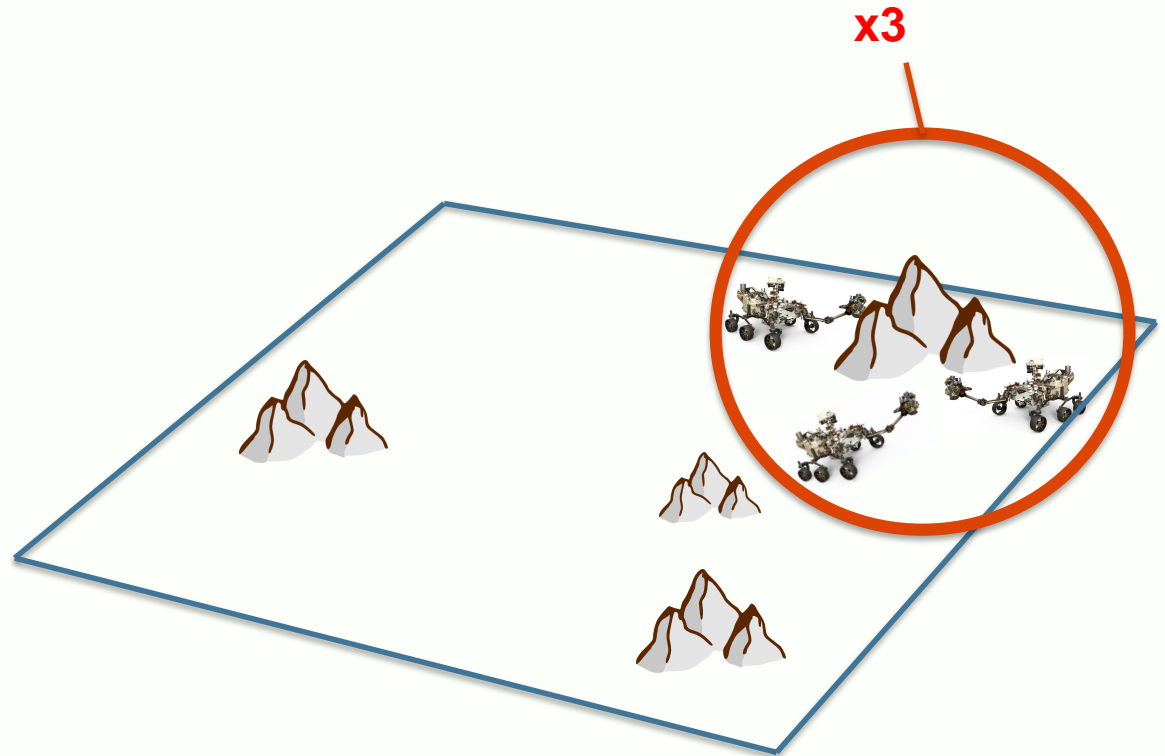




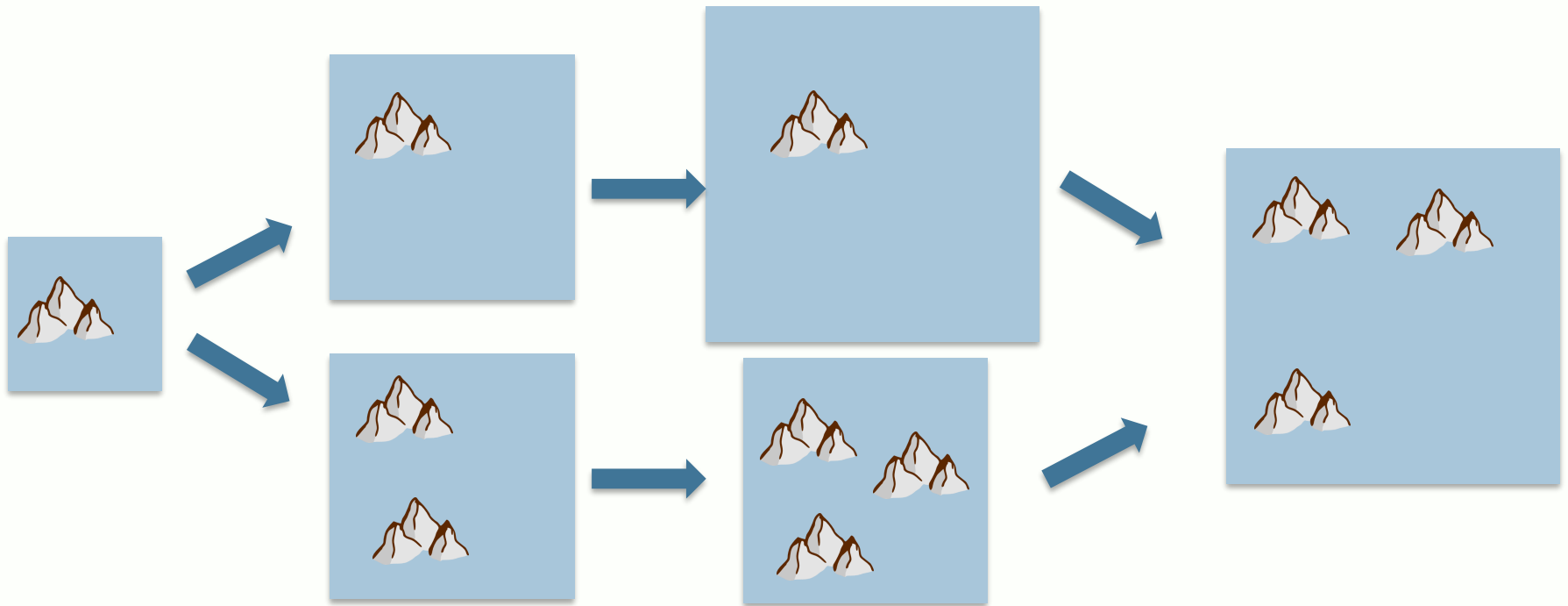
# Simplify and learn



# Add complexity



# Design Curriculum



- Schedule of how space, task, action complexity increases is critical
- How to find the right curriculum?

