## Course guide

# 230817 - ARAP - Reinforcement Learning and Deep Learning 

Last modified: 15/01/2024

Unit in charge:
Teaching unit:

Degree: BACHELOR'S DEGREE IN TELECOMMUNICATIONS TECHNOLOGIES AND SERVICES ENGINEERING (Syllabus 2015). (Optional subject).

BACHELOR'S DEGREE IN DATA SCIENCE AND ENGINEERING (Syllabus 2017). (Optional subject). BACHELOR'S DEGREE IN ELECTRONIC ENGINEERING AND TELECOMMUNICATION (Syllabus 2018). (Optional subject).

Academic year: 2023 ECTS Credits: 6.0 Languages: Catalan, English

## LECTURER

Coordinating lecturer:

## Others:

Consultar aquí / See here:
https://telecos.upc.edu/ca/estudis/curs-actual/professorat-responsables-coordinadors/respon sables-assignatura

Consultar aquí / See here:
https://telecos.upc.edu/ca/estudis/curs-actual/professorat-responsables-coordinadors/profess orat-assignat-idioma

## PRIOR SKILLS

Algebra, Probability and stochastic processes, Signals and systems, Machine and Deep Learning.

## REQUIREMENTS

For GRETST and GREELEC students, the prerequisit is Introduction to deep learning (IDL 230325). For GCED students, the requirement is Machine Leaning 2 (AA2 270222).

## DEGREE COMPETENCES TO WHICH THE SUBJECT CONTRIBUTES

## Generical:

08 CRPE. ABILITY TO IDENTIFY, FORMULATE AND SOLVE ENGINEERING PROBLEMS. To plan and solve engineering problems in the ICT with initiative, making decisions and with creativity. To develop a method of analysis and problem solving in a systematic and creative way.

## Transversal:

04 COE N2. EFFICIENT ORAL AND WRITTEN COMMUNICATION - Level 2. Using strategies for preparing and giving oral presentations. Writing texts and documents whose content is coherent, well structured and free of spelling and grammatical errors.
06 URI N1. EFFECTIVE USE OF INFORMATION RESOURCES - Level 1. Identifying information needs. Using collections, premises and services that are available for designing and executing simple searches that are suited to the topic.
06 URI N2. EFFECTIVE USE OF INFORMATION RESOURCES - Level 2. Designing and executing a good strategy for advanced searches using specialized information resources, once the various parts of an academic document have been identified and bibliographical references provided. Choosing suitable information based on its relevance and quality.
06 URI N3. EFFECTIVE USE OF INFORMATION RESOURCES - Level 3. Planning and using the information necessary for an academic assignment (a final thesis, for example) based on a critical appraisal of the information resources used.

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## LEARNING OBJECTIVES OF THE SUBJECT

Master the principles of reinforcement learning as an artificial intelligence tool based on the interaction of the machine with its environment, with applications to control tasks (eg. robotics, autonomous driving) o decision making (eg. resource optimization in wireless communication networks).
Design and train deep neural networks capable of learning with little or no supervision, both for discriminative and generative tasks, with special attention on multimedia applications (vision, language and speech).

STUDY LOAD

| Type | Hours | Percentage |
| :--- | :--- | :--- |
| Self study | 98,0 | 65.33 |
| Hours large group | 26,0 | 17.33 |
| Hours small group | 26,0 | 17.33 |

Total learning time: 150 h

## CONTENTS

## Introduction to reinforcement learning

## Description:

Describe with examples the fundamental concepts and the problems that can be solved.

## Full-or-part-time: $2 h$

Theory classes: 2h

## The exploration-exploitation trade-off

## Description:

- The exploration-exploitation trade-off
- Study case: Multi-armed bandits.


## Full-or-part-time: 1 h

Theory classes: 1h

## Markov decision processes (MDP)

## Description:

- The agent-environment interface
- Goals and rewards
- Markov Decision Processes
- Value functions and optimality: Bellman equation


## Full-or-part-time: 2 h

Theory classes: 2 h

## Dynamic programming

## Description:

- Policy evaluation, improvement and iteration
- Dynamic programming based on MDP

Full-or-part-time: 1 h
Theory classes: 1 h

## Monte-Carlo methods

## Description:

- First-visit Monte-Carlo methods
- Every-visit Monte-Carlo methods
- Exploration and exploitation
- On-policy and off-policy methods

Full-or-part-time: 2 h 30 m
Theory classes: $2 \mathrm{~h} \mathrm{30m}$

## Temporal-Difference (TD) Learning

## Description:

- Model-free learning using time diferences
- SARSA and Q-learning with discrete actions
- Games

Full-or-part-time: 2 h 30 m
Theory classes: 2 h 30 m

## Policy gradient methods

## Description:

- Policy gradient
- Value function approximation
- Actor-Critic methods
- Baseline functions

Full-or-part-time: 2 h 30 m
Theory classes: $2 \mathrm{~h} \mathrm{30m}$

## Deep reinforcement learning

## Description:

Modeling of q -value functions and policies with deep neural networks
Full-or-part-time: 2 h 30 m
Theory classes: 2 h 30 m

## Advanced deep learning

## Description:

- Generative models: GANs, VAEs and Flows.
- Advanced Recurrent Neural Networks.
- Attention mechanism and Transformers.
- Graph Neural Networks.
- Self-supervised learning and meta-learning.
- Supercomputation for deep learning.

Full-or-part-time: 10h
Theory classes: 10h

## Reinforcement learning labs

## Description:

Labs in Matlab and/or Python distributed throught the lectures

- Dynamic channel allocation
- Blackjack
- Job-shop scheduling
- Tabular Q-Learning

Full-or-part-time: 13h
Laboratory classes: 13h

## Deep Learning Labs

## Description:

Labs in PyTorch about:

- Q-learning with neural networks.
- Vanilla policy gradients (REINFORCE).
- Optimizers for deep neural networks
- Attention models
- Transfer learning
- Generative Adversarial Networks (GANs)
- Variational Autoencoders (VAEs)

Full-or-part-time: 13h
Laboratory classes: 13h

## GRADING SYSTEM

Exams and evaluation of labs

## BIBLIOGRAPHY

## Basic:

- Sutton, R.S.; Barto, A.G. Reinforcement learning: an introduction [on line]. 2nd ed. Cambridge, Mass.: MIT Press, 2018
[Consultation: 14/09/2020]. Available on: https://ebookcentral.proquest.com/lib/upcatalunya-ebooks/detail.action?docID=6260249. ISBN 9780262039246.
- Goodfellow, I.; Bengio, Y.; Courville, A. Deep learning [on line]. Cambridge, Massachusetts: The MIT Press, [2016] [Consultation: 19/10/2022]. Available on: http://www.deeplearningbook.org/. ISBN 978-0262035613.


## RESOURCES

## Other resources:

Course website: https://telecomben-dl.github.io/drl-2020/


[^0]:    Classroom lectures and labs