# How to generate a curriculum ?

Ask Golden:



# Memory

Behave differently in different situations

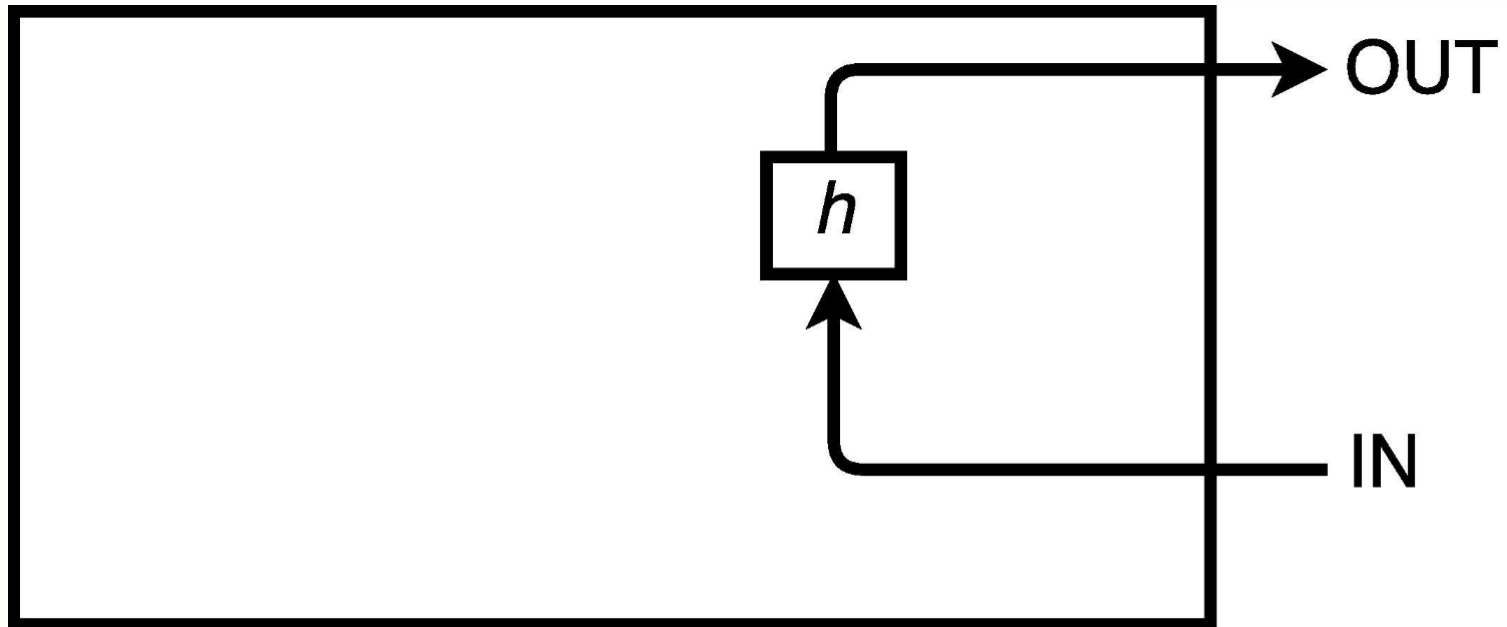
Behave differently with different teammates



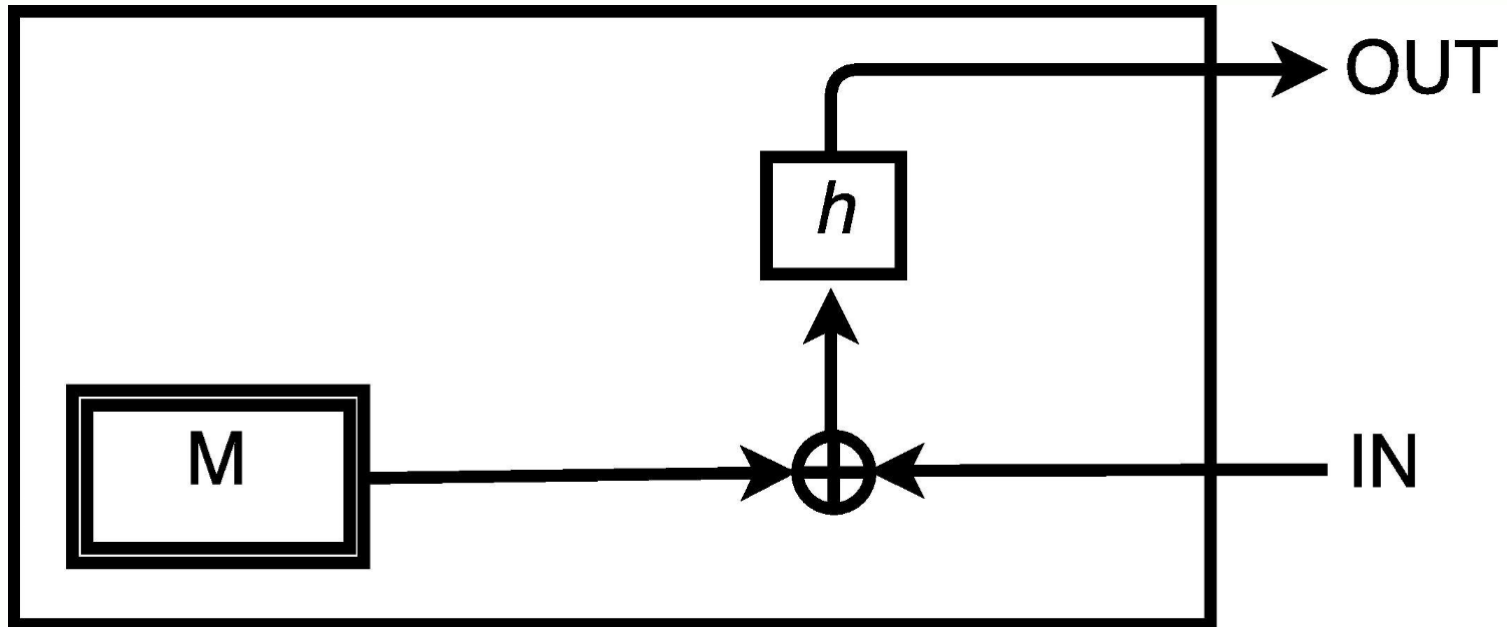
# Gated Recurrent Unit with Memory Block (GRU-MB)

- Detach memory from action (arbitrary read/write)
- similar to LSTM, but with key advantage
  - Ease of training
  - **Arbitrary access to memory**
  - **Decoupling of memory from action**

# Feedforward Neural Network

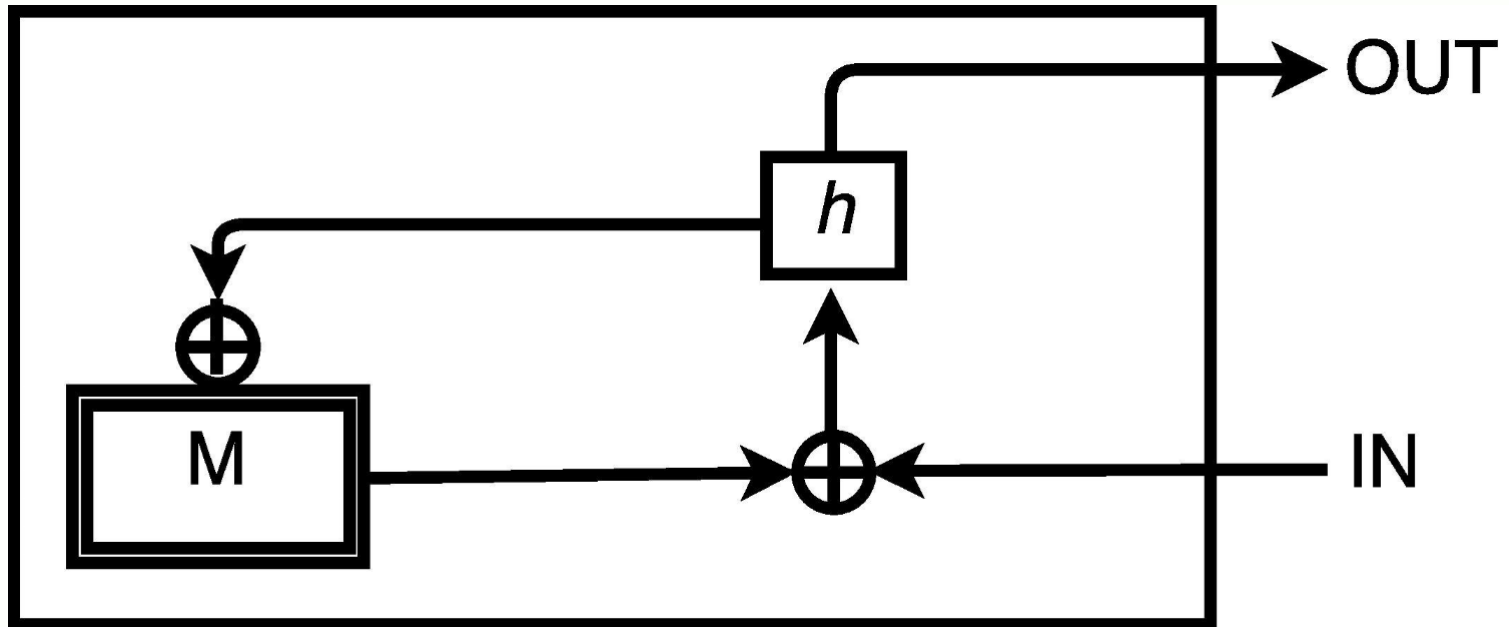


# Read from external memory

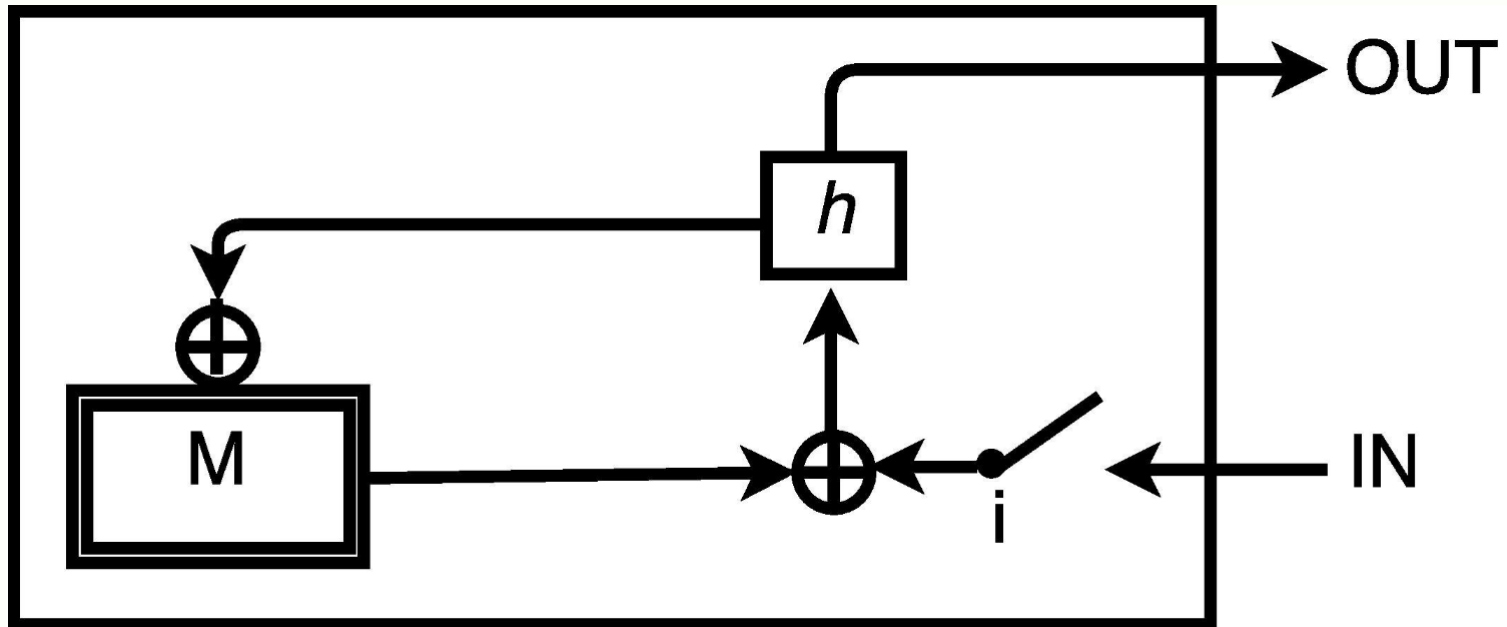




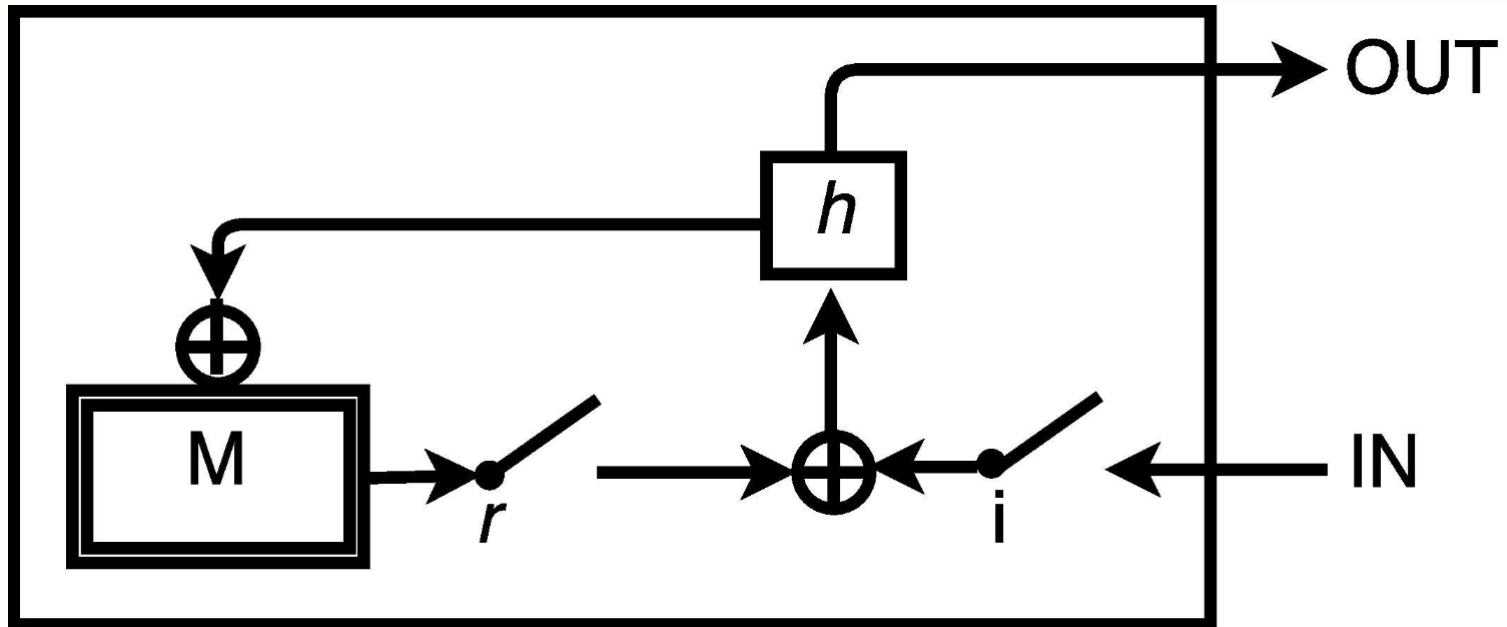
# Write to memory



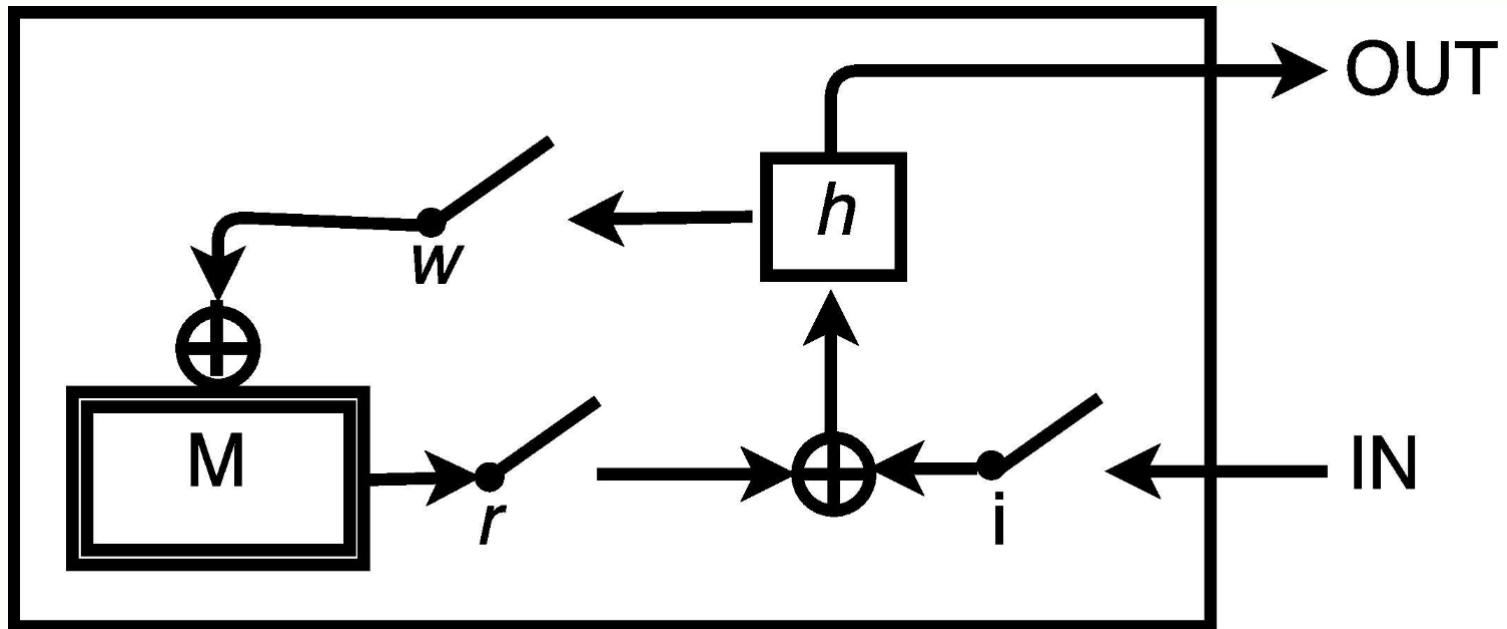
# Gate Input



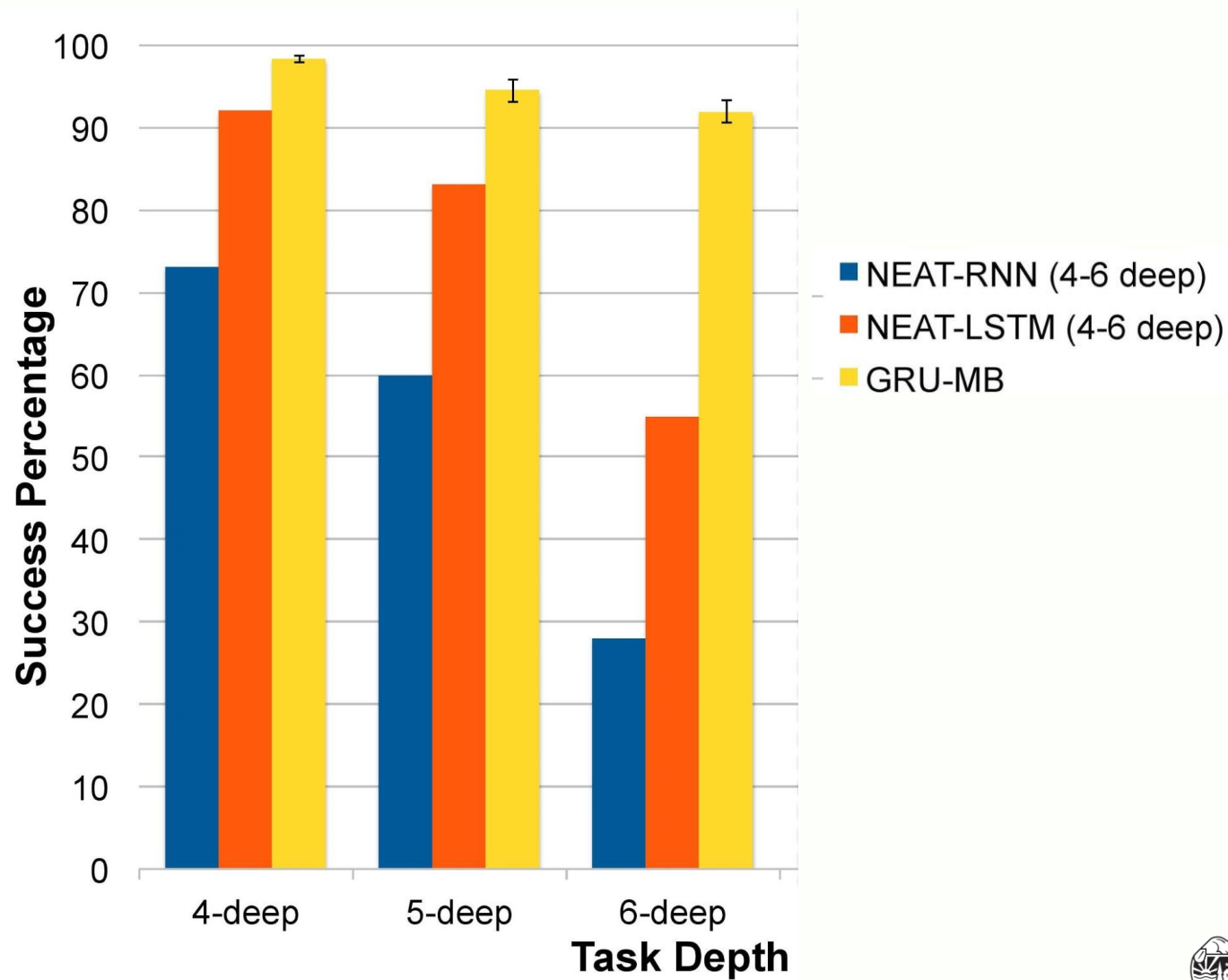
# Gate what's read from memory



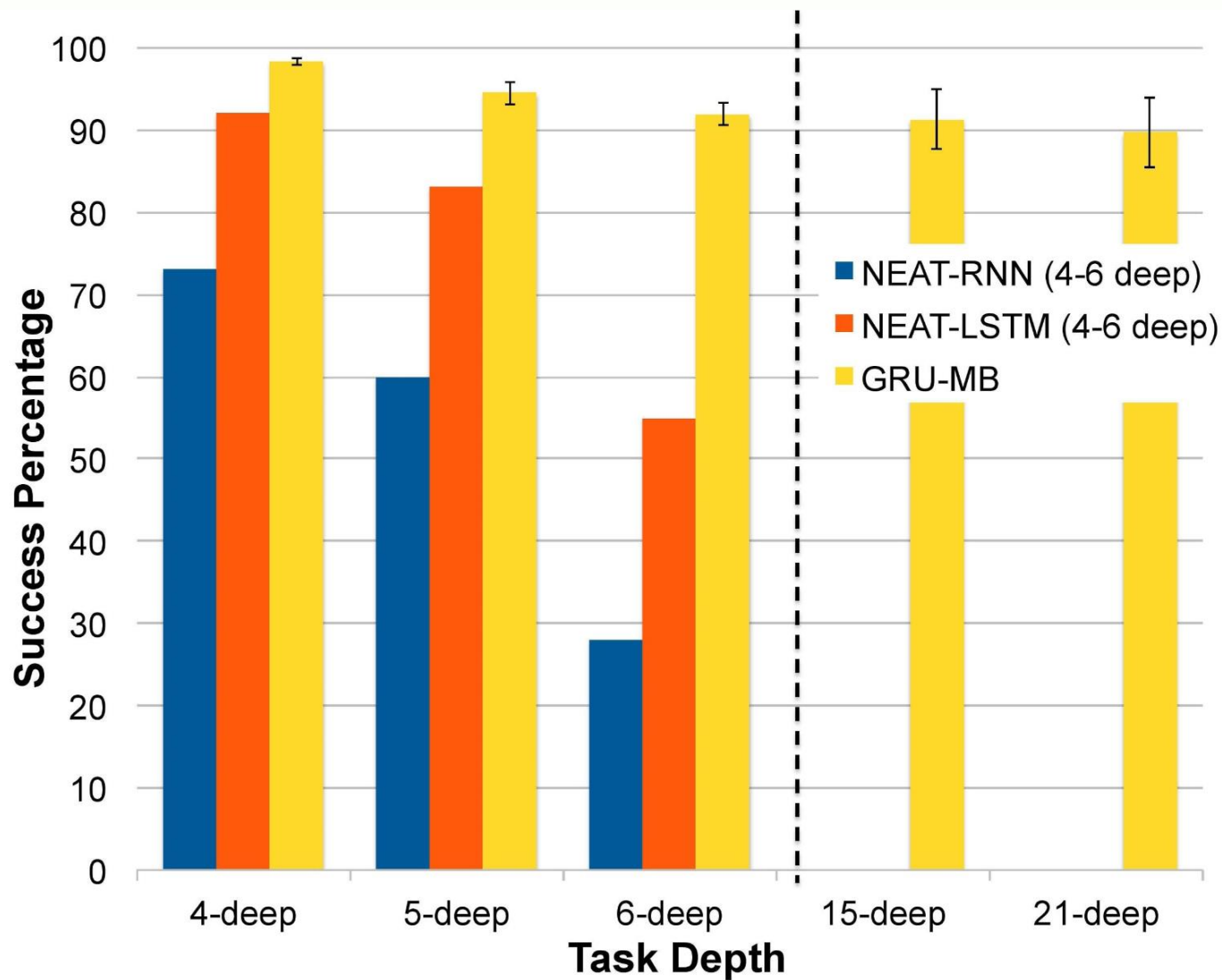
# Gate what's written to memory



# Recent GRU-MB results (GECCO 2017)

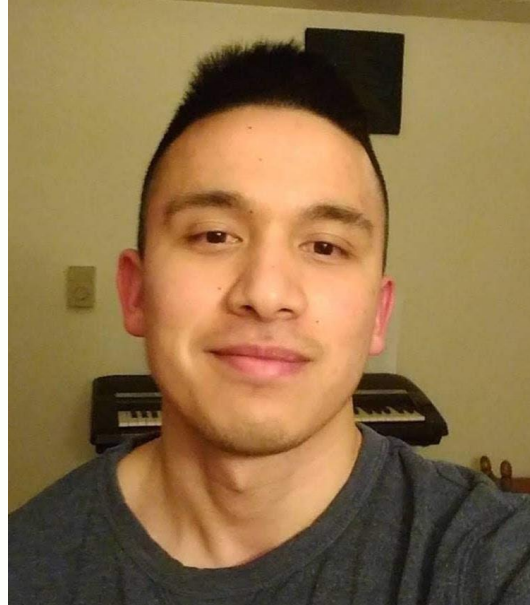


## Recent GRU-MB results (GECCO 2017)

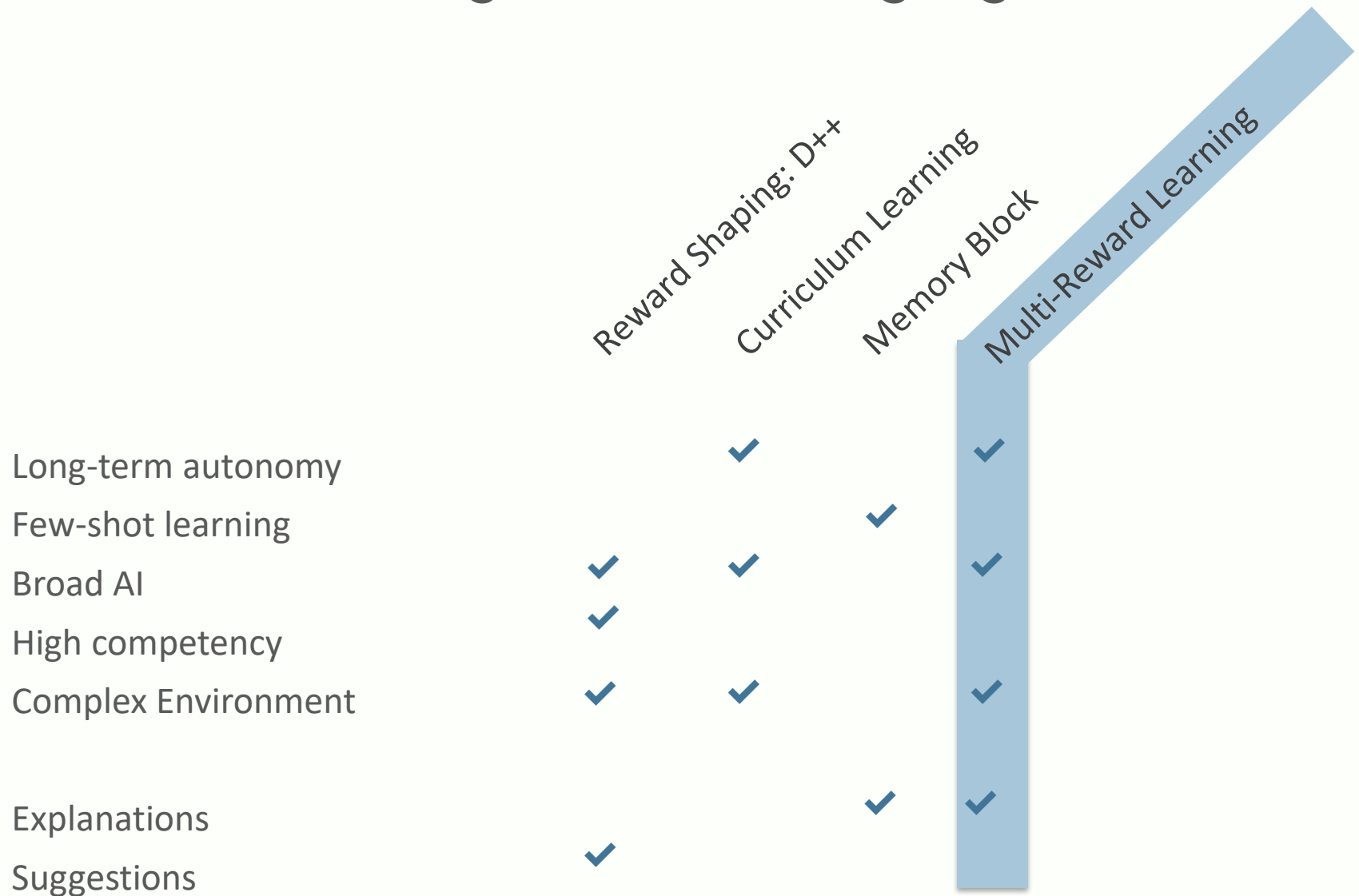


# Key differences with LSTM ?

Ask Shaw:



# What will it take to get where we're going ?

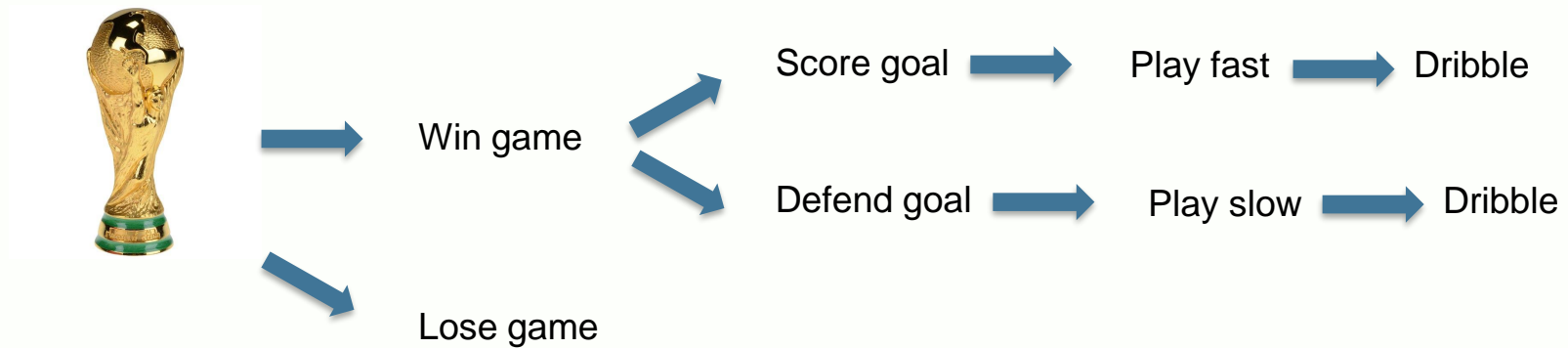




So I want to learn how to play Soccer  
Are these good rewards?

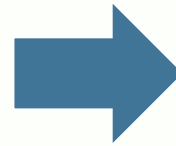


# Reward Alignment

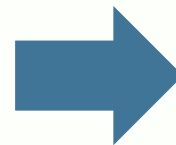


What reward in what state at what time support “big” goal?

# How do we decide reward structure?



Win / loss?





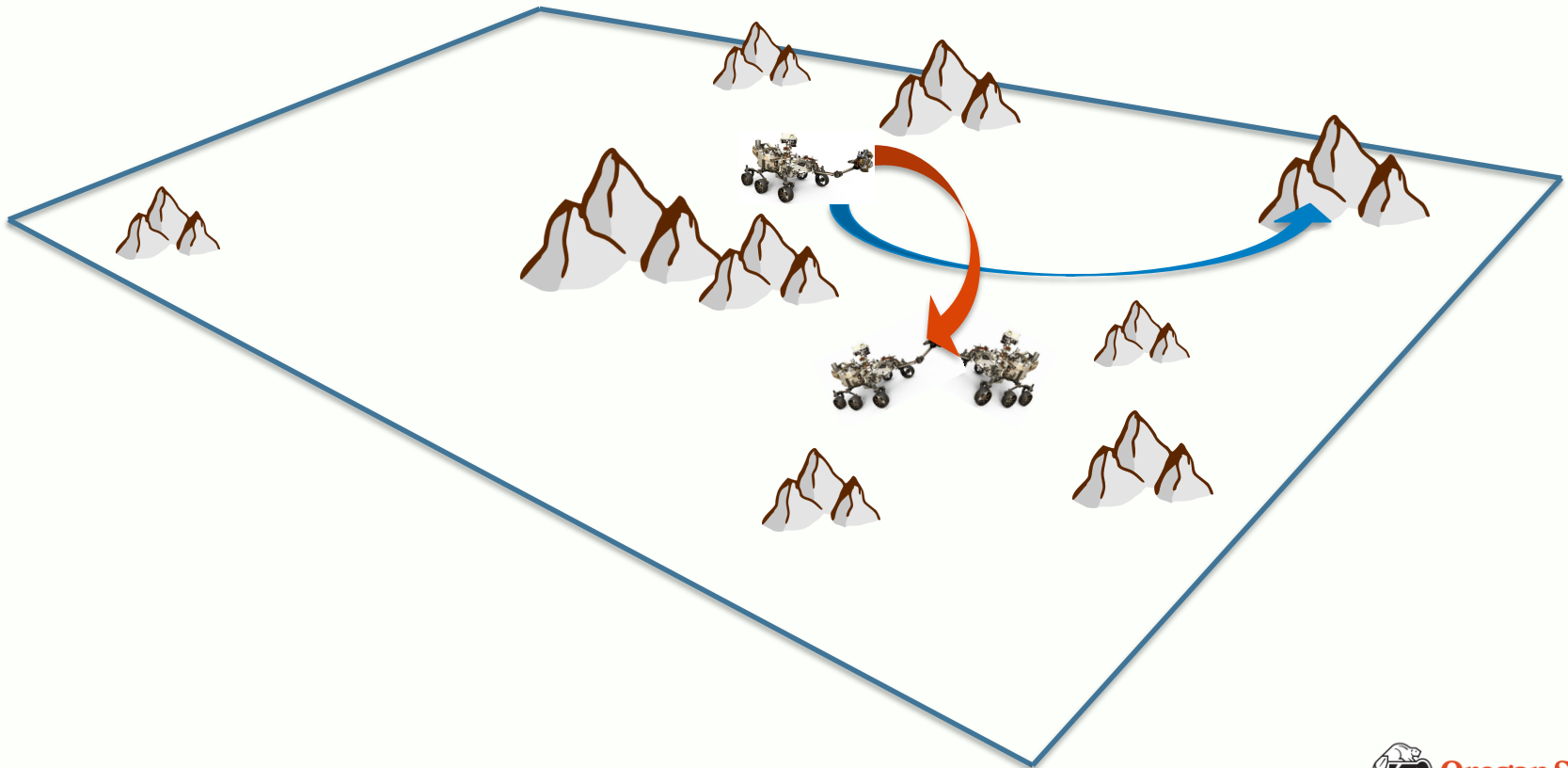
Do Experiments (#)  
Survived (Y/N)  
Area Explored (m<sup>2</sup>)  
Discovered Life (Y/N)

# Multiple Reward Signals

The key to intelligent team behavior in complex systems is determining  
**“what matters when”**

# Back to our Rover problem: 3 observations required

 Go toward teammates  
 Go toward target



# What to do?

Measure alignment between high-level objective and immediate objectives

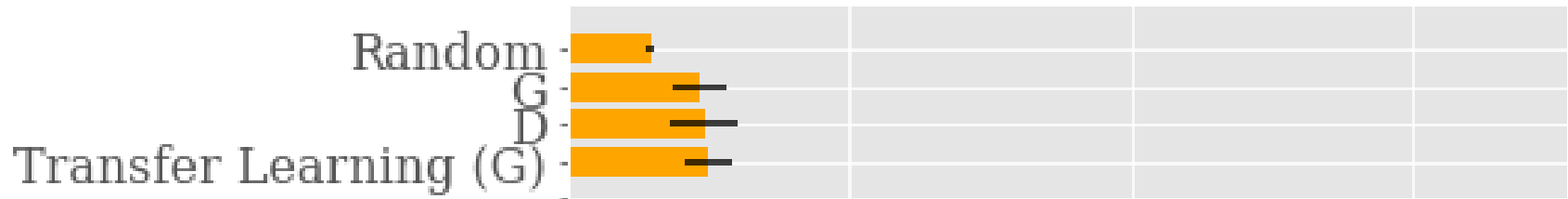
Pick immediate objective that supports high-level objective, here and now

How to calculate alignment?

Connor's talk later today!



# 50 x 50 World with 30 Agents and 10 Targets



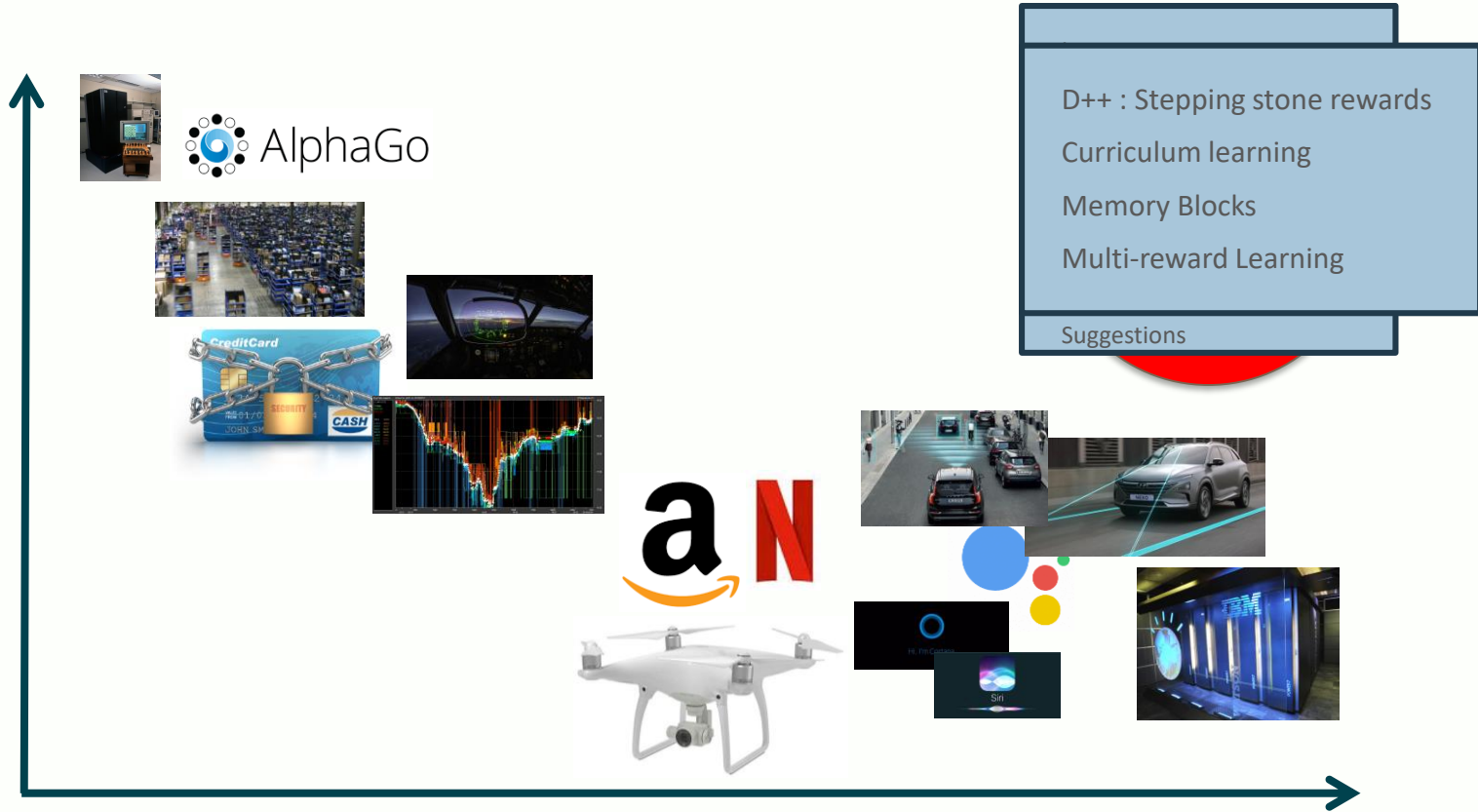
**Average Reward with Converged Policies**

# What will it take to get where we're going ?

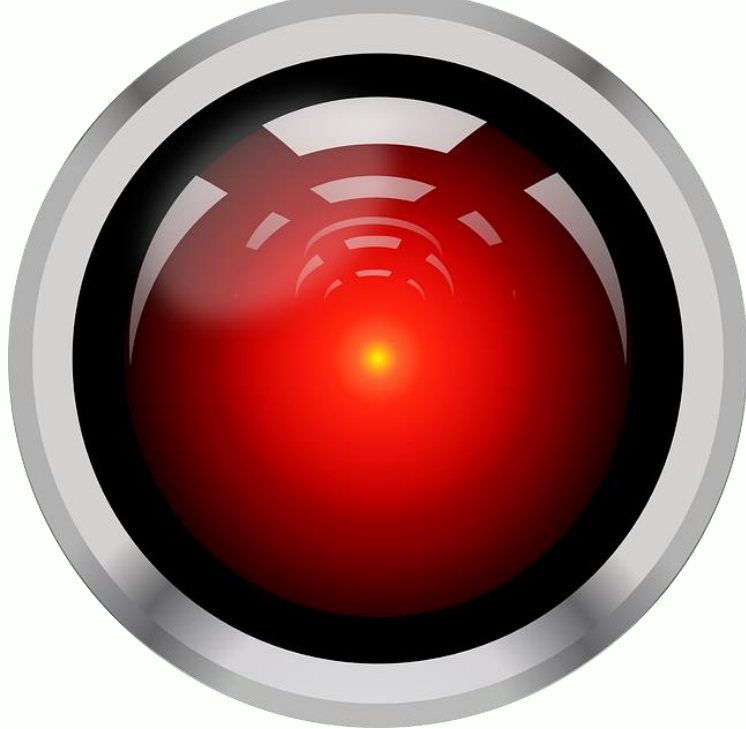
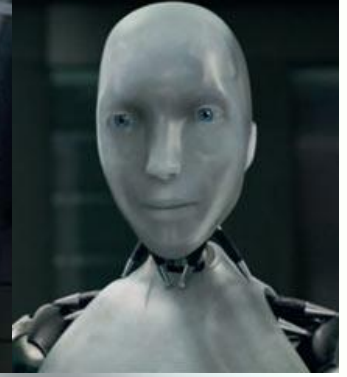
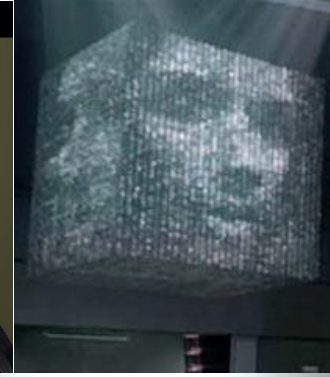
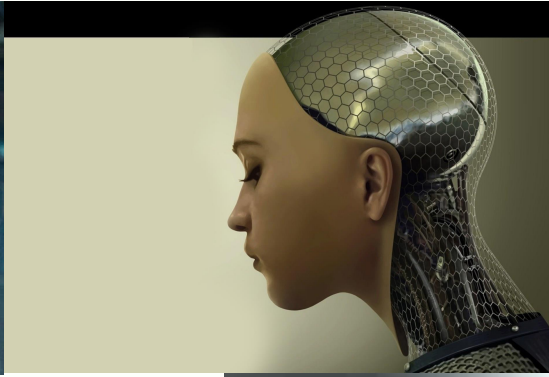
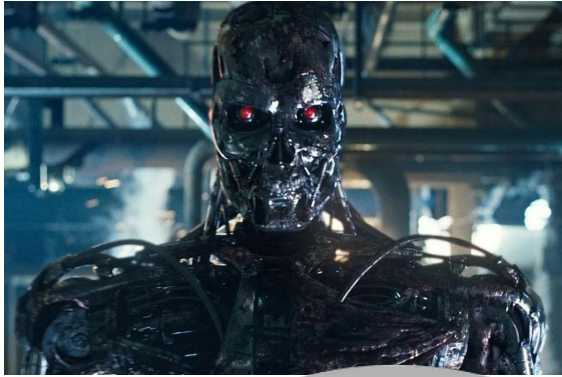
	Reward Shaping: D++	Curriculum Learning	Memory Block	Multi-Reward Learning
Long-term autonomy		✓		✓
Few-shot learning			✓	
Broad AI	✓	✓		✓
High competency	✓			
Complex Environment	✓	✓		✓
Explanations			✓	✓
Suggestions	✓			



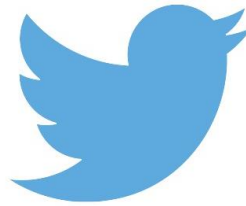
# Key Takeaways



# How is where we're going depicted ?



# Twitter Challenge



@kagan\_tumer



**Kagan Tumer** @kagan\_tumer · 3m

Many of us complain about how [#AI](#) is depicted in fiction/media. So, here's a challenge.

Please share any examples of poor AI depiction in fiction that made you think: "no way, that's not how AI works!"



1



[Show this thread](#)



**Kagan Tumer** @kagan\_tumer · 4m

And while we're complaining about [#AI](#) depiction, let's acknowledge it when it is done right.

Please share any examples of accurate AI depiction in fiction that made you think: "hey, that's pretty close to how it might work."



[Show this thread](#)

# Autonomous Agents and Distributed Intelligence (AADI)

- Special thanks to:
  - Adrian Agogino
  - Sam Devlin
- AADI:
  - **Golden Rockefeller**
  - **Connor Yates**
  - **Shauharda Khadka**
  - Scott Chow
  - Mitch Colby
  - Jen Jen Chung
  - Logan Yliniemi
  - Carrie Rebhuhn
  - William Curran
  - Andrew Gabler
  - Sepide Kharaghani
  - Aida Rahmattalabi
  - Eric Klinkhammer
  - Atil Iscen
  - Scott Proper
  - Matt Knudson
  - Stephen Sills
  - Brent Valenti
  - Jaime Junell
  - Newsha Khani
  - Adam Bell
  - Ehsan Nasroullahi

# Autonomous Agents and Distributed Intelligence (AADI)

- Special thanks to our funders:



**DAIMLER**  
DAIMLER TRUCKS NORTH AMERICA

**EPRI**  
ELECTRIC POWER  
RESEARCH INSTITUTE



# Questions?

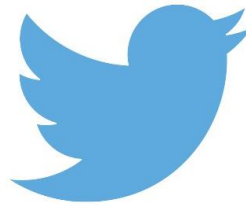


@kagan\_tumer

Kagan Tumer

kagan.tumer@oregonstate.edu

# Twitter Challenge



@kagan\_tumer



**Kagan Tumer** @kagan\_tumer · 3m

Many of us complain about how [#AI](#) is depicted in fiction/media. So, here's a challenge.

Please share any examples of poor AI depiction in fiction that made you think: "no way, that's not how AI works!"



[Show this thread](#)



**Kagan Tumer** @kagan\_tumer · 4m

And while we're complaining about [#AI](#) depiction, let's acknowledge it when it is done right.

Please share any examples of accurate AI depiction in fiction that made you think: "hey, that's pretty close to how it might work."



[Show this thread](#)